

# YEDA REINING PATTERN NRHA #5 OFFICIAL SCORE SHEET

Class # |



EXHB #	MANEUVER DESCRIPTION	L Circles	4 Spins	R Circles	4 Spins	L Lead	Stop R	Stop L	Stop	Overall Ability	HDD	Penalties	Final Score	Comments
		OOo Stop	Left	OOo Stop	Right	Fast Circle Lead Change	Rollback	Rollback	& Back					
	MANEUVER	1	2	3	4	5	6	7	8					
1	PENALTY	-1,-1		-1		-1		-1/2						
	SCORE	-1/2	0	0	0	-1/2	-1/2	0	0	+1/2	+1/2	+1/2	65	8
	Total		67 1/2		66 1/2		64 1/2	64	64					
2	PENALTY													
	SCORE	0	0	0	0	+1/2	+1/2	0	0	+1/2	+1/2	0	72	4
	Total													
3	PENALTY					-1,-1								
	SCORE	0	0	-1/2	0	-1	-1/2	0	-1/2	+1/2	+1/2	-2	66 1/2	6
	Total													
4	PENALTY													
	SCORE	0	0	0	0	0	+1/2	+1/2	+1/2	+1	+1/2	0	73	2
	Total													
5	PENALTY													
	SCORE	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1	+1/2	0	74 1/2	1
	Total													
6	PENALTY													
	SCORE	0	0	0	0	+1/2	-1/2	+1/2	0	+1/2	+1/2	0	71 1/2	5
	Total													
7	PENALTY			-1,-1										
	SCORE	-1/2	0	-1/2	-1/2	0	-1/2	0	-1/2	+1/2	+1/2	-2	66 1/2	7
	Total					66 1/2	66		67 1/2 65 1/2					
8	PENALTY			-1										
	SCORE	-1/2	-3	-1/2	0	0	0	0	-1/2	+1/2	+1/2	-1	65 1/2	off Pattern 5 Spins Left 9
	Total													
9	PENALTY													
	SCORE	0	0	0	0	+1/2	0	+1/2	0	+1	+1/2	0	72 1/2	3
	Total													

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

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

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

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

JUDGES SIGNATURE

(Judge A)



**YEDA Official Score Sheet – RAIL Class: 2** Sr Emerald Rail Horsemanship  
(Split A)

Back #	Rider Comments	Overall Class Comments
1 584	Watch heels - soften	
2 851	Open Shoulders up & back	
3 289	Guide Better	
4 1096	Keep head straight don't look around	
5 1084	Very Nice	
6 685	Sit up taller	
7		
8		
9		
10		
11		

  
Judges Signature (Judge A)

**YEDA Official Score Sheet – Ranch Horse Pattern # 5**

**Class # 3**  
**Junior**

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	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1 1262	Penalty			-1									-1						
	Maneuver Score	+1/2	0	-1/2	0	0	0	0	0	0	0	0	0	0	-2	+1/2	+1/2	69	6
	Totals																		
2 675	Penalty		-1																
	Maneuver Score	0	0	0	0	-1/2	0	0	0	0	0	0	0	0	-1	+1/2	+1/2	69 1/2	5
	Totals																		
3 111	Penalty																		
	Maneuver Score	+1/2	+1/2	0	0	0	0	-1/2	+1/2	-1/2	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	74	1
	Totals																		
4 392	Penalty																		
	Maneuver Score	+1/2	-1/2	-1/2	0	0	+1/2	0	+1/2	+1/2	0	0	+1/2	+1/2	0	-1/2	+1/2	72	Way too close to 2 judges!
	Totals																		
5 1268	Penalty										-3								
	Maneuver Score	+1/2	+1/2	0	0	-1/2	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	0	-3	+1/2	+1/2	66	7
	Totals																		
6 898	Penalty			-1															
	Maneuver Score	0	0	-1/2	0	0	0	0	0	0	0	-1/2	0	0	-1	+1/2	+1/2	69	4
	Totals																		
7 866	Penalty																		
	Maneuver Score	0	0	0	0	0	0	0	0	-1/2	0	0	0	0	0	+1/2	+1/2	70 1/2	3
	Totals																		

*[Signature]*  
Judges Signature (Judge A)



**YEDA Official Score Sheet – RAIL Class: 4 Sr Emerald Rail Horsemanship (Split B)**

Back #	Rider Comments	Overall Class Comments
1 814	Very Nice	
2 577	Sit up taller Square up Shoulders	
3 174	Soften hands down	
4 863	Lower leg Back	
5 408	Lower hand	
6 1221	Shoulders Back	
7		
8		
9		
10		
11		

  
\_\_\_\_\_  
Judges Signature (Judge A)

