



AMERICAN QUARTER HORSE ASSOCIATION

PATTERN CLASS SCORE SHEET

Circle Division: Youth Walk/Trot Youth Level 1 Youth 13 < Youth 14-18  
 Amateur Walk/Trot Amateur Level 1 Amateur Select Amateur  
 Circle Class: Showmanship Horsemanship  
 Education

Show: \_\_\_\_\_  
 Date: \_\_\_\_\_  
 Judge: \_\_\_\_\_  
 Signature: \_\_\_\_\_

Each rider is scored between 0-frirtny points and automatically begins the run with a score of 70 points

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

WD Entry #	Maneuver Description	Scoring										F&E	Total Penalty	Score	Comments	
		1	2	3	4	5	6	7	8	9	10					
1311	Maneuver	+1/2	0	+1/2	+1	+1/2								3	75 1/2	
	Penalty															
	Maneuver															
	Maneuver															
	Penalty															
	Maneuver															
	Maneuver															
	Penalty															
	Maneuver															
	Maneuver															
	Penalty															
	Maneuver															
	Maneuver															
	Penalty															
	Maneuver															
	Maneuver															
	Penalty															
	Maneuver															
	Maneuver															
	Penalty															
	Maneuver															

W Jog A-B  
 Oxt. B  
 Jogg C-D  
 15 id  
 D-E  
 stop  
 buds

FORM AND EFFECTIVENESS: Excellent (5) Very Good (4) Good (3) Average (0-2)

# AQHA Q

## PATTERN CLASS SCORE SHEET

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Youth Walk/Trot Youth Level 1 Youth 13 < Youth 14-18  
Amateur Walk/Trot Amateur Level 1 Amateur Select Amateur

Circle Division Circle Class  
Showmanship Horsemanship  
Equitation

Show: \_\_\_\_\_  
Date: \_\_\_\_\_  
Judge: \_\_\_\_\_  
Signature: \_\_\_\_\_

Each rider is scored between 0-infinity points and automatically begins the run with a score of 70 points

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

NO	Entry #	Maneuver Description										F&E	Total Penalty	Score	Comments
		1	2	3	4	5	6	7	8	9	10				
1401	Penalty	0	+1	+1	+1/2	+1						4	78		
		Maneuver													
601	Penalty	0	0	+1/2	0	0						3	71 1/2		
		Maneuver													
	Penalty														
	Maneuver														
	Penalty														
	Maneuver														
	Penalty														
	Maneuver														
	Penalty														
	Maneuver														
	Penalty														
	Maneuver														
	Penalty														
	Maneuver														

PATTERN CLASS SCORE SHEET

Youth Walk/Trot Youth Level 1 Youth 13 < Youth 14-18  
 Amateur Level 1 Amateur Select Amateur  
 Showmanship Horsemanship  
 Equitation

Show: \_\_\_\_\_  
 Date: \_\_\_\_\_  
 Judge: \_\_\_\_\_  
 Signature: \_\_\_\_\_

Each rider is scored between 0-infinity points and automatically begins the run with a score of 70 points  
 -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

W/O Entry #	Maneuver Description	Score										F&E	Total Penalty	Score	Comments		
		1	2	3	4	5	6	7	8	9	10						
830	Maneuver	0	+1/2	-2	-1	-1	+1/2								2	69	Use your body
	Penalty																
399	Maneuver	0	-2	0	+1/2	+1/2	+1								3	73	
	Penalty																
628	Maneuver	+1/2	+1	+1/2	+1/2	+1	+1								4	78 1/2	Nice in command
	Penalty																
673	Maneuver	0	+1/2	+1/2	0	+1	+1								4	77	nice position
	Penalty																
772	Maneuver	0	0	+1/2	0	0	-1/2								2	72	Use hands more effectively
	Penalty																
773	Maneuver	0	-1	0	-1	-1	-1								2	68	Specimen opens point of contact
	Penalty																

### PATTERN CLASS SCORE SHEET

Circle Division

Youth Walk/Trot Youth Level 1 Youth 13 < Youth 14-18  
 Amateur Walk/Trot Amateur Level 1 Amateur Select Amateur

Circle Class

Showmanship Horsemanship  
 Equitation

Show: \_\_\_\_\_  
 Date: \_\_\_\_\_  
 Judge: \_\_\_\_\_  
 Signature: \_\_\_\_\_

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points  
 -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

NO	Entry #	Circle Division										F&E	Total Penalty	Score	Comments						
		1	2	3	4	5	6	7	8	9	10										
888	Maneuver Description	W A-B	EX 8-C	509, 0	15 1/2	STOP															
		Penalty																			
	Maneuver	0	-2	-2	-2	+1 1/2															
	Penalty																				
	Maneuver																				
	Penalty																				
	Maneuver																				
475	Maneuver Description																				
		Penalty																			
	Maneuver		+1 1/2	+1 1/2	+1 1/2	+2	+1 1/2														
	Penalty																				
	Maneuver																				
	Penalty																				
	Maneuver																				
150	Maneuver Description																				
		Penalty																			
	Maneuver		+1	+1	+1	-2	0														
	Penalty																				
	Maneuver																				
	Penalty																				
	Maneuver																				
781	Maneuver Description																				
		Penalty																			
	Maneuver		-1	0	0	-2	-1														
	Penalty																				
	Maneuver																				
	Penalty																				
	Maneuver																				

