



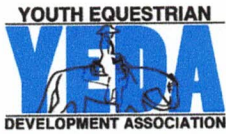
YEDA Official Score Sheet – RAIL

CLASS #1

Class: ELEMENTARY PEARL

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

  
Judges Signature



# 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 1/2 point increments

Class #2

Elementary Pearl Pattern

### 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

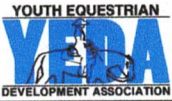
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Maneuver				F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Stop Back 4					
1	Penalty								Very nice good straight line Suffer BACK
	Maneuver Score	+1	+1/2	+1/2		2	2	76	
	Totals								
2	Penalty								excessive kick
	Maneuver Score	+1	-1	-1		2	1	68	
	Totals								
3	Penalty								Very nice good BACK UP
	Maneuver Score	+1	+1/2	+1		2	2	76 1/2	
	Totals								
4	Penalty								
	Maneuver Score								
	Totals								
5	Penalty								
	Maneuver Score								
	Totals								
6	Penalty								
	Maneuver Score								
	Totals								
7	Penalty								
	Maneuver Score								
	Totals								
8	Penalty								
	Maneuver Score								
	Totals								
9	Penalty								

\_\_\_\_\_  
 Judges Signature

w/T

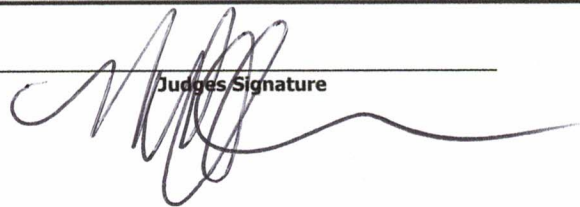


YEDA Official Score Sheet – RAIL

Class # 3

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





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 1/2 point increments

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

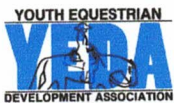
**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Maneuver				F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Stop Back 4					
1 1573	Penalty								
	Maneuver Score	-1/2	-1/2	-1/2	2	1	69 70 1/2	Keep straight	
	Totals								
2 1264	Penalty		-1						
	Maneuver Score	+1	-1/2	0	2	1	72 1/2	Back gait BACK crooked	
	Totals								
3 84	Penalty								
	Maneuver Score	+1/2	0	+1/2	2	1	74	Heels Deeper Straight BACK	
	Totals								
4 437	Penalty								
	Maneuver Score	+1/2	+2	+2	2	2	78 1/2	good job	
	Totals								
5 1410	Penalty								
	Maneuver Score	+1/2	+1/2	+1/2	2	1	75	nice ride	
	Totals								
6 1058	Penalty	1							
	Maneuver Score	-1/2	-1/2	0	2	1	71	shorten reins	
	Totals								
7	Penalty								
	Maneuver Score								
	Totals								
8	Penalty								
	Maneuver Score								
	Totals								
9	Penalty								

*[Handwritten Signature]*  
Judges Signature

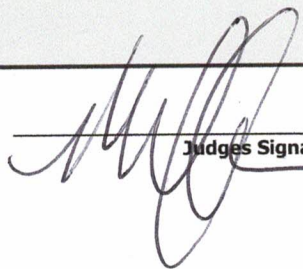


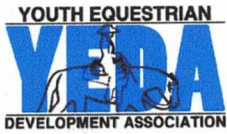


YEDA Official Score Sheet – RAIL

Class: #5 JR. HIGH 2 FEEDS

Back #	Rider Comments	Overall Class Comments
1 1273	+ + lead tighten Free Arm	look up
2 1528	✓ ✓ leg Back -	
3 911	✓ ✓ Max ✓ - - Break Break	
4		
5		
6		
7		
8		
9		
10		
11		

  
\_\_\_\_\_  
Judges Signature



#10 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 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)**

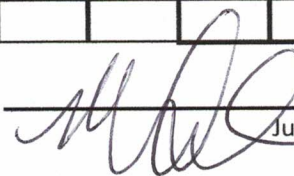
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

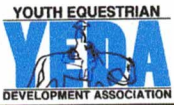
**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

**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	Maneuver					F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Lope RL 4	Stop 5					
1	Penalty						2	1	74 1/2	mcc job stretch up 4
	Maneuver Score	+1/2	+1/2	+1/2						
	Totals									
2	Penalty			3			2	1	70	vs leg not so lead -
	Maneuver Score	+1	+1	-2						
	Totals									
3	Penalty						2	1	74	
	Maneuver Score	0 1/2	1/2	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									