**YEDA Official Score Sheet – Ranch Horse Pattern # 5**

Updated June 2020

**Class # 5**  
 Senior (Split A – pg 1/2)

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	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1 1404	Penalty																		
	Maneuver Score	+1/2	0	+1/2	0	+1/2	+1/2	0	+1/2	0	+1/2	0	0	0	0	+1/2	+1/2	74	1
	Totals																		
2 727	Penalty																		
	Maneuver Score	0	0	0	+1/2	-1/2	-1/2	0	0	0	0	0	0	0	0	+1/2	+1/2	70 1/2	6
	Totals																		
3 446	Penalty			-1															
	Maneuver Score	0	+1/2	0	0	0	0	0	0	0	0	0	+1/2	0	-1	+1/2	+1/2	71	5
	Totals																		
4 365	Penalty																		
	Maneuver Score	+1/2	0	0	0	-1/2	0	0	0	0	0	0	0	+1/2	0	+1/2	+1/2	71 1/2	4
	Totals																		
5 1048	Penalty								-3										
	Maneuver Score	0	0	0	-1/2	-1/2	0	0	-1/2	0	0	0	-1/2	0	-3	+1/2	+1/2	66	6
	Totals																		
6 674	Penalty																		
	Maneuver Score	0	+1/2	+1/2	0	0	0	-1/2	0	0	0	0	0	0	0	+1/2	+1/2	71 1/2	3
	Totals																		
7 424	Penalty																		
	Maneuver Score	0	0	0	0	0	-1/2	0	0	0	0	0	-1/2	-1/2	0	+1/2	+1/2	69 1/2	7
	Totals																		

*[Signature]*  
 Judges Signature (Judge A)



## YEDA Official Score Sheet – Ranch Horse Pattern # 5

Updated June 2020

**Class #5**  
Senior (Split A – pg 2/2)

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

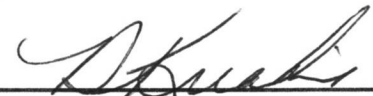
Must be placed under rider/s without or not incurring faults.

- 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 ½ points increments

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1	Penalty																		
	Maneuver Score	1/2	0	0	0	0	0	1/2	0	0	1/2	0	-1/2	0	0	1/2	1/2	72	2
	Totals																		
2	Penalty																		
	Maneuver Score																		
	Totals																		
3	Penalty																		
	Maneuver Score																		
	Totals																		
4	Penalty																		
	Maneuver Score																		
	Totals																		
5	Penalty																		
	Maneuver Score																		
	Totals																		
6	Penalty																		
	Maneuver Score																		
	Totals																		
7	Penalty																		
	Maneuver Score																		
	Totals																		

  
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 Judges Signature (Judge A)



**YEDA Official Score Sheet – RAIL Class: 6 Jr Emerald Rail Horsemanship (Split A)**

Back #	Rider Comments	Overall Class Comments
1 429	Watch Shoulder	
2 1299	lower heel	
3 198	Watch hands	
4 1238	Very Nice	
5 409	Watch lower leg	
6 195	Watch lower leg & foot	
7		
8		
9		
10		
11		

  
\_\_\_\_\_  
Judges Signature (Judge A)

**YEDA Official Score Sheet – Ranch Horse Pattern # 5**

Updated June 2020

**Class # 7**  
**Senior (Split B – pg 1/2)**

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	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1 RR 884	Penalty																		
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	0	0	+1/2	+1	76	2
	Totals																		
2 227	Penalty																		
	Maneuver Score	0	-1/2	0	0	0	0	0	+1/2	0	0	0	+1/2	0	0	+1/2	+1	72	5
	Totals																		
3 372	Penalty																		
	Maneuver Score	0	0	0	0	0	+1/2	+1/2	0	0	-1/2	-1	0	0	0	0	+1/2	70	No RL Lope 9 RR Pattern
	Totals																		
4 243	Penalty																		
	Maneuver Score	0	0	-1/2	0	-1/2	0	0	0	0	0	0	-1/2	0	0	+1/2	+1/2	69 1/2	7
	Totals																		
5 896	Penalty																		
	Maneuver Score	+1/2	-1/2	+1/2	0	+1/2	0	+1/2	-1/2	0	0	0	0	+1/2	0	+1/2	+1/2	72 1/2	4
	Totals																		
6 412	Penalty			-1															
	Maneuver Score	-1/2	0	-1/2	0	0	0	0	0	0	0	-1/2	0	0	-1	+1/2	+1/2	67 1/2	8
	Totals																		
7 1181	Penalty																		
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	0	+1/2	+1	76 1/2	1
	Totals																		

Judges Signature (Judge A)



**YEDA Official Score Sheet – Ranch Horse Pattern # 5**

Updated June 2020

**Class # 7**  
**Senior (Split B – pg 2/2)**

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	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1	Penalty																		
	Maneuver Score	+1/2	0	+1/2	0	0	+1/2	0	0	0	+1/2	0	+1/2	0	0	+1/2	+1/2	73 1/2	3
	Totals																		
2	Penalty																		
	Maneuver Score	0	0	0	0	+1/2	0	0	0	0	+1/2	0	-1/2	0	0	+1/2	+1/2	71 1/2	6
	Totals																		
3	Penalty																		
	Maneuver Score																		
	Totals																		
4	Penalty																		
	Maneuver Score																		
	Totals																		
5	Penalty																		
	Maneuver Score																		
	Totals																		
6	Penalty																		
	Maneuver Score																		
	Totals																		
7	Penalty																		
	Maneuver Score																		
	Totals																		

*[Signature]*  
 Judges Signature (Judge A)



**YEDA Official Score Sheet – RAIL Class: 8** Jr Emerald Rail Horsemanship  
(Split B)

Back #	Rider Comments	Overall Class Comments
1 215	Good job	
2 1225	Watch lower leg	
3 848	Watch Lower leg	
4 1119	Watch lower leg	
5 838	✓ Leads - Llope Lead	
6 1208	Relax - watch leads	
7		
8		
9		
10		
11		