# AQHA 12.

## PATTERN CLASS SCORE SHEET

AMERICAN QUARTER HORSE ASSOCIATION

Youth Walk/Trot Youth Level 1 Youth 13 < Youth 14-18  
 Amateur Walk/Trot Amateur Level 1 Amateur Select Amateur

Circle Division  
 Circle Class  
 Showmanship Horsemanship  
 Equitation

Show: \_\_\_\_\_  
 Date: \_\_\_\_\_  
 Judge: \_\_\_\_\_  
 Signature: \_\_\_\_\_

Each rider is scored between 0-infinity points and automatically begins the run with a score of 70 points.  
 -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

WC Entry #	Maneuver Description	Score										F&E	Total Penalty	Score	Comments		
		1	2	3	4	5	6	7	8	9	10						
375	Maneuver																
	Penalty	0	+1	+1	+1	+1											
428	Maneuver																
	Penalty	+1	+2	+1	+1	+112											
630	Maneuver																
	Penalty	0	lope	+112	+1	+1											
752	Maneuver																
	Penalty	lope	lope	lope													
759	Maneuver																
	Penalty	+112	0	+112	+1	+1											
765	Maneuver																
	Penalty	+1	+2	+1	0	0											
819	Maneuver																
	Penalty	0	0	0	+1	+1											
1365	Maneuver																
	Penalty	0	0	0	-2	-2											
295	Maneuver																
	Penalty	+112	0	0													

TEORM AND EFFECTIVENESS: Excellent (5) Very Good (4) Good (3) Average (0-2)  
 For more information on how exhibitors are scored visit [www.aqhauniversity.com](http://www.aqhauniversity.com)

751/2 shorten reins  
 move w/ the horse

75/2 nice job tough horse.

77 nice ride naughty pony!

75 change foot speed

68 shorten reins  
 peel the horse

791/2 nice presentation  
 shorten reins

791/2 nice position

751/2 relax  
 set pen position  
 peel horse

# AQHA 13.

AMERICAN QUARTER HORSE ASSOCIATION

## PATTERN CLASS SCORE SHEET

Youth Walk/Trot Youth Level 1 Youth 13 < Youth 14-18  
 Amateur Walk/Trot Amateur Level 1 Amateur Select Amateur

Circle Division Circle Class  
 Showmanship Horsemanship  
 Equitation

Show: \_\_\_\_\_  
 Date: \_\_\_\_\_  
 Judge: \_\_\_\_\_  
 Signature: \_\_\_\_\_

Each rider is scored between Unlimited points and automatically begins the run with a score of 70 points  
 -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

NO	Entry #	Maneuver Description	Score										FEE	Total Penalty	Score	Comments		
			1	2	3	4	5	6	7	8	9	10						
1296	Maneuver	Walk	0	0	0	0	+1 1/2	0	0	0	0	0	0	0	2		92 1/2	✓ connect w/ front use your body
		Maneuver	0	0	0	0	+1 1/2	0	0	0	0	0	0	0				
358	Maneuver	Walk	+1 1/2	0	0	+1	+1	+1	+1	+1	+1	+1	+1	+1	4		99 1/2	✓ very effective.
		Maneuver	+1 1/2	0	0	+1	+1	+1	+1	+1	+1	+1	+1	+1				
598	Maneuver	Walk	+1 1/2	+1	+1 1/2	+2	+1 1/2	0	+1 1/2	0	+1 1/2	0			4		99	✓
		Maneuver	+1 1/2	+1	+1 1/2	+2	+1 1/2	0	+1 1/2	0	+1 1/2	0						
677	Maneuver	Walk	0	+1 1/2	0	lead	-2	0	+1 1/2	0	0	0	0	0	2		91	look w/ eye take time.
		Maneuver	0	+1 1/2	0	lead	-2	0	+1 1/2	0	0	0	0	0				
1214	Maneuver	Walk	0	+1 1/2	+1 1/2	+1	+1 1/2	0	0	+1 1/2	0	+1 1/2	0	0	3		96	✓ nice job w/ tough horse.
		Maneuver	0	+1 1/2	+1 1/2	+1	+1 1/2	0	0	+1 1/2	0	+1 1/2	0	0				
1405	Maneuver	Walk	+1 1/2	+2	0	+2	+1	+2	+1	+2	+1 1/2	0	0	0	4		86 1/2	✓ smooth effective!
		Maneuver	+1 1/2	+2	0	+2	+1	+2	+1	+2	+1 1/2	0	0	0				

FORM AND EFFECTIVENESS: Excellent (5) Very Good (4) Good (3) Average (0-2)  
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Youth Walk/Trot Youth Level 1 Youth 13 < Youth 14-18  
 Amateur Walk/Trot Amateur Level 1 Amateur Select Amateur

Circle Division Circle Class  
 Showmanship Horsemanship  
 Equitation

Show: \_\_\_\_\_  
 Date: \_\_\_\_\_  
 Judge: \_\_\_\_\_  
 Signature: \_\_\_\_\_

