YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – RAIL

Class #1

Class: ELEMENTARY PEARL

	Back #	Rider Comments	Overall Class Comments
1	1679	sit BACK	
2	1601	upper Body leaning look up	
3	1620	Back sit - kick excessively	
4			
5			
6			
7			
8			
9			
10			
11			

Judges Signature

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – Opal / Pearl Pattern 1

Updated 2020

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

Class #2 Elementary Pearl Pattern

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

		Maneuver Description	Walk	Jog	Stop Back		F & E	HDD	Total	Comments
	Entry #	Maneuver	1-2	3	4					
1	1620	Penalty					2	2	76	Very Nice Good Straight Line Safter Back
		Maneuver Score	+1	+1/2	+1/2					
		Totals								
2	1601	Penalty					2	1	68	excessive kick
		Maneuver Score	+1	-1	-1					
		Totals								
3	1679	Penalty					2	2	76½	Very nice good Back up
		Maneuver Score	+1	+1/2	+1					
		Totals								
4		Penalty								
		Maneuver Score								
		Totals								
5		Penalty								
		Maneuver Score								
		Totals								
6		Penalty								
		Maneuver Score								
		Totals								
7		Penalty								
		Maneuver Score								
		Totals								
8		Penalty								
		Maneuver Score								
		Totals								
9		Penalty								

Judges Signature

w/ J

Class # 3

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – RAIL Class: JR. HIGH OPAL

	Back #	Rider Comments	Overall Class Comments
1	437	√+ √+ √++	
2	1410	√+ – √ √	
3	1264	+ + +	
4	1513	√ √ √	
5	1058	√ √ √	
6	84	√ √ √ –	
7			
8			
9			
10			
11			

Judges Signature

YOUTH EQUESTRIAN YEDA DEVELOPMENT ASSOCIATION

JR. HIGH OPAL

YEDA Official Score Sheet – Opal / Pearl Pattern 1

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

		Maneuver Description	Walk	Jog	Stop Back		F & E	HDD	Total	Comments
	Entry #	Maneuver	1-2	3	4					
1	1573	Penalty			1		2	1	69 70½	Keep Straight
		Maneuver Score	-½	-½	-½					
		Totals								
2	1264	Penalty		-1			2	1	72½	Back gait BACK Crooked
		Maneuver Score	+1	-½	0					
		Totals								
3	84	Penalty					2	1	74	Heels Deeper Straight BACK ☺
		Maneuver Score	+½	0	+½					
		Totals								
4	437	Penalty					2	2	78½	good job
		Maneuver Score	+½	+2	+2					
		Totals								
5	1410	Penalty					2	1	75	Nice ride
		Maneuver Score	+½	+½	+½					
		Totals								
6	1058	Penalty	1				2	1	71	Shorten reins
		Maneuver Score	-½	-½	0					
		Totals								
7		Penalty								
		Maneuver Score								
		Totals								
8		Penalty								
		Maneuver Score								
		Totals								
9		Penalty								

Judges Signature

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – RAIL Class: #5 JR. HIGH EMERALD

	Back #	Rider Comments	Overall Class Comments
1	1273	+ + Lead tighten Free Arm	
2	1528	✓ ✓ Leg Back –	
3	911	✓ + ✓ + – – Mace Break Break	look up
4			
5			
6			
7			
8			
9			
10			
11			

Judges Signature

#6 JR HIGH Emerald

YEDA Official Score Sheet – Emerald Pattern 1

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

		Maneuver Description									Comments
			Walk	Jog	Lope RL	Stop		F & E	HDD	Total	
	Entry #	Maneuver	1-2	3	4	5					
1	1528	Penalty						2	1	74½	nice job stretch up
		Maneuver Score	+½	+½	+½						
		Totals									
2	1273	Penalty			3			2	1	70	us legs not so good
		Maneuver Score	+1	+1	-2						
		Totals									
3	911	Penalty						2	1	74	
		Maneuver Score	~~0~~ ½	½	0						
		Totals									
4		Penalty									
		Maneuver Score									
		Totals									
5		Penalty									
		Maneuver Score									
		Totals									
6		Penalty									
		Maneuver Score									
		Totals									
7		Penalty									
		Maneuver Score									
		Totals									
8		Penalty									
		Maneuver Score									
		Totals									
9		Penalty									