  
Judges Signature (Judge A)

**YEDA Official Score Sheet – Ranch Horse Pattern # 5**

**Class # 9**  
**Alumni**

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	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1 1550	Penalty						-1												
	Maneuver Score	0	+1/2	0	0	0	-1	-1/2	0	0	+1/2	0	0	-1/2	-1	+1/2	+1/2	69	3
	Totals																		
2 562	Penalty		-1																
	Maneuver Score	0	-1/2	0	0	0	0	0	0	0	0	0	0	0	-1	+1/2	+1/2	69 1/2	2
	Totals																		
3 1478	Penalty																		
	Maneuver Score	+1/2	0	+1/2	0	0	+1/2	0	0	+1/2	+1/2	0	+1/2	0	0	+1/2	+1/2	74	1
	Totals																		
4	Penalty																		
	Maneuver Score																		
	Totals																		
5	Penalty																		
	Maneuver Score																		
	Totals																		
6	Penalty																		
	Maneuver Score																		
	Totals																		
7	Penalty																		
	Maneuver Score																		
	Totals																		

*[Signature]*  
 \_\_\_\_\_  
 Judges Signature (Judge A)

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

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 3/4 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
		Jog	Lope LL	O @ B Stop	90 L	Back	Jog Stop					
1 684	Penalty											
	Maneuver Score	+1/2	-1/2	0	0	+1/2	0	+2	+1/2	73		
	Totals											
2 479	Penalty											
	Maneuver Score	+1/2	+1/2	0	0	+1/2	+1/2	+2	+1/2	74 1/2	2	
	Totals											
3 201	Penalty											
	Maneuver Score	+1/2	-1/2	-1/2	0	-1/2	0	+1	+1/2	70 1/2		
	Totals											
4 905	Penalty											
	Maneuver Score	0	+1/2	-1/2	0	0	0	+2	+1/2	72 1/2		
	Totals											
5 900	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	-1/2	0	0	+2	+1/2	73 1/2		
	Totals											
6 1279	Penalty											
	Maneuver Score	+1/2	+1/2	0	0	+1/2	+1/2	+2	+1/2	74 1/2	3	
	Totals											
7 383	Penalty		-3									
	Maneuver Score	+1/2	0	0	0	0	+1/2	+2	0	70		
	Totals											
8 778	Penalty											
	Maneuver Score	0	0	0	0	0	0	+1	+1/2	71 1/2		
	Totals											



Judges Signature (Judge A)

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
		Jog	Lope LL	O @ B Stop	90 L	Back	Jog Stop					
9 1 913	Penalty											
	Maneuver Score	+1/2	+1	+1/2	0	+1/2	+1	+2	+1/2	76	1	
	Totals											
10 1/2 254	Penalty											
	Maneuver Score	0	+1/2	+1/2	0	0	0	+1	+1/2	73 1/2		
	Totals											
11 3 RR 236	Penalty											
	Maneuver Score	<del>0</del>	<del>+1/2</del>	<del>0</del>	<del>0</del>	<del>0</del>	<del>0</del>	<del>+1/2</del>	<del>+1/2</del>	<del>70 1/2</del>		
	Totals											
12 4 RR 236	Penalty											
	Maneuver Score	0	0	0	0	0	0	+1	+1/2	71 1/2		
	Totals											
5	Penalty											
	Maneuver Score											
	Totals											
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											

  
 Judges Signature (Judge A)

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Lope O RL 4	Change Leads 5	Lope LL 6	Stop Back 7					
1 842	Penalty					-1						
	Maneuver Score	0	0	0	0	-1	-1	+1	+1/2	68 1/2		
	Totals											
2 884	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	+1/2	+2	+1/2	75	1	
	Totals											
3 227	Penalty			-5								
	Maneuver Score	0	+1/2	0	0	0	-1/2	+1	+1/2	66 1/2		
	Totals											
4 727	Penalty											
	Maneuver Score	+1/2	0	0	+1/2	0	+1/2	+1	+1/2	73		
	Totals											
5 569	Penalty											
	Maneuver Score	0	0	0	0	-1	-1/2	+1	+1/2	70		
	Totals											
6 446	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	0	+2	+1/2	74 1/2		
	Totals											
7 412	Penalty											
	Maneuver Score	0	-1/2	0	0	0	0	+1	+1/2	71		
	Totals											
8 1048	Penalty											
	Maneuver Score	0	0	0	0	0	0	+2	+1/2	72 1/2		
	Totals											
9 674	Penalty											
	Maneuver Score	0	+1/2	0	0	0	0	+1	+1/2	72		
	Totals											

*[Signature]*

Judges Signature (Judge A)