Each rider is scored between 0-infinity points and automatically begins the run with a score of 70 points  
 -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

NO	Entry #	Maneuver Description	Score										F&E	Total Penalty	Score	Comments		
			1	2	3	4	5	6	7	8	9	10						
819	Maneuver	W <sup>2</sup> P-B														2	71	Work on use of wilds.
		W <sup>2</sup> Q-C																
999	Maneuver	W <sup>2</sup> C-D														3	74	lighten uses,
		W <sup>2</sup> D-E																
1408	Maneuver	W <sup>2</sup> E-F														3	75	Smooth
		W <sup>2</sup> Stop																
	Penalty	Maneuver																
		Maneuver																
	Penalty	Maneuver																
		Maneuver																
	Penalty	Maneuver																
		Maneuver																
	Penalty	Maneuver																
		Maneuver																
	Penalty	Maneuver																
		Maneuver																

FORM AND EFFECTIVENESS: Excellent (5) Very Good (4) Good (3) Average (0-2)  
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AMERICAN QUARTER HORSE ASSOCIATION

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## PATTERN CLASS SCORE SHEET

Circle Division: Youth Walk/Trot Youth Level 1 Youth 13 < Youth 14-18  
 Amateur Walk/Trot Amateur Level 1 Amateur Select Amateur  
 Circle Class: Showmanship Horsemanship  
 Equitation

Show: \_\_\_\_\_ Date: \_\_\_\_\_  
 Judge: \_\_\_\_\_ Signature: \_\_\_\_\_

Each rider is scored between Quinfty points and automatically begins the run with a score of 70 points.  
 -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

NO	Entry #	Score										FBE	Total Penalty	Score	Comments				
		1	2	3	4	5	6	7	8	9	10								
829	Maneuver																		
	Penalty																		
945	Maneuver	W-A-B	W-B-C	W-C-D	W-D-E	W-E-F	Stop	Build											
	Penalty						post	reins											
1410	Maneuver																		
	Penalty																		
1403	Maneuver																		
	Penalty																		
1424	Maneuver																		
	Penalty																		
219	Maneuver																		
	Penalty																		
342	Maneuver																		
	Penalty																		
458	Maneuver																		
	Penalty																		

FORM AND EFFECTIVENESS: Excellent (5) Very Good (4) Good (3) Average (0-2)  
 For more information on how exhibitors are scored visit [www.aqhauniversity.com](http://www.aqhauniversity.com)





AMERICAN QUARTER HORSE ASSOCIATION

PATTERN CLASS SCORE SHEET

Grade Division: Youth Walk/Trot, Youth Level 1, Youth 13 <, Youth 14-18, Amateur Walk/Trot, Amateur Level 1, Amateur Select, Amateur

Circle Class: Showmanship, Horsemanship, Equitation

Show: \_\_\_\_\_  
 Date: \_\_\_\_\_  
 Judge: \_\_\_\_\_  
 Signature: \_\_\_\_\_

Each rider is scored between 0-infinity points and automatically begins the run with a score of 70 points  
 -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

WO	Entry #	Maneuver Description										F&E	Total Penalty	Score	Comments			
		1	2	3	4	5	6	7	8	9	10							
469	Maneuver	W	W@C	30° F	W-E	30° F	E-E	60° P										
		Penalty																
636	Maneuver	+1	+1/2	+1/2	+1/2	+1/2												
		Penalty																
670	Maneuver	0	+1/2	0	-1	+1/2	+1/2											
		Penalty																
469	Maneuver	0	-1	-1	0	+1/2	-1/2											
		Penalty																

Use body to cue

sit down in saddle

sit up. cue.

AMERICAN QUARTER HORSE ASSOCIATION

Youth Walk/Trot Youth Level 1 Youth 13 < Youth 14-18  
 Amateur Walk/Trot Amateur Level 1 Amateur Select Amateur

Circle Division Circle Class  
 Showmanship Horsemanship Equitation

Show: \_\_\_\_\_ Date: \_\_\_\_\_  
 Judge: \_\_\_\_\_ Signature: \_\_\_\_\_

Each rider is scored between 0 (minimum) and 10 (maximum) points and automatically begins the run with a score of 70 points  
 -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

NO	Entry #	Maneuver										FEE	Total Penalty	Score	Comments			
		1	2	3	4	5	6	7	8	9	10							
1335	Maneuver	0	0	0	-1	-1	-1								1		68	Sit up straighten saddle shorten reins
		Penalty																
950	Maneuver	+1	+1	+1	+1	+1									3		78	Very Effective
		Penalty																
996	Maneuver	0	-2	0	+1/2	+1/2									2		70	Feel horse
		Penalty																
1420	Maneuver	+1/2	-2	0	-1	-1									2		68 1/2	Feel horse
		Penalty																
1411	Maneuver	+1	+1	+1	+1	+1									3		79	nice!
		Penalty																
987	Maneuver	+1	+1	+1/2	+1	+1									3		79 1/2	nice rider
		Penalty																
1102	Maneuver	0	+1/2	+1/2	0	0									2		73 1/2	sit down
		Penalty																

# PTHA

## RANCH RIDING



THE COLOR BREED.