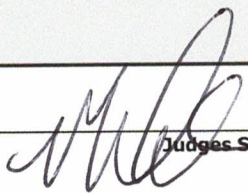
 Judges Signature



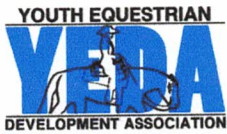
YEDA Official Score Sheet – RAIL

#7 Sr High Emerald  
 Class: ~~JR. HIGH RUSHY~~

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

  
 \_\_\_\_\_  
 Judges Signature





# YEDA Official Score Sheet – Emerald Pattern 1

Updated 2020

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

### Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

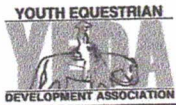
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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	Maneuver					F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Lope RL 4	Stop 5					
1	Penalty									
	Maneuver Score	<del>1/2</del>	<del>1/2</del>	<del>-1</del>	<del>-3</del>		2	1		Shorter rein lope =
	Totals									
2	Penalty									
	Maneuver Score	+2	+2	2	1		2	2	81	very nice
	Totals									
3	Penalty	3								
	Maneuver Score	<del>0</del>	0	0	0		2	1	70	sit up tigh lew up
	Totals									
4	Penalty									
	Maneuver Score	1/2	1/2	+1			2	2	76	sit taller leg BACK
	Totals									
5	Penalty									
	Maneuver Score	+1	+1	+1	1/2		2	2	77 1/2	leaning back a bit Lope transition
	Totals									
6	Penalty									
	Maneuver Score	2	+2	1	1		2	2	80	nice ride
	Totals									
7	Penalty			3						
	Maneuver Score	1	1/2	-3	1 1/2		2	1	70 1/2	
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									

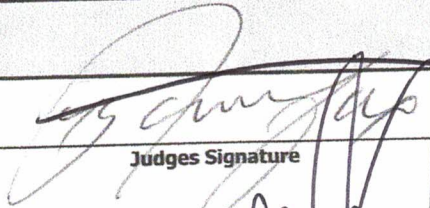
\_\_\_\_\_  
Judges Signature



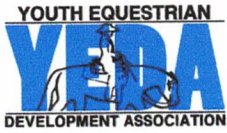
YEDA Official Score Sheet – RAIL

Class: <sup>9</sup> ~~13~~ SENIOR JUNIORS 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





# #810 YEDA Official Score Sheet – Ruby Pattern 1 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

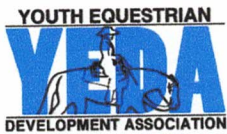
**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Walk	Jog	X-Jog	Stop Back 5	Lope RL	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty						0				speed of Case stop wrong side
	Maneuver Score	1/2	0	0	0	-1	3	2	1		
	Totals										
2	Penalty										<del>555</del>
	Maneuver Score	<del>1/2</del>	<del>0</del>	<del>0</del>	<del>0</del>	<del>-1</del>	<del>3</del>	<del>2</del>	<del>1</del>	<del></del>	
	Totals										
3	Penalty										
	Maneuver Score	+2	1	1	1	1	1/2	2	2	80 1/2	
	Totals										
4	Penalty										
	Maneuver Score	1/2	-1/2	1/2	0	1/2	0	2	1	70	
	Totals										
5	Penalty										
	Maneuver Score	1	0	1/2	1	1	1	2	2	78 1/2	
	Totals										
6	Penalty										
	Maneuver Score	1	1	0	1	-3 1/2	0	2	1	69 1/2	
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

\_\_\_\_\_  
 Judges Signature





#911

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 1/2 point increments

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Walk	Jog	Lope RL	Simple Lead Δ	Lope LL	Stop Back	1/4 R Walk	F & E	HDD	Total	Comments	
		1	2	3	4	5	6	7					
1	Penalty												
	Maneuver Score	1	1	1	1	1/2	1	1	2	2	81	✓	
	Totals												
2	Penalty			3									
	Maneuver Score	0	1/2	-2	-1	-1/2	+2	+2	2	1	70 1/2	✓	
	Totals												
3	Penalty	1											
	Maneuver Score	-1/2	0	1/2	-1/2	1/2	-1/2	-1/2	2	1	69 1/2	✓	
	Totals												
4	Penalty												
	Maneuver Score	0	0	1/2	-1/2	-1	-1	-1	2	1	69		
	Totals												
5	Penalty												
	Maneuver Score	0	0	-1/2	0	0	0	-1/2	2	1	71 1/2	✓	
	Totals												
6	Penalty												
	Maneuver Score												
	Totals												
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