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

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 3/4 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 O RL	Change Leads	Lope LL	Stop Back					
1 760	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	0	0	0	+2	+1/2	74	2	
	Totals											
2 675	Penalty											
	Maneuver Score	+1/2	+1/2	+1	+1	+1/2	+1/2	+2	+1/2	76 1/2	1	
	Totals											
3 1220	Penalty			(-5)								
	Maneuver Score	+1/2	0	-1/2	0	-1	-1/2	+1	+1/2	70		
	Totals											
4 RR 111	Penalty						-5					
	Maneuver Score	+1	+1	+1/2	-1/2	-1	-1	+1	0	66		
	Totals											
5 392	Penalty											
	Maneuver Score	+1/2	+1/2	0	+1/2	0	+1/2	+1	+1/2	73 1/2	3	
	Totals											
6 1268	Penalty											
	Maneuver Score	+1/2	0	-1	0	0	0	+1/2	+1/2	70 1/2		
	Totals											
7 681	Penalty						(-5)					
	Maneuver Score	+1/2	+1/2	0	0	-1/2	0	+1	+1/2	72	6	
	Totals											
8 278	Penalty											
	Maneuver Score	0	0	0	0	0	0	+2	+1/2	72 1/2	5	
	Totals											
9 898	Penalty											
	Maneuver Score	0	0	0	0	0	0	+1	+1/2	71 1/2		
	Totals											

*[Signature]*

Judges Signature (Judge A)



## YEDA Official Score Sheet – Sapphire/Alumni Pattern 5

Class # *12*  
Junior (pg 2/2)

*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 O RL	Change Leads	Lope LL	Stop Back					
			1-2	3	4	5	6	7					
10	RR 1262	Penalty											
		Maneuver Score	0	-1/2	-1/2	-1	-1	0	+1/2	0	67 1/2		
		Totals											
11	866	Penalty	-3										
		Maneuver Score	-1/2	-1/2	-1/2	0	0	-1/2	+1/2	+1/2	66		
		Totals											
12	RR 111	Penalty			(-5)								
		Maneuver Score	+1/2	+1/2	0	0	+1/2	0	+1	+1/2	73		
		Totals											
13	4	Penalty											
		Maneuver Score											
		Totals											
5		Penalty											
		Maneuver Score											
		Totals											
6		Penalty											
		Maneuver Score											
		Totals											
7		Penalty											
		Maneuver Score											
		Totals											
8		Penalty											
		Maneuver Score											
		Totals											
9		Penalty											
		Maneuver Score											
		Totals											

*[Signature]*

Judges Signature (Judge A)



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 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 1-2	Jog 3	Lope O RL 4	Change Leads 5	Lope LL 6	Stop Back 7					
1 153	Penalty			(-3)								
	Maneuver Score	+1/2	0	0	0	0	0	+1	+1/2	72		
	Totals											
2 502	Penalty											
	Maneuver Score	+1/2	0	0	0	-1/2	0	+1	+1/2	71 1/2		
	Totals											
3 365	Penalty			(-3)								
	Maneuver Score	0	-1/2	-1/2	0	-1/2	0	+1/2	+1/2	69 1/2		
	Totals											
4 703	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+2	+1/2	75 1/2		
	Totals											
5 520	Penalty						-1					
	Maneuver Score	+1/2	-1/2	0	0	0	0	+1/2	+1/2	70		
	Totals											
6 771	Penalty											
	Maneuver Score	0	0	0	0	0	0	+1/2	+1/2	71		
	Totals											
7 948	Penalty											
	Maneuver Score	0	+1/2	+1	+1	+1/2	+1/2	+2	+1/2	76		
	Totals											
8 372	Penalty											
	Maneuver Score	0	0	0	0	0	0	+1/2	+1/2	71		
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

*[Signature]*  
 Judges Signature (Judge A)



# YEDA Official Score Sheet – Sapphire/Alumni Pattern 5

Updated 2020

Class # 14  
Alumni

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

### Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/8
- 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	Jog 3	Lope O RL 4	Change Leads 5	Lope LL 6	Stop Back 7					
1 1478	Penalty											
	Maneuver Score	+1/2	+1/2	0	0	0	+1/2	+2	+1/2	74		
	Totals											
2 562	Penalty											
	Maneuver Score	+1/2	0	0	+1/2	0	0	+2	+1/2	73 1/2		
	Totals											
3 1433	Penalty											
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1	0	+2	+1/2	76		
	Totals											
4 1509	Penalty			-5								
	Maneuver Score	0	-1/2	-1/2	0	0	0	+1	+1/2	65 1/2		
	Totals											
5 1550	Penalty											
	Maneuver Score	+1/2	+1/2	0	0	0	-1/2	+1	+1/2	72		
	Totals											
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature (Judge A)

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

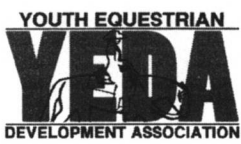
**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	Change Leads	Lope LL	Stop Back					
1 243	Penalty			(-5)								
	Maneuver Score	0	-1/2	-1/2	-1	-1	0	+1/2	+1/2	63		
	Totals											
2 896	Penalty											
	Maneuver Score	0	0	0	0	0	-1/2	+1	+1/2	71		
	Totals											
3 266	Penalty											
	Maneuver Score	0	+1/2	0	0	0	0	+1	+1/2	72		
	Totals											
4 1181	Penalty					-5						
	Maneuver Score	0	0	0	0	-1/2	-1/2	+1/2	+1/2	65		
	Totals											
5 424	Penalty											
	Maneuver Score	0	0	-1	0	-1/2	0	+1	+1/2	70		
	Totals											
6 501	Penalty											
	Maneuver Score	0	0	-1/2	-1/2	+1/2	0	+1/2	+1/2	69 1/2		
	Totals											
7 256	Penalty											
	Maneuver Score	0	0	+1/2	+1/2	0	0	+1	+1/2	72 1/2		
	Totals											
8 481	Penalty											
	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1/2	+1	+1/2	73 1/2		
	Totals											
9 1404	Penalty											
	Maneuver Score	0	0	0	+1/2	0	0	+1	+1/2	72		
	Totals											