SHOW: \_\_\_\_\_ DATE: \_\_\_\_\_

CLASS: 17

MANEUVER SCORES : -1½ Extremely Poor, -1 Very Poor, -½ Poor, 0 Correct, +½ Good, +1 Very Good, +1½ Excellent

DRAW	EXHB #	PENALTY	Maneuver Description										Penalty Total	SCORE					
			1	2	3	4	5	6	7	8	9	10			11	12	13		
	1401		0	+1/2	0	0	0	+1/2	0	+1	0	0							12

DRAW	EXHB #	PENALTY	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE
	609		-1/2	-1/2	0	+1/2	-1	+1/2	0	0	-1/2	0							68 1/2

DRAW	EXHB #	PENALTY	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE

DRAW	EXHB #	PENALTY	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE	SCORE

# PIHA

# RANCH RIDING



THE COLOR BREED

SHOW: \_\_\_\_\_ CLASS: 18 DATE: \_\_\_\_\_

MANEUVER SCORES : - 1/2 Extremely Poor, -1 Very Poor, 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

DRAW	EXHB #	PENALTY	SCORE	Maneuver Description													Penalty Total	SCORE
				1	2	3	4	5	6	7	8	9	10	11	12	13		
	983		0	+1/2	-1/2	0	-1/2	0	-1/2	0	0	0	0	0	0	+1/2		70

DRAW	EXHB #	PENALTY	SCORE	Maneuver Description													Penalty Total	SCORE
				1	2	3	4	5	6	7	8	9	10	11	12	13		
	830		+1/2	0	0	+1	-1	0	0	0	0	-1	+1					70 1/2

DRAW	EXHB #	PENALTY	SCORE	Maneuver Description													Penalty Total	SCORE
				1	2	3	4	5	6	7	8	9	10	11	12	13		
	399		+1/2	-1	0	lead	+1/2	-1	-1	0	0	-1	0					67

DRAW	EXHB #	PENALTY	SCORE	Maneuver Description													Penalty Total	SCORE
				1	2	3	4	5	6	7	8	9	10	11	12	13		
	686		0	0	+1/2	+1/2	-1	0	0	0	-1	+1/2						69 1/2

DRAW	EXHB #	PENALTY	SCORE	Maneuver Description													Penalty Total	SCORE
				1	2	3	4	5	6	7	8	9	10	11	12	13		
	992		+1	-1/2	0	+1	-1/2	+1	0	0	-1	0						71

DRAW	EXHB #	PENALTY	SCORE	Maneuver Description													Penalty Total	SCORE
				1	2	3	4	5	6	7	8	9	10	11	12	13		
	693		+1	-1	0	+1/2	-1	+1/2	+1/2	0	-1	+1/2						70

DRAW	EXHB #	PENALTY	SCORE	Maneuver Description													Penalty Total	SCORE
				1	2	3	4	5	6	7	8	9	10	11	12	13		

### PATTERN CLASS SCORE SHEET

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 Amateur Walk/Trot Amateur Level 1 Amateur Select Amateur  
 Circle Division Circle Class  
 Showmanship Horsemanship  
 Equitation

Show: \_\_\_\_\_  
 Date: \_\_\_\_\_  
 Judge: \_\_\_\_\_  
 Signature: \_\_\_\_\_

Each rider is scored between 0-infinity points and automatically begins the run with a score of 70 points  
 -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

WD	Entry #	Maneuver Description	Score										F&E	Total Penalty	Score	Comments			
			1	2	3	4	5	6	7	8	9	10							
		A-1 B Walk																	
		B-2 C Walk																	
		3 Walk w/legs																	
		4 Stop back																	
		5 Ext. D Walk																	
		6 Stop D																	
	1375	Maneuver	+1/2	+1/2	+1/2	+1	+1/2	+1/2								3	96 1/2	Winnings SMILE! Great job!	
		Penalty																	
		Maneuver																	
		Penalty																	
		Maneuver																	
		Penalty																	
		Maneuver																	
		Penalty																	
		Maneuver																	
		Penalty																	
		Maneuver																	
		Penalty																	
		Maneuver																	
		Penalty																	
		Maneuver																	

# AQHA

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## PATTERN CLASS SCORE SHEET

AMERICAN QUARTER HORSE ASSOCIATION

Youth Walk/Trot Youth Level 1 Youth 13 < Youth 14-18  
Ama Walk/Trot Amateur Level 1 Amateur Select Amateur

Circle Division  
Circle Class  
Showmanship Horsemanship  
Equitation

Show: \_\_\_\_\_  
Date: \_\_\_\_\_  
Judge: \_\_\_\_\_  
Signature: \_\_\_\_\_

Each rider is scored between 0-infinity points and automatically begins the run with a score of 70 points  
-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

WO Entry #	Maneuver Description	Score										F&E	Total Penalty	Score	Comments		
		1	2	3	4	5	6	7	8	9	10						
513	Walk													3		95	Great job!
		+1/2	+1/2	+1/2	0	+1/2	0										
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																