Judges Signature

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – RAIL

#7 Sr High Emerald

Class: ~~JR HIGH RUSTY~~

	Back #	Rider Comments	Overall Class Comments
1	1242	✓+ ✓+ ✓+ + +	1242 ↗
2	750	+ + +	750
3	1386	✓+ + ✓+	1386
4	611	✓ ✓	
5	354	✓+ ✓+	
6	1610	✓ ✓ ✓ ✓ ✓	
7			
8			
9			
10			
11			

Judges Signature

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – Emerald Pattern 1

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

		Maneuver Description	Walk	Jog	Lope RL	Stop		F & E	HDD	Total	Comments
	Entry #	Maneuver	1-2	3	4	5					
1	354	Penalty									Shorten rein lope –
		Maneuver Score	+1/2	1/2	-1	-3		2	1		
		Totals									
2	750	Penalty									
		Maneuver Score	+2	+2	2	1		2	2	81	very nice
		Totals									
3	1610	Penalty	3								
		Maneuver Score	+0	0	0	0		2	1	70	Sit up tighten up
		Totals									
4	611	Penalty									
		Maneuver Score	1/2	1/2	+1			2	2	76	sit taller leg BACK
		Totals									
5	1386	Penalty									
		Maneuver Score	+1	+1	+1	1/2		2	2	77½	leaning BACK A Bit Lope transition
		Totals									
6	1242	Penalty									
		Maneuver Score	2	+2	1	1		2	2	80	nice ride
		Totals									
7	354	Penalty			3						
		Maneuver Score	1	1/2	-3	1½		2	1	70½	
		Totals									
8		Penalty									
		Maneuver Score									
		Totals									
9		Penalty									

Judges Signature

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – RAIL Class: ~~#13~~ 9 SR ~~HIGH OVERALL~~ RUBY rail

	Back #	Rider Comments	Overall Class Comments
1	619	++ ✓ Spook	
2	912	++ + Hit Cones – Control	
3	1212	✓+ Break	
4	512	✓✓✓+	
5	638	✓+	
6			
7			
8			
9			
10			
11			

Judges Signature

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

#~~8~~ 10

YEDA Official Score Sheet – Ruby Pattern 1

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

		Maneuver Description	Walk	Jog	X-Jog	Stop Back 5	Lope RL	Stop	F & E	HDD	Total	Comments
	Entry #	Maneuver	1	2	3	4	5	6				
1	512	Penalty						0	2	1		Speed OP
		Maneuver Score	1/2	0	0	0	-1	~~3~~				Cool stop wrong side
		Totals										
2	912	Penalty				555						
		Maneuver Score	~~1~~	~~0~~	~~-2~~	~~-3~~	~~-1/2~~	~~-1~~				
		Totals										
3	619	Penalty										
		Maneuver Score	+2	1	1	1	1	1/2	2	2	80½	
		Totals										
4	1212	Penalty		1	1							
		Maneuver Score	1/2	-1/2	~~-1/2~~	0	1/2	0	2	1	70	
		Totals										
5	638	Penalty										
		Maneuver Score	1	0	1/2	1	1	1	2	2	78½	
		Totals										
6	912	Penalty					3					
		Maneuver Score	1	1	0	1	-3½	0	2	1	~~70~~ 69½	
		Totals										
7		Penalty										
		Maneuver Score										
		Totals										
8		Penalty										
		Maneuver Score										
		Totals										
9		Penalty										
		Maneuver Score										