Judges Signature (Judge A)



# YEDA Official Score Sheet – Emerald Pattern 5

Updated 2020

Class # 16  
Junior (Split A)

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

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1	1119										
	Penalty										
	Maneuver Score	0	0	0	0	0	-1/2	+1	+1/2	71	4
	Totals										
2	198										
	Penalty										
	Maneuver Score	0	+1/2	0	0	0	+1/2	+1	+1/2	72 1/2	2
	Totals										
3	215										
	Penalty										
	Maneuver Score	0	+1/2	0	0	+1/2	+1/2	+1	+1/2	73	1
	Totals										
4	848										
	Penalty										
	Maneuver Score	0	0	0	-1/2	0	0	+1/2	+1/2	70 1/2	5
	Totals										
5	1299										
	Penalty										
	Maneuver Score	0	0	+1/2	0	0	0	+1	+1/2	72	3
	Totals										
6	1225										
	Penalty										
	Maneuver Score	0	0	0	0	0	-1/2	+1/2	+1/2	70 1/2	6
	Totals										
7											
	Penalty										
	Maneuver Score										
	Totals										
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										
	Maneuver Score										
	Totals										

*[Signature]*  
Judges Signature (Judge A)



# YEDA Official Score Sheet – Emerald Pattern 5

Updated 2020

Class # 17  
Junior (Split B)

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

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1 <i>1238</i>	Penalty										
	Maneuver Score	0	0	0	0	+1/2	+1/2	+1	+1/2	72 1/2	2
	Totals										
2 <i>409</i>	Penalty										
	Maneuver Score	+1/2	0	0	+1/2	+1/2	+1/2	+1	+1/2	73 1/2	1
	Totals										
3 <i>1208</i>	Penalty			-5		-3					
	Maneuver Score	0	-1/2	-1/2	-1/2	-1/2	0	+1/2	+1/2	61	6
	Totals										
4 <i>429</i>	Penalty										
	Maneuver Score	+1/2	-1/2	0	0	0	0	+1/2	+1/2	71	3
	Totals										
5 <i>838</i>	Penalty										
	Maneuver Score	0	0	0	0	-1/2	0	+1/2	+1/2	70 1/2	4
	Totals										
6 <i>195</i>	Penalty										
	Maneuver Score	0	0	0	0	-1	0	+1/2	+1/2	70 1/2	5
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*[Signature]*  
Judges Signature (Judge A)



# YEDA Official Score Sheet – Emerald Pattern 5

Updated 2020

Class # 18  
Senior – Split A

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

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/4 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/4 points increments

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1 289	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	+1/2	0	+1	+1/2	73	
	Totals										
2 174	Penalty										
	Maneuver Score	0	0	0	-1/2	0	-1/2	+1/2	+1/2	70	
	Totals										
3 851	Penalty										
	Maneuver Score	0	0	0	0	+1/2	+1/2	+1	+1/2	72 1/2	
	Totals										
4 408	Penalty										
	Maneuver Score	0	0	-1/2	-1/2	-1/2	0	+1/2	+1/2	69 1/2	
	Totals										
5 814	Penalty										
	Maneuver Score	0	0	0	0	0	0	+1	+1/2	71 1/2	
	Totals										
6 1096	Penalty										
	Maneuver Score	0	0	0	0	0	+1/2	+1	+1/2	72	
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*[Signature]*  
Judges Signature (Judge A)



# YEDA Official Score Sheet – Emerald Pattern 5

Updated 2020

Class # 19  
Senior – Split B

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

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
		1	2	3	4	5	6				
1 1084	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+2	+1/2	75 1/2	1
	Totals										
2 1221	Penalty										
	Maneuver Score	0	+1/2	0	0	+1/2	0	+1	+1/2	72 1/2	3
	Totals										
3 584	Penalty										
	Maneuver Score	0	0	-1/2	0	0	0	+1/2	+1/2	70 1/2	6
	Totals										
4 863	Penalty										
	Maneuver Score	+1/2	+1/2	0	0	0	+1/2	+1	+1/2	73	2
	Totals										
5 685	Penalty										
	Maneuver Score	0	0	0	0	0	0	+1	+1/2	71 1/2	4
	Totals										
6 577	Penalty										
	Maneuver Score	0	+1/2	0	0	-1/2	0	+1/2	+1/2	71	5
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*[Handwritten Signature]*

Judges Signature (Judge A)



# YEDA Official Score Sheet – Amber EWD Pattern 5 & 6

Class # 20

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 3/4 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

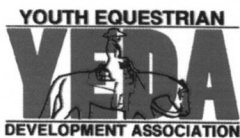
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*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	Extend Walk	Reg Walk	Circle L	Extend Walk	Stop				
1	959	1-2	3	4	4	5	6				
	Penalty										
	Maneuver Score	0	0	0	0	0	+1/2	+1	+1/2	72	
	Totals										
2	Penalty										
	Maneuver Score										
	Totals										
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										