Morning Rail  
Classes Did  
Not have  
Score Sheets

Sorry  
- Management Show

Class #1

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

Updated 2020

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

**PM**  
**Shaw!**

**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	Stop Back	Extend Walk	Reg Walk	Stop					
1	1375 Maneuver Score	+1/2	+1	0	0	+1/2	+1	0	73	Beautiful! Smile! you want look where you want the horse to go	
	Penalty										
	Maneuver Score										
	Totals										
2	Maneuver Score										
	Totals										
	Penalty										
	Maneuver Score										
3	Totals										



Class #2

**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 1/4 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 1-2	Stop Back 3	Ext. Walk 4	Jog 5	Stop 6					
1	693	Penalty									Don't forget to smile! Good job focusing horse keeps reins over
		Maneuver Score	+1/2	-1/2	0	+1/2	+1	+1	+1	7 1/2	
		Totals									
		Penalty									
2		Penalty									
		Maneuver Score									
		Totals									
		Penalty									
3		Penalty									
		Maneuver Score									
		Totals									
		Penalty									
4		Penalty									
		Maneuver Score									
		Totals									
		Penalty									

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 1	Jog 2	Jog O 3	Jog 4	Walk 5	Walk 6	Stop Back 7					
1 1325	Penalty												Don't look down at horse's head. - Nice transitions
	Maneuver Score	0	+1/2	-1/2	0	0	+1/2	-1/2	0	+1	69 1/2		
	Totals												
2 1420 RR	Penalty												- Watch hands in turns. - Good consistent pace.
	Maneuver Score	0	0	-1/2	0	0	+1/2	0	0	+1	71		
	Totals												
3 1411	Penalty												- Look up during transition - Nice soft hands
	Maneuver Score	0	+1/2	+1/2	+1/2	0	0	0	+1	0	72 1/2		
	Totals												
4 950	Penalty												- Watch sharp shape of circle
	Maneuver Score	0	0	-1/2	0	+1/2	+1/2	+1/2	0	+1	71 1/2		
	Totals												
5 970	Penalty												Excellent Form. Great job not getting flustered
	Maneuver Score	0	-1/2	0	0	+1/2	+1	+1	+1	+2	75		
	Totals												
6 987	Penalty												Wobbly off B. Great body position - looking up
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	+2	+1	75 1/2		
	Totals												
7 RR 1102	Penalty												- Shoulders back - Great back
	Maneuver Score	0	+1/2	0	+1/2	0	0	+1	0	0	72		
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
	Penalty												

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

Judges Signature

**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 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	Jog O	Jog	Walk	Walk	Stop Back					
		1	2	3	4	5	6	7					
1	599												
	Penalty												
	Maneuver Score	0	+1/2	+1/2	+1/2	0	0	0	+1	+1	73 1/2	Heels down Great job looking where going	
	Totals												
2	797												
	Penalty												
	Maneuver Score	0	0	0	+1/4	+1/2	0	-1/2	+1/2	+1/2	72	Shoulder back - Watch circle shape. - Good looking where going	
	Totals												
3	1408												
	Penalty												
	Maneuver Score	0	+1/2	+1/2	-1/2	0	0	+1/2	+1/2	+1	71 1/2	Nice leg. - Watch circle shape	
	Totals												
4	670												
	Penalty												
	Maneuver Score												
	Totals												
5													
	Penalty												
	Maneuver Score												
	Totals												
6													
	Penalty												
	Maneuver Score												
	Totals												
7													
	Penalty												
	Maneuver Score												
	Totals												
8													
	Penalty												
	Maneuver Score												
	Totals												
	Penalty												

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Judges Signature

**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 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	Jog 0	Jog	Walk	Walk	Stop Back					
1	Penalty			(-1)									- Great job riding through. - Watch circle shape
	Maneuver Score	-1/2	0	0	-1/2	0	0	0	+1	+2	72		
	Totals												
2	Penalty												- BOG. Make sure to keep leg on.
	Maneuver Score	0	+1/2	+1/2	+1/2	-1/2	0	+1	+1/2	0	71 1/2		
	Totals												
3	Penalty												- Late transition - Nice circle - Good soft ride
	Maneuver Score	0	-1/2	+1	+1/2	0	0	0	+1/2	+1	72 1/2		
	Totals												
4	Penalty												- Soft hands - Well ridden
	Maneuver Score	0	+1/2	+1/2	0	-1/2	0	+1/2	+1	+2	74		
	Totals												
5	Penalty												- Look up - Nice body alignment - Watch O shape
	Maneuver Score	0	+1	0	+1/2	0	0	+1/2	+1	+1	74		
	Totals												
6	Penalty												- Don't lean forward to slow down
	Maneuver Score	0	-1/2	-1/2	0	0	0	+1/2	+1/2	+1 1/2	71 1/2		
	Totals												
7	Penalty												- Sit deep in saddle. - No posting
	Maneuver Score	0	+1/2	0	0	0	0	+1/2	+1/2	+1/2	72		
	Totals												
8	Penalty												- Watch hands. - Shorten rein if needed
	Maneuver Score	0	0	0	0	(-3)	0	0	+1/2	+3	73		
	Totals												
	Penalty												