Judges Signature

#91 SR High Sapphire

YEDA Official Score Sheet – Sapphire / Alumni Pattern 1

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

		Maneuver Description	Walk	Jog	Lope RL	Simple Lead Δ	Lope LL	Stop Back	¼ R Walk	F & E	HDD	Total	Comments
	Entry #	Maneuver	1	2	3	4	5	6	7				
1	1043	Penalty											
		Maneuver Score	1	1	1	1	½	1	1	2	2	81	✓
		Totals											
2	1118	Penalty				3							
		Maneuver Score	0	½	-2	-1	-½	+3	+2	2	1	70½	✓
		Totals											
3	982	Penalty	1										
		Maneuver Score	-½	0	-½	-½	½	-½	-½	2	1	69½	
		Totals											
4	927	Penalty											
		Maneuver Score	0	0	-½	-½	-1	-1	-1	2	1	69	
		Totals											
5	61	Penalty											
		Maneuver Score	0	0	-1½	0	0	-0	-½	2	1	71	✓
		Totals											
6		Penalty											
		Maneuver Score											
		Totals											
7		Penalty											
		Maneuver Score											
		Totals											
8		Penalty											
		Maneuver Score											
		Totals											
9		Penalty											
		Maneuver Score											

Judges Signature

YOUTH EQUESTRIAN YEDA DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – Ranch Horse Pattern # 1

Updated June 2020

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 L	Lope LL	Change Leads	X Lope RL	N Lope RL	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments
		Maneuver	1	2	3	4	5	6	7	8	9	10	11					
1	61	Penalty								3							OP	Wrong ways
		Maneuver Score	0	-1	-1	-½	½	-1	-1	-1	0							
		Totals																
2	1093	Penalty															76½	
		Maneuver Score	1	1	1	0	1	1	0	0	½	½	½					
		Totals																
3	1118	Penalty					3										65	Circle pattern
		Maneuver Score	-½	-½	0	+½	0	0	-½	-1	-½	0	-½					
		Totals																
4	985	Penalty						3	3	3							(OP)	NO lead change
		Maneuver Score	0	1	1	0	1	-3	-3	-3	0	½	0					
		Totals																
5	927	Penalty						3									OP	Stepped out Pen
		Maneuver Score	1	½	½	-1	-1	-1	-1	-1	-1	-1	-1					
		Totals																
6		Penalty																
		Maneuver Score																
		Totals																
7		Penalty																
		Maneuver Score																
		Totals																
8		Penalty																
		Maneuver Score																

Judges Signature

YOUTH EQUESTRIAN YEDA DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – Diamond Pattern 1

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

		Maneuver Description	Walk	Stop Back	Jog	Lope LL	X Trot	Jog		F & E	HDD	Total	Comments
	Entry #	Maneuver	1	2	3	4	5	6	7				
1	958	Penalty					3						
		Maneuver Score	1	1	(2)	-1	-1	-½		R	1	69½	
		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											

Judges Signature

YEDA REINING **PATTERN** IHSA #3 OFFICAL SCORE SHEET

YOUTH EQUESTRIAN YEDA DEVELOPMENT ASSOCIATION

	EXHB #	MANEUVER DESCRIPTION	2spns L 2spns R	RL 2small 1large	Simple Change	LL 2small 1large	Simple Change	RL Stop RB	LL Stop RB	RL Stop back	Overall Ability	HDD	Penalties	Final Score	Comments
		MANEUVER	1	2	3	4	5	6	7	8					
1	958	PENALTY					2	2					4	62	
		SCORE	-1	0	0	0	-1	-1	-1	0					
		Total													
2		PENALTY													
		SCORE													
		Total													
3		PENALTY													
		SCORE													
		Total													
4		PENALTY													
		SCORE													
		Total													
5		PENALTY													
		SCORE													
		Total													
6		PENALTY													
		SCORE													
		Total													
7		PENALTY													
		SCORE													
		Total													
8		PENALTY													
		SCORE													
		Total													
9		PENALTY													
		SCORE													
		Total													

Circled penalties are deemed due to horse not rider and will not appear in the final score.
Maneuvers and Overall Ability are scored +3 to - 3 in ½ point 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.
Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower then other riders who stayed on pattern.