  
 Judges Signature (Judge A)





# YEDA Official Score Sheet – Topaz EWD Pattern 5 & 6

Class # 21

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	X-Walk OL	Jog	Stop					
	Maneuver	1-2	3	4	5	6					
1 338	Penalty										
	Maneuver Score	0	+1/2	0	0	+1/2		+1	+1/2	72 1/2	
	Totals										
2 1372	Penalty										
	Maneuver Score	+1/2	0	+1/2	+1/2	0		+1	+1/2	73	
	Totals										
3 1188	Penalty										
	Maneuver Score	-1/2	0	0	0	0		+1	+1/2	71	
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										


1372  
338  
1188

Judges Signature (Judge A)



# YEDA Official Score Sheet – RAIL Class: 22 Alumni Emerald Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 1617	Use more Leg	
2 1683	Very Nice Position	
3 1520	Very Nice	
4		
5		
6		
7		
8		
9		
10		
11		

  
\_\_\_\_\_  
Judges Signature (Judge A)



## YEDA Official Score Sheet – Emerald Pattern 5

Updated 2020

Class # **23**  
Alumni

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

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

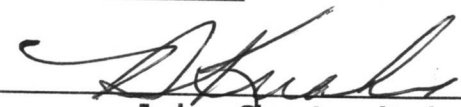
\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1 <i>1617</i>	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	0	+1	+1/2	73 1/2	2
	Totals										
2 <i>1683</i>	Penalty										
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1	+1/2	74	1
	Totals										
3 <i>1520</i>	Penalty										
	Maneuver Score	+1/2	+1/2	0	0	0	0	+1	+1/2	72 1/2	3
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

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Judges Signature (Judge A)

Back #	Rider Comments	Overall Class Comments
1 136	Smaller hair Bun	
2 686	heels	
3 1427	Use your aids	
4 1049	Very nice form	
5 296	Lower Leg back	
6 119	Very Nice	
7 1158	Very Nice form	
8 333	Very Nice	
9 832	Chin up	
10		
11		



Judges Signature (Judge A)



**YEDA Official Score Sheet – RAIL** Class: 25 Jr Ruby Rail Horsemanship  
(Split A)

Back #	Rider Comments	Overall Class Comments
1 384	Very Nice	
2 481	Make sure Stirr is completely tucked in	
3 835	Watch Arch in Back	
4 134	Watch Lower Leg	
5 579	Very Nice	
6 1316	Sit Back dont lean forward	
7		
8		
9		
10		
11		

  
Judges Signature (Judge A)



# YEDA Official Score Sheet – RAIL Class: 26 Elementary Pearl Rail (Split B)

Back #	Rider Comments	Overall Class Comments
1 1076	Very Nice	
2 1063	Push hat up in front so we can see your eyes!	
3 1147	Lower leg back	
4 168	Nice hat	
5 1320	Don't Lean back-	
6 1387	Chin up	
7 1056	Push hat up so we can see your eyes	
8 252	Watch lower leg	
9		
10		
11		

Judges Signature (Judge A)



# YEDA Official Score Sheet – RAIL Class: 27 Jr Ruby Rail Horsemanship (Split B)

Back #	Rider Comments	Overall Class Comments
1 1697	Eyes up	
2 145	Smaller Ear rings	
3 807	Watch hands	
4 1011	Very nice	
5 154	heels down	
6 1305	Relax and breath	
7		
8		
9		
10		
11		

Judges Signature (Judge A)



YEDA Official Score Sheet – RAIL Class: 20 Jr Opal Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 1356	Watch free Arm	USE Arena !!
2 1331	Chin up	
3 202	Chin up	
4 980	Very nice	
5 1173	Watch lower leg	
6 135	Chin up	
7 199	Watch lower leg	
8 1390	heels	
9 615	Lower Leg	
10 489	Relax	
11		

  
Judges Signature (Judge A)





**YEDA Official Score Sheet – RAIL** Class: 29 Sr Ruby Rail Horsemanship  
(Split A)


Back #	Rider Comments	Overall Class Comments
1 600	Watch Shoulders	
2 1036	Lower Leg Back - heels down	
3 1200	Relax	
4 173	Shoulders Back - Chin up - don't lean back	
5 788	Watch lower leg	
6 1033	Watch hands	
7		
8		
9		
10		
11		

  
Judges Signature (Judge A)



**YEDA Official Score Sheet – RAIL Class: 3D Sr Opal Rail Horsemanship**

Back #	Rider Comments	Overall Class Comments
1 1460	lower leg Back	
2 767	lower hand	
3 909	Watch leg	
4 855	Open Shoulders	
5 1144	Chin up	
6 803	Soften hand	
7		
8		
9		
10		
11		

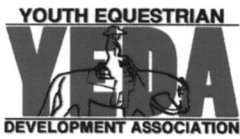
  
\_\_\_\_\_  
Judges Signature (Judge A)



**YEDA Official Score Sheet – RAIL Class: 31 Sr Ruby Rail Horsemanship**  
(Split B)

Back #	Rider Comments	Overall Class Comments
1 285	watch lower leg	
2 1146	Very Pretty	
3 799	watch Shoulders	
4 233	Soften free Arm	
5 1045	Shoulders	
6 795	Watch free Arm	
7 769	Relax & Breathe	
8		
9		
10		
11		