*[Handwritten Signature]*

Judges Signature

**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)**

- 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	Jog 0	Jog	Walk	Walk	Stop Back						
9	1403													
	Penalty													-nice leg
	Maneuver Score	0	+1/2	+1/2	0	+1/2	0	0	+1	+1	73 1/2			-look up during transit. -Back crooked.
	Totals													
10	1410													
	Penalty													
	Maneuver Score	0	0	+1/2	0	+1/2	0	+1/2	+1/2	+1	73			-Elbows in -Don't look down
	Totals													
11	1424													
	Penalty													
	Maneuver Score	0	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	0	71 1/2			-Look up
	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													
	Penalty													

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Judges Signature

CLASS # 6

**YEDA Official Score Sheet – Emerald 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 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 RL	Walk	Stop Back				
1	Maneuver	1	2	3	4	5				
	Penalty									
	Maneuver Score	0	+1/2	x1	x1	x1	+2	+1		- Excellent body alignment - keep verbals quiet.
	Totals									- Beautifully done
2	Maneuver									
	Penalty									
	Maneuver Score									
	Totals									
3	Maneuver									
	Penalty									
	Maneuver Score									
	Totals									

**YEDA Official Score Sheet – Emerald 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)**

- 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	Lope RL	Walk	Stop Back				
1	Penalty									
	Maneuver Score	0	0	+1/2	0	+1/2	+1/2	+1/2	72	- Sit deep fork - Right shoulder back
	Totals									
2	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1	+1/2	0	74 1/2	- Lovely position - Don't be afraid to move up the lope.
	Totals									
3	Penalty			-1	(-1)					
	Maneuver Score	0	0	-1/2	0	0	0	+1/2	69	- Sit back. - Hunch shoulder when trans.
	Totals									
4	Penalty									
	Maneuver Score	+1/2	+1/2	0	0	0	+1/2	+1/2	73+	- Lovely position - Didn't see back - a little sticky @ lope transition
	Totals									
5	Penalty				(-1)					
	Maneuver Score	0	0	0	0	+1/2	+1	<del>1/2</del>	73	- trans on new tags
	Totals							+1/2		
6	Penalty									
	Maneuver Score	0	+1/2	0	0	+1/2	+1/2	+1	72 1/2	- well ridden - heels down
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
	Penalty									

*[Signature]*

Judges Signature

**YEDA Official Score Sheet – Emerald 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)**

- 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	Lope RL	Walk	Stop Back				
1 728	Penalty									
	Maneuver Score	0	+1/2	0	0	+1/2	+1/2	+1	70 1/2	
	Totals									
2 819	Penalty									
	Maneuver Score	0	+1/2	-1	0	0	-0	0	69 1/2	- lope was misshapen - sit back to drive forward
	Totals									
3 1295	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1	+1	+1/2	0	74 1/2	- rein hand - shoulder wants to pull forward. - Excellent attention
	Totals									
4 428	Penalty									
	Maneuver Score	0	-1/2	0	0	+1/2	+1/2	+1/2	71	- Nice snibe - Watch transitions
	Totals									
5 1365	Penalty									
	Maneuver Score	0	0	0	-1/2	+1/2	+1/2	+1/2	72	- sit back - late transitions - back slightly crooked
	Totals									
6 375	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1	+1/2	+1/2	+1/2	74 1/2	- well guided - excellent pattern
	Totals									
7 765	Penalty									
	Maneuver Score	0	+1/2	0	-1/2	+1/2	+1/2	0	71 1/2	- look where want to go. - cut lope off a little.
	Totals									
8 630	Penalty									
	Maneuver Score	0	0	0	-1/2	+1/2	+1	+1/2	71 1/2	- Dont look for lead - soften ↓ transition
	Totals				69	68 1/2	69	70	71 1/2	
	Penalty									

Judges Signature



**YEDA Official Score Sheet – Emerald 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)**

- 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	Lope RL	Walk	Stop Back				
1 169	Penalty									
	Maneuver Score	0	+1/2	1/2	0	+1/2	+1	+1/2	7/3	- Nice ride - Try for transverse - @ cone
	Totals			7/1		7 1/2				
	Penalty									
2 152	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	73 1/2	- I love you - smile & looking - where you're going - Sit back ↑ transverse
	Totals				7/1	7 1/2				
	Penalty									
	Maneuver Score									
3	Maneuver Score									
	Totals									
	Penalty									
	Maneuver Score									

**YEDA Official Score Sheet – Ruby 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)**

- 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	Maneuvers							F & E	HDD	Total	Comments
			Walk	Jog	R Corner Lope RL	R Corner Walk	Jog	Stop Back					
			1-2	3	4	5	6	7					
1	1405	Penalty											- Thumbs up. Poppy pants - Soft rider 😊
		Maneuver Score	+½	+½	+½	0	0	+½	+1	0	73		
		Totals											
2	358	Penalty											- Lope ↑ early. - Great hands.
		Maneuver Score	0	0	+½	+1	+½	+½	+½	+½	74½		
		Totals					72	72½					
3	548	Penalty											No Score
		Maneuver Score											
		Totals											
4	622	Penalty											- Sit back for lope ↑ - transition. - Keep verbals quiet - back a little crooked
		Maneuver Score	0	+½	+½	0	0	0	+1	+½	73½		
		Totals			71				72				
5	1214	Penalty											- Good job keeping him walking. - Relax! You look tense but ride beautifully!
		Maneuver Score	0	+½	+½	0	+½	+½	+1	0	73		
		Totals			71			72	73				
6	<del>548</del> 1296	Penalty											- Nice leg - Sit back for ↑ trans. - Wrong lead no Δ
		Maneuver Score	0	+½	-1	0	-½	0	+½	+½	70		
		Totals			69½		69						
7	548	Penalty											
		Maneuver Score	0	-1	+½	+½	0	0	+½	0	70½		
		Totals		69		70			70½				
8		Penalty											
		Maneuver Score											
		Totals											
9		Penalty											
		Maneuver Score											