JUDGES SIGNATURE _____

#27

YEDA Official Score Sheet – Sapphire / Alumni Pattern 1

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

		Maneuver Description	Walk	Jog	Lope RL	Simple Lead Δ	Lope LL	Stop Back	¼ R Walk	F & E	HDD	Total	Comments
	Entry #	Maneuver	1	2	3	4	5	6	7				
1	582	Penalty											
		Maneuver Score	1	-½	0	0	0	½	½	2	1	74½	leg forward
		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											

Judges Signature

#28 ALUMNI

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – Ranch Horse Pattern # 1

Updated June 2020

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 L	Lope LL	Change Leads	X Lope RL	N Lope RL	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments
		Maneuver	1	2	3	4	5	6	7	8	9	10	11					
1	382	Penalty															68	Follow pattern
		Maneuver Score	0	0	0	-½	0	0	-1	0	(0)	0	0					
		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																

Judges Signature

#24 INDEPENDANT

YEDA Official Score Sheet – Topaz EWD Pattern 1 & 2

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

		Maneuver Description	Walk	Stop Back	Jog	Stop	Walk		F & E	HDD	Total	Comments
	Entry #	Maneuver	1-2	3	4	5	6	7				
1	1235	Penalty			33				2	2	71	W.L.C Job 2 Break gait
		Maneuver Score	+1½	+½	0	+½	+1					
		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										

Judges Signature

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – RAIL Class: ELEMENTARY PEARL

	Back #	Rider Comments	Overall Class Comments
1	1679.	S.A. (1)	
2	1601	Balance - Mounting. (2)	
3	1620	Keep Moving Gaites. Remember. (3)	
4			
5			
6			
7			
8			
9			
10			
11			

Judges Signature

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – Opal / Pearl Pattern 1

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

		Maneuver Description	Walk	Jog	Stop Back		F & E	HDD	Total	Comments
	Entry #	Maneuver	1-2	3	4					
1	1620	Penalty					0	0	69.	Leaning.
		Maneuver Score	-½	-½	0					
		Totals	69½	69.	69.					
2	1601	Penalty			-1		-1	0	64.	Had Hand. X Kicking.
		Maneuver Score	+1	-3	-2					
		Totals	71	68	65					
3	1679.	Penalty					0	0	70	Lower Legs Bouncing
		Maneuver Score	+1	-1	0					
		Totals	71	70	70					
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								

[signature]

Judges Signature

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – RAIL Class: JR HIGH OPAL

	Back #	Rider Comments		Overall Class Comments
1	1410	x Kicking gaits Con. legs forward	6	
2	437	(1) Consist.	1	
3	1264	(1) Bouncing.	2	
4	~~[illegible]~~			
5	1513	Legs.	3	
6	1058	Body. elbows mack.	5	
7	84	Look down. Consistent gait.	4	
8				
9				
10				
11				

Judges Signature

JR HIGH OPAL

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – Opal / Pearl Pattern 1

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

		Maneuver Description	Walk	Jog	Stop Back		F & E	HDD	Total	Comments
	Entry #	Maneuver	1-2	3	4					
1	1513	Penalty			-1		-1	0	64.	Guiding. Angle.. (6)
		Maneuver Score	-1	-2	-1					
		Totals	69	67	65					
2	1264	Penalty	-1				0	0	69	Hands Seat.. (3)
		Maneuver Score	0	0	0					
		Totals	69	69	69					
3	84.	Penalty		-1			0	0	68	Backing Saddle- Bouncing (4)
		Maneuver Score	0	0	-1					
		Totals	70	69	68					
4	437.	Penalty					+1	0	74.	Seat 2 (1)
		Maneuver Score	+1	+1	+1					
		Totals	71	72.	73					
5	1410	Penalty					+1	0	70	Kicking. Leaning Back Back (2)
		Maneuver Score	0	-1	0					
		Totals	70	69	69.					
6	1058	Penalty	1	1			0	0	66	Hands.. & bows - High.. (5)
		Maneuver Score	-1	-1	0					
		Totals	68	66	66					
7		Penalty								
		Maneuver Score								
		Totals								
8		Penalty								
		Maneuver Score								
		Totals								
9		Penalty								

[signature]

Judges Signature

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – RAIL Class: #5 SR. HIGH FLATS