  
\_\_\_\_\_  
Judges Signature (Judge A)



# YEDA Official Score Sheet – Opal / Pearl Pattern 5 Class #32 (Split A)

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	Stop Back	Jog	X-Jog	Stop				
		1	2	3	4	5	6				
1 1158	Penalty										
	Maneuver Score	0	0	0	0	0	0	+1	+1/2	71 1/2	
	Totals										
2 1147	Penalty			-3							
	Maneuver Score	0	0	-1/2	0	+1/2	+1/2	+1/2	+1/2	68 1/2	
	Totals										
3 1397	Penalty										
	Maneuver Score	0	0	-1/2	-1/2	0	0	+1	+1/2	70 1/2	
	Totals										
4 168	Penalty										
	Maneuver Score	0	0	-1/2	-1/2	-1/2	-1/2	+1/2	+1/2	69	
	Totals										
5 1049	Penalty										
	Maneuver Score	0	+1/2	+1/2	0	-1/2	0	+1/2	+1/2	70 1/2	
	Totals										
6 252	Penalty										
	Maneuver Score	0	+1/2	-1/2	0	0	0	+1	+1/2	71 1/2	
	Totals										
7 1076	Penalty										
	Maneuver Score	0	0	0	0	-1/2	0	+1	+1/2	71	
	Totals										
8 1427	Penalty										
	Maneuver Score	0	-1/2	-1/2	-1/2	-1/2	0	+1/2	+1/2	69	
	Totals										
9 832	Penalty										
	Maneuver Score	0	-1	0	0	0	0	+1/2	+1/2	70	NO TROT
	Totals										

Judges Signature (Judge A)

Updated 2020

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

JR

**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	Stop Back	Jog	X-Jog	Stop				
1 202	Penalty										
	Maneuver Score	0	0	-1/2	-1/2	0	0	+1/2	+1/2	70	
	Totals										
2 199	Penalty										
	Maneuver Score	0	0	0	-1/2	-1/2	-1/2	+1/2	+1/2	69 1/2	
	Totals										
3 1390	Penalty										
	Maneuver Score	0	-1/2	-1/2	0	-1/2	-1/2	+1/2	+1/2	69	
	Totals										
4 135	Penalty										
	Maneuver Score	0	-1	-1/2	-1/2	0	0	0	+1/2	68 1/2	
	Totals										
5 65	Penalty										
	Maneuver Score	0	+1/2	0	0	0	0	+1/2	+1/2	71 1/2	
	Totals										
6 1356	Penalty										
	Maneuver Score	0	0	0	0	-1/2	0	+1/2	+1/2	70 1/2	
	Totals										
7 1331	Penalty										
	Maneuver Score	+1/2	-1/2	0	0	-1	-1	0	+1/2	68 1/2	Backed at End of Pattern
	Totals										
8 489	Penalty										
	Maneuver Score	0	0	-1	-1/2	-1/2	0	0	+1/2	68 1/2	OK Pattern NO STOP & BK
	Totals										
9 1173	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	74	
	Totals										

*[Signature]*  
 Judges Signature (Judge A)

Updated 2020

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

JR

**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	Stop Back	Jog	X-Jog	Stop				
1	Penalty										
	Maneuver Score	0	+1/2	0	0	0	0	+1/2	+1/2	7 1/2	
	Totals										
2	Penalty										
	Maneuver Score										
	Totals										
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*[Signature]*  
 Judges Signature (Judge A)



# YEDA Official Score Sheet – Opal / Pearl Pattern 5 Class #34 (Split B)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

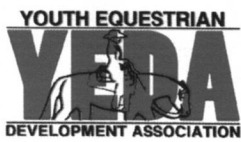
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1 333	Penalty										
	Maneuver Score	+1/2	0	0	+1/2	+1/2	-1/2	+1	+1/2	72 1/2	
	Totals										
2 136	Penalty										
	Maneuver Score	0	-1	-1/2	0	0	0	+1/2	+1/2	69 1/2	
	Totals										
3 686	Penalty										
	Maneuver Score	+1/2	-1/2	0	0	-1	0	+1/2	+1/2	70	
	Totals										
4 296	Penalty										
	Maneuver Score	0	-1/2	0	0	0	1/2	+1/2	+1/2	70 1/2	
	Totals										
5 119	Penalty										
	Maneuver Score	0	-1/2	-1	0	-1/2	-1/2	+1/2	+1/2	68 1/2	
	Totals										
6 1063	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	+1/2	+1/2	+1	+1/2	73 1/2	
	Totals										
7 1056	Penalty										
	Maneuver Score	0	-1/2	0	-1/2	0	0	+1/2	+1/2	70	
	Totals										
8 1320	Penalty										
	Maneuver Score	0	0	0	0	0	+1/2	+1	+1/2	72	
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

  
 Judges Signature (Judge A)