  
Judges Signature



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

class #10

Updated June 2020

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

Faults incurring a score of 0:

- Must be placed under rider's without or not incurring faults
- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

- 3 - point penalty**
- Break of gait from walk or trot more than 2 strides
  - Break of gait at the lope
  - Starting on the incorrect lead, out of lead or cross canter during lead change
  - Trotting excessive strides during simple lead change
  - Too loose of rein

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

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

Entry #	Maneuver Description	Lope LL	1 1/2 Spin R	Lope RI o slow R	Change Leads	Lope O Fast L	Stop Back 6	1 1/2 Spin L	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9					
1 9051	Penalty			-3										0 67 1/2	-Technically off pattern @ end
	Maneuver Score	0	0	-1/2	0	+1/2	+1/2	-1	-1/2	-1/2					
	Totals			66 1/2		67	67 1/2	66 1/2	66 1/2	65 1/2					
	Penalty														
	Maneuver Score														
2 <del>9052</del>	Penalty														
	Maneuver Score														
	Totals														
	Penalty														
	Maneuver Score														
3 1401	Penalty													0 73	-Well ridden on tough horse - Sit back for spms
	Maneuver Score	0	0	-1/2	+1	0	+1/2	0	0	-1/2					
	Totals			68 1/2	70 1/2	71	71	70 1/2	70 1/2	70 1/2					
	Penalty														
	Maneuver Score														
4	Penalty														
	Maneuver Score														
	Totals														
	Penalty														
	Maneuver Score														
Totals	Penalty														
	Maneuver Score														

Updated June 2020

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

**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	Lope LL	1 1/2 Spin R	Lope RI o slow R	Change Leads	Lope O Fast L	Stop Back 6	1 1/4 Spin L	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3		4	5	6	7	8					
1 772	Penalty	-3													
	Maneuver Score	0	0	+1	0	-1/2	+1/2	0	+1	0					
	Totals	07		68		67 1/2	68		69						
2 <del>785</del>	Penalty			-3	DP										
	Maneuver Score	0	-1/2	-1 1/2	0	+1	1/2	+1/2	1/2	0					
	Totals														
3 830	Penalty														
	Maneuver Score	+1/2	-1/2	+1/2	+1/2	+1	+1/2	0	-1/2	0					
	Totals		70		71	72	72 1/2		72						
4 397	Penalty	-3													
	Maneuver Score	M2	-1/2	0	0	+1/2	0	-1	-1/2	0					
	Totals	66 1/2	66		66 1/2		64	65 1/2							
5 628	Penalty														
	Maneuver Score	0	+1/2	+1/2	0	+1/2	0	0	-1/2	0					
	Totals		71		71 1/2		70		70						
6 673	Penalty	-3													
	Maneuver Score	0	-1/2	+1/2	0	+1/2	+1/2	-1/2	+1/2	0					
	Totals		70		70		71		71						
7	Penalty														
	Maneuver Score														
	Totals														
8	Penalty														
	Maneuver Score														
	Totals														

Judges Signature

Class #12

**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)**

- 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	X-Jog	Stop 270 R	Jog	Lope LL	Stop Back				
1 1401	Penalty										
	Maneuver Score	0	+1/2	+1	-1/2	+1	+1	+1	0	74	-nice ride -small bobble coming out of 270.
	Totals			7 1/2	-7	-7 1/2	7 1/2	7 1/2			
	Penalty										
2 1909	Maneuver Score	0	0	0	0	W/L or DR	0			0	-W/L on far side
	Totals										
	Penalty										
	Maneuver Score										
3	Totals										
	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
	Maneuver Score										

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 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	X-Jog	Stop 270 R	Jog	Lope LL	Stop Back					
		1	2	3	4	5	6					
1	397											- Beautiful lower leg until lope. Keep contact @ lope.
	Penalty											
	Maneuver Score	0	0	0	0	+1/2	+1/2	+1/2	+1	72 1/2		
	Totals						71		72			
2	628											- Dont give up on spin - watch hands @ stop
	Penalty											
	Maneuver Score	0	0	0	0	0	+1/2	+1/2	+1	72		
	Totals											
3	673											- Need more authority @ exit trot - Nice upper body
	Penalty											
	Maneuver Score	0	-1/2	+1/2	0	+1/2	+1/2	+1	0	72		
	Totals			70			71	72				
4	772											- Added back after 270 - More authority @ exit trot - Sit back for lope
	Penalty											
	Maneuver Score	0	-1/2	0	0	-1/2	-1	+1/2	+1	69 1/2		
	Totals		69 1/2			69	68		69			
5	783											- off pattern @ 2nd cue didn't go for enough ended up in front of B after 270.
	Penalty											
	Maneuver Score	+0	+1/2	0	0	+1/2	+1/2	+1	0	0		
	Totals		70 1/2									
6	830											- Good nde distance - Didn't go for enough 13
	Penalty											
	Maneuver Score	0	-1	-1/2	-1/2	0	+1/2	+1/2	+1	69		
	Totals		68	67 1/2	67		67 1/2	68	69			
7												
	Penalty											
	Maneuver Score											
	Totals											
8												
	Penalty											
	Maneuver Score											
	Totals											
9												
	Penalty											