	Back #	Rider Comments	Overall Class Comments
1	911	LOW HANDS. MOVE FORWARD. LOSE OF FORM. (2)	
2	1273	BOUNCE. LEAD. (1)	
3	1528	BODY. MOVE FORWARD LEGS. MTMD. RATE (3)	
4			
5			
6			
7			
8			
9			
10			
11			

Judges Signature

#6 JR HIGH

YEDA Official Score Sheet – Emerald Pattern 1

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

		Maneuver Description	Walk	Jog	Lope RL	Stop		F & E	HDD	Total	Comments
	Entry #	Maneuver	1-2	3	4	5					
1	1528	Penalty									
		Maneuver Score	0	-1	0	0		0	0	69	legs.
		Totals	70	69	69	69					
2	1273	Penalty			-3						
		Maneuver Score	0	+1	-2	0		+1	0	65	W- LEAD-
		Totals	70	71	66	65					
3	911	Penalty			-3						
		Maneuver Score	0	0	1	0		0	0	66	low hand.
		Totals	70	70	66	66					
4		Penalty									
		Maneuver Score									
		Totals									
5		Penalty									
		Maneuver Score									
		Totals									
6		Penalty									
		Maneuver Score									
		Totals									
7		Penalty									
		Maneuver Score									
		Totals									
8		Penalty									
		Maneuver Score									
		Totals									
9		Penalty									

Judges Signature

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – RAIL Class: #7 SR High Emerald ~~JR HIGH RUBY~~

	Back #	Rider Comments	Overall Class Comments
1	1242	Bower (3)	
2	750	(1) seat +. (1)	
3	1386	Pumps (2)	
4	611	Bouncing Body. legs forward. (6)	
5	354	pumping. Consist Gaits. (5)	
6	1610	legs. Rhythm legs. (4)	
7			
8			
9			
10			
11			

Judges Signature

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – Emerald Pattern 1

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

		Maneuver Description	Walk	Jog	Lope RL	Stop		F & E	HDD	Total	Comments
	Entry #	Maneuver	1-2	3	4	5					
1	354	Penalty									
		Maneuver Score	0	0	-3	-1		-1	0	65	HANDS SEAT. neutral.
		Totals	70	70	67	66					
2	750	Penalty									
		Maneuver Score	+1	+1	0	0		+1	0	73	neutral +. (1)
		Totals	71	72	72	72					
3	1610	Penalty									
		Maneuver Score	-1	0	-1	0		0	0	68	+HANDS Body. look down (5)
		Totals	69	69	68	68					
4	611	Penalty									
		Maneuver Score	0	-1	0	0		0	0	69	Legs forward. (4)
		Totals	70	69	69	69					
5	1386	Penalty									
		Maneuver Score	+1	+1	-1	-1		0	0	70	Body H/HWD. LEANS (3)
		Totals	71	72	71	70					
6	1242	Penalty									
		Maneuver Score	+1	+1	0	0		0	0	72	Bouncy Seat. (2)
		Totals	71	72	73	72					
7	354	Penalty			-3						
		Maneuver Score	0	0	-1	-1		-1		64	Legs. WL +HANDS. (1)
		Totals	70	70	66	65					
8		Penalty									
		Maneuver Score									
		Totals									
9		Penalty									

Judges Signature

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – RAIL Class: #13 SR HIGH ~~[illegible]~~ Ruby.

	Back #	Rider Comments	Overall Class Comments
1	1212	Break. (1)	
2	512	Legs. (2)	
3	638	Tight, more forward. (5)	
4	619	Bouncy - control. (3)	
5	912	Bouncy, speed. (4)	
6			
7			
8			
9			
10			
11			