# YEDA Official Score Sheet – Opal / Pearl Pattern 5 Class # 35

Updated 2020

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

SR

### 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	Stop Back	Jog	X-Jog	Stop				
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	0	+1	+1/2	73 1/2	
	Totals										
2	Penalty										
	Maneuver Score	0	0	0	0	+1/2	0	+1	+1/2	72	
	Totals										
3	Penalty										
	Maneuver Score	0	0	0	0	-1/2	-1/2	+1/2	+1/2	70	
	Totals										
4	Penalty										
	Maneuver Score	0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	72 1/2	
	Totals										
5	Penalty										
	Maneuver Score	+1/2	+1/2	0	0	0	+1/2	+1	+1/2	73	
	Totals										
6	Penalty										
	Maneuver Score	0	0	0	0	0	-1/2	+1/2	+1/2	70 1/2	
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*[Signature]*

Judges Signature (Judge A)



**YEDA Official Score Sheet – Ruby Pattern 5**  
 Updated 2020

Class # 36  
 Junior (pg 1/2)  
 Split A

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Lope RL	Jog	Jog OL	Lope LL	Stop Back				
1 1316	Penalty										
	Maneuver Score	0	-1/2	-1	-1	-1	0	-1/2	0	66	WR Pattern No RLLope
	Totals										
2 835	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	0	0	-1/2	+1/2	+1/2	72	OR Pattern No RLLope
	Totals										
3 807	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	0	+1/2	+1	+1/2	73	1
	Totals										
4 1011	Penalty										
	Maneuver Score	-1/2	-1/2	0	0	0	0	+1/2	+1/2	70	3
	Totals										
5 481	Penalty										
	Maneuver Score	0	0	0	0	0	0	+1/2	+1/2	71	2
	Totals										
6 164	Penalty										
	Maneuver Score	+1/2	0	-1/2	0	-1	0	+1/2	+1/2	70	No LLLope 5
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*[Signature]*  
 Judges Signature (Judge A)

**YEDA Official Score Sheet – Ruby Pattern 5**  
 Updated 2020

Class # 37  
 Junior (pg 2/2)  
 Split B

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

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 3/4 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	Lope RL	Jog	Jog OL	Lope LL	Stop Back				
1 1305	Penalty										
	Maneuver Score	-1/2	-1	0	0	0	0	+1/2	+1/2	69 1/2	No RL Lope off Pattern 5
	Totals										
2 579	Penalty										
	Maneuver Score	+1/2	-1	0	+1/2	-1	0	0	0	69	No RL Lope off Pattern 6
	Totals										
3 1697	Penalty		-5								
	Maneuver Score	0	-1/2	0	0	0	0	+1/2	+1/2	65 1/2	4
	Totals										
4 384	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	0	+1	+1/2	73 1/2	2
	Totals										
5 145	Penalty										
	Maneuver Score	0	-1/2	0	0	0	0	+1/2	+1/2	70 1/2	3
	Totals										
6 134	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	74 1/2	1
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*[Signature]*  
 Judges Signature (Judge A)



# YEDA Official Score Sheet – Ruby Pattern 5

Updated 2020

Class # 38  
Senior – Split A

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

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

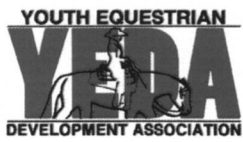
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Lope RL	Jog	Jog OL	Lope LL	Stop Back				
		1	2	3	4	5	6				
1 1200	Penalty										
	Maneuver Score	0	+1/2	0	0	+1/2	0	+1/2	+1/2	72	
	Totals										
2 285	Penalty		(-5)								
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	74	
	Totals										
3 1033	Penalty										
	Maneuver Score	0	0	0	-1/2	-1/2	-1/2	+1/2	+1/2	69 1/2	
	Totals										
4 795	Penalty										
	Maneuver Score	0	0	0	0	0	+1/2	+1/2	+1/2	71 1/2	
	Totals										
5 1045	Penalty										
	Maneuver Score	0	-1/2	0	0	0	+1/2	+1/2	+1/2	71	
	Totals										
6 769	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	(-1)	+1/2	+1	+1/2	(73)	o-r Pattern No LL Cope
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*[Signature]*  
Judges Signature (Judge A)



# YEDA Official Score Sheet – Ruby Pattern 5

Updated 2020

Class # 39  
Senior – Split B

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

### Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 3/4 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	Lope RL	Jog	Jog OL	Lope LL	Stop Back				
1 1146	Penalty										
	Maneuver Score	0	0	0	0	+1/2	+1/2	+1	+1/2	72 1/2	2
	Totals										
2 173	Penalty										
	Maneuver Score	0	-1	0	0	0	+1/2	+1/2	+1/2	70 1/2	No RL Lope off Pattern
	Totals										
3 788	Penalty										
	Maneuver Score	0	-1	0	0	+1/2	+1/2	+1/2	+1/2	71	No RL Lope off Pattern
	Totals										
4 600	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	0	+1/2	+1	+1/2	73	1
	Totals										
5 1036	Penalty										
	Maneuver Score	0	0	0	0	+1/2	+1/2	+1/2	+1/2	72	3
	Totals										
6 799	Penalty										
	Maneuver Score	0	-1/2	0	-1/2	-1/2	0	+1/2	+1/2	69 1/2	4
	Totals										
7 233	Penalty										
	Maneuver Score	+1/2	+1/2	0	0	0	0	+1/2	+1/2	67	5
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*[Signature]*  
Judges Signature (Judge A)