*[Handwritten Signature]*

Judges Signature

**YEDA Official Score Sheet – RAIL Class: #14 JR/SR Ruby Rail**

Back #	Rider Comments	Overall Class Comments
1 1405 Rider	- Poppy pass	
2 1022 Rider	- Drop in to heels. Try to stay relaxed.	
3 1214 Rider	- Don't look for leads	
4 511 Rider	- Watch your free hand wants to drop	
5 358 Rider	- Nice ride. Don't be afraid to move up the lope for smoother ride	
6 1206 Rider	- Sit deep at lope and keep leg below you	
7		
8		
9		
10		
11		

**YEDA Official Score Sheet – RAIL Class:**

#10 JR Emerald Reef

Back #	Rider Comments	Overall Class Comments
1 <del>630</del>	Good job on a horse that was <u>DOG!</u> Keep that posture up. +	Very talented class of riders.
2 <del>375</del>	Nice! Chin up and looking ahead +	
3 <del>1305</del>	DOG. Keep aids on	
4 <del>759</del>	Horse out of lead. Well ridden.	
5 <del>1295</del>	Sit back. Tend to tip forward when horse goes faster	
6 <del>428</del>	Watch hands getting high	
7 <del>819</del>	Nice solid riding	
8 <del>765</del>	Sit back. ↓	
9 <del>752</del>	Keep fingers closed on reins. Sit deep	
10		
11		

Judges Signature





**YEDA Official Score Sheet - RAIL Class:**

#116 SR Emerald Paul

Back #	Rider Comments	Overall Class Comments
<del>1</del> 742	Upper body popping R legs	Overall Class Comments Another quality class! Most riders could open shoulders a bit more & try not to look @ horse's head
<del>2</del> 728	Ll swing @ lope	
<del>3</del> 475	Nicely done	
<del>4</del> 650	Sit up tall. Good rhythm	
<del>5</del> 781	Quiet rider.	
<del>6</del> 888	Poll shoulders back. Working hard for the lope!	
7		
8		
9		
10		
11		



# YEDA Official Score Sheet - RAIL Class:

# 17 Alanna Emerald Paul

Back #	Rider Comments	Overall Class Comments
1 1311	- Body started pumping when coming down to trot/jog (D). - Pretty position overall.	
2		
3		
4		
5		
6		
7		
8		
9		

YEDA Official Score Sheet -- RAIL Class:

#18 Depaul Raf

Back #	Rider Comments	Overall Class Comments
1 U710	Dark Bay Dressel -Bouncing to keep him going	<p>Tough class!!!            The difference between 1st &amp; last was tiny details</p>
2 2119	Bay w/ stripe - Lack of speed consistency @ jog	
3 3822	Halt -Hands down	
4 4169	gally over - Nice ride	
5 458	All bow - Sit back.	
6 4410	Ch. tabi - Heals down @ Jog	
7 4403	DK bay 4/4/4/4 Nice ride	
8 4424	Bay tabi -Keep shoulder back. Horse tense but you dont want to follow suit.	
9 945	chrome - Watch hands. A bit piano after walk 1st direction	
10 887	Bay tabi - elbows went to pop out	
11 4316	Dark eye over - watch hands - get piano after transitions @ end	



Judges Signature

YEDA Official Score Sheet - RAIL Class: #20 Pearl Pearl

Back #	Rider Comments	Overall Class Comments
1 1325	- BGS - Relax as much as you can. You did so good on a tough horse!! (Round 4/5)?	<p>You all were            Fantastic!!!            The horses            were out of            feel but            everyone rode            so well.</p>
2 14620	- Stirrup on.	
3 0500	- No jug L. +	
4 0877	Beautiful position. Breathe.	
5 78	Uh hah! - Humbs on top. - No jug hand time to jug	
6 0710	- Chin up - nice alignment - <del>Back</del>	
7 1102	- keep elbows in - Sit up tall! +	
8 1411	- Nice upper body	
9		
10		
11		

**YEDA Official Score Sheet – RAIL Class: #19 SRopal Paul**

Back #	Rider Comments	Overall Class Comments
1 797	<ul style="list-style-type: none"> <li>- Pull leg back under you.</li> <li>- Bog</li> </ul>	+
2 1408	<ul style="list-style-type: none"> <li>- Nice heel - first impression</li> <li>- Steady body in ↑ transition</li> </ul>	
3 599	<ul style="list-style-type: none"> <li>- Close hands on reins &amp; keep thumbs up.</li> <li>- Heels down</li> </ul>	
4		
5		
6		
7		
8		
9		