Judges Signature

#8

YEDA Official Score Sheet – Ruby Pattern 1

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

		Maneuver Description	Walk	Jog	X-Jog	Stop Back 5	Lope RL	Stop	F & E	HDD	Total	Comments
	Entry #	Maneuver	1	2	3	4	5	6				
1	512	Penalty					OP.					OP. HANDS (5)
		Maneuver Score	0	0	+1	0	OP	0				
		Totals	70	70	71	71						
2	619.	Penalty										
		Maneuver Score	+1	0	0	+1	+1	0	+1		74	(1)
		Totals	71	71	71	72	73	73				
3	BR. 512	Penalty			-3							OP Control.
		Maneuver Score	0	-1	00	-1	0	0	RIDE			
		Totals	70	69	69	69	69	69				
4	1212	Penalty			-3							
		Maneuver Score	0	0	-2	-1	0	0	(0)		61	4 HANDS. BOOTS/LEGS SEAT. (4)
		Totals	70	70	62	61	61	61				
5	638	Penalty										
		Maneuver Score	0	0	-1	+1	0	0	0	0	70	Body, legs (2)
		Totals	70	70	69	70	70	70				
6	912	Penalty					-3					
		Maneuver Score	0	+1	+1	+1	1	0	0	0	69.	WL. (3)
		Totals	70	71	72	73	69	69				
7		Penalty										
		Maneuver Score										
		Totals										
8		Penalty										
		Maneuver Score										
		Totals										
9		Penalty										
		Maneuver Score										

Judges Signature

#9 SR Alum

YEDA Official Score Sheet – Sapphire / Alumni Pattern 1

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

		Maneuver Description	Walk	Jog	Lope RL	Simple Lead Δ	Lope LL	Stop Back	¼ R Walk	F & E	HDD	Total	Comments
	Entry #	Maneuver	1	2	3	4	5	6	7				
1	1043	Penalty											Legs..
		Maneuver Score	+1	0	0	+1	0	0	0	+1	(1)	73	
		Totals	71	71	71	72	72	72	72				
2	1118	Penalty											
		Maneuver Score	0	0	0	-1	0	+1	0	0	(2)	70	Hands Xchange
		Totals	70	70	70	69	69	70	70				
3	982	Penalty											
		Maneuver Score	-1	-1	-1	0	0	0	0	0	(4)	67	Hands - Control
		Totals	69	68	67	67	67	67	67				
4	927	Penalty											
		Maneuver Score	-1	0	0	-2	-1	-1	-1	0	(5)	64	Circle - Hand leaving
		Totals	69	69	69	67	66	65	64				
5	61	Penalty											
		Maneuver Score	0	0	0	0	+½	-½	-½		(3)	69½	Hands legs
		Totals	70	70	70	70	70½	70	69½				
6		Penalty											
		Maneuver Score											
		Totals											
7		Penalty											
		Maneuver Score											
		Totals											
8		Penalty											
		Maneuver Score											
		Totals											
9		Penalty											
		Maneuver Score											

Judges Signature

YOUTH EQUESTRIAN YEDA DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – Ranch Horse Pattern # 1

Updated June 2020

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 L	Lope LL	Change Leads	X Lope RL	N Lope RL	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments
		Maneuver	1	2	3	4	5	6	7	8	9	10	11					
1	61	Penalty			1				3					(5)		OP		FEET,
		Maneuver Score	0	0	1	-1	-1	-1	1			OP						
		Totals	70	70	68	67	66	65	61									
2	1043	Penalty																
		Maneuver Score	0	0	+1	0	+1	+1	+1	0	0	0	+1	0	0	(1)	75	BEG.
		Totals	70	70	71	71	72	73	74	74	74	74	75					
3	1118	Penalty					3											
		Maneuver Score	-1	0	0	+1		0	0	+1	+1	0	0			(2)	68	ON TOUR
		Totals	69	69	69	70	66	66	66	67	68	68	68					
4	982	Penalty						3	3	3							WL	
		Maneuver Score	0	0	+1	0	+1	1	1	1	-1	0	-4			(3)	60	LEADS
		Totals	70	70	71	71	72	68	64	60	59	59	60					
5	927	Penalty						3						(4)		OP		OUT OF WORK AREA
		Maneuver Score	0	0	0	-1	-3	3	-1	-1	-1							
		Totals	70	70	70	69	67	63	62	61	60		-4					
6		Penalty																JERKING.
		Maneuver Score																
		Totals																
7		Penalty																
		Maneuver Score																
		Totals																
8		Penalty																
		Maneuver Score																

Judges Signature

YOUTH EQUESTRIAN YEDA DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – Diamond Pattern 1

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

		Maneuver Description	Walk	Stop Back	Jog	Lope LL	X Trot	Jog		F & E	HDD	Total	Comments
	Entry #	Maneuver	1	2	3	4	5	6	7				
1	958	Penalty					1						
		Maneuver Score	0	+1	0	0	1	0					
		Totals	70	71	71	70	69	69.				69.	NO FORWARD
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											

Judges Signature

YEDA REINING **PATTERN** IHSA #3 OFFICAL SCORE SHEET

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

	EXHB #	MANEUVER DESCRIPTION	Sprint 2 spin 2	RL 2 slow 1 fast	Simple Change	LL 2 slow 1 fast	Simple Change Longer Stop	Lope Step Back	Lope Step Back	Overall Ability	HDD	Penalties	Final Score	Comments
		MANEUVER	1	2	3	4	5	6	7	8					
1	958	PENALTY		-1/2										
		SCORE	-1	1	+1	+1	-2	0	0	0				
		Total	69	67½	65½	69½	67½	64½	64½	64½			64½	USE SEAT.
2		PENALTY												
		SCORE												
		Total												
3		PENALTY												
		SCORE												
		Total												
4		PENALTY												
		SCORE												
		Total												
5		PENALTY												
		SCORE												
		Total												
6		PENALTY												
		SCORE												
		Total												
7		PENALTY												
		SCORE												
		Total												
8		PENALTY												
		SCORE												
		Total												
9		PENALTY												
		SCORE												
		Total												

Circled penalties are deemed due to horse not rider and will not appear in the final score.
Maneuvers and Overall Ability are scored +3 to - 3 in ½ point 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
Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower then other riders who stayed on pattern.

JUDGES SIGNATURE _____

#27

YEDA Official Score Sheet – Sapphire / Alumni Pattern 1

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

		Maneuver Description	Walk	Jog	Lope RL	Simple Lead Δ	Lope LL	Stop Back	¼ R Walk	F & E	HDD	Total	Comments
	Entry #	Maneuver	1	2	3	4	5	6	7				
1	582	Penalty		-1									
		Maneuver Score	0	0	0	+1	0	+1	0			71	FORWARD MOVE
		Totals	70	69	69	70	70	71	71				
2		Penalty											
		Maneuver Score											
		Totals											
3		Penalty											
		Maneuver Score											
		Totals											
4		Penalty											
		Maneuver Score											
		Totals											
5		Penalty											
		Maneuver Score											
		Totals											
6		Penalty											
		Maneuver Score											
		Totals											
7		Penalty											
		Maneuver Score											
		Totals											
8		Penalty											
		Maneuver Score											
		Totals											
9		Penalty											
		Maneuver Score											

Judges Signature

#28 NUNN1

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – Ranch Horse Pattern # 1

Updated June 2020

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 / Maneuver	Walk 1	Trot 2	X Trot 3	Stop 360 L 4	Lope LL 5	Change Leads 6	X Lope RL 7	N Lope RL 8	X Trot 9	Trot 10	Stop & Back 11	Penalties	HDD	Overall Ability	Final Score	Comments
1	588	Penalty																
		Maneuver Score	0	0	+1	0	0	+1	0	0	0	0	0				72.	ON TOUCH.
		Totals	70	70	71	71	71	72	72	72.	72	72	72					
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																

Judges Signature

#04 INDEPENDANT

YEDA Official Score Sheet – Topaz EWD Pattern 1 & 2

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

		Maneuver Description	Walk	Stop Back	Jog	Stop	Walk		F & E	HDD	Total	Comments
	Entry #	Maneuver	1-2	3	4	5	6	7				
1	1235	Penalty			-1							
		Maneuver Score	0	0	0	0	0		0	0	69	Keep Moving Forward
		Totals	70	70	69	69	69					
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										

Judges Signature