\_\_\_\_\_  
Judges Signature



### 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 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 L	Lope LL	Change Leads	X Lope RL	N Lope RL	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	Penalty								2	0							
	Maneuver Score	0	-1	-1	-1/2	1/2	-1	-1	-1	0							OP Wavy way
	Totals																
2	Penalty																
	Maneuver Score	1	1	1	0	1	1	0	0	1/2	1/2	1/2					76 1/2
	Totals																
3	Penalty					3											
	Maneuver Score	-1/2	-1/2	0	1/2	0	0	-1/2	-1	-1/2	0	-1/2					65 - bad pattern
	Totals																
4	Penalty						3	3	3								
	Maneuver Score	0	1	1	0	1	3	3	3	0	1/2	0					NO lead change
	Totals																
5	Penalty						3										
	Maneuver Score	1	1/2	1/2	-1	-1	-1	-1	-1	-1	-1	-1					OP stepped out Pen
	Totals																
6	Penalty																
	Maneuver Score																
	Totals																
7	Penalty																
	Maneuver Score																
	Totals																
8	Penalty																
	Maneuver Score																
	Totals																

\_\_\_\_\_  
Judges Signature





## YEDA Official Score Sheet – Diamond Pattern 1

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 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the 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	Maneuver							F & E	HDD	Total	Comments
		Walk	Stop Back	Jog	Lope LL	X Trot	Jog					
1	Penalty											
	Maneuver Score	1	1	0	-1	-1	-1/2		2	1	69/8	
	Totals											
2	Penalty											
	Maneuver Score											
	Totals											
3	Penalty											
	Maneuver Score											
	Totals											
4	Penalty											
	Maneuver Score											
	Totals											
5	Penalty											
	Maneuver Score											
	Totals											
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

\_\_\_\_\_  
Judges Signature



# YEDA REINING PATTERN INSA #3 OFFICIAL SCORE SHEET



EXHB #	MANEUVER DESCRIPTION	2 spins 2 RB	2 spins 1 large 1 small	1 simple change	1 simple change	1 simple change	1 simple change	1 simple change	1 simple change	1 simple change	1 simple change	Overall Ability	HDD	Penalties	Final Score	Comments
	MANEUVER	1	2	3	4	5	6	7	8							
1	958															
	PENALTY															
	SCORE	-1	0	0	0	-1	-1	-1	0					4	62	
	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															

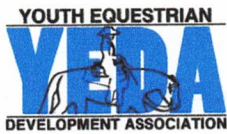
Circled penalties are deemed due to horse not rider and will not appear in the final score.

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 than 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 1/2 point increments

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Walk	Jog	Lope RL	Simple Lead Δ	Lope LL	Stop Back	1/4 R Walk	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1	Penalty											
	Maneuver Score	1	-1/2	0	0	0	1/2	1/2	2	1	74 1/2	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											
	Totals											

Judges Signature



#58 ALUMNI

**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 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

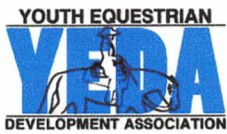
**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*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 L	Lope L.L	Change Leads	X Lope R.L	N Lope R.L	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	Penalty																
	Maneuver Score	0	0	0	-1/2	0	0	-1	0	0	0	0					68 Follow pattern
	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 1/2 point increments

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

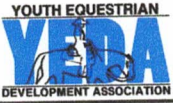
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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.

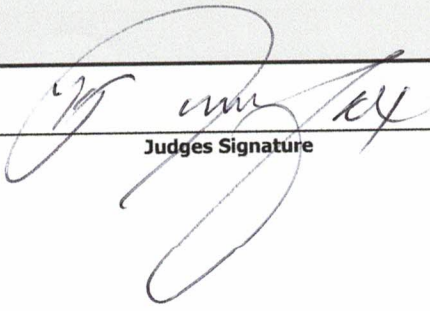
Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Walk 1-2	Stop Back 3	Jog 4	Stop 5	Walk 6	7					
1	Penalty											
	Maneuver Score	1 1/2	+ 1/2	33	0	+ 1/2	1		2	2	71	Will job 2 break gait
	Totals											
2	Penalty											
	Maneuver Score											
	Totals											
3	Penalty											
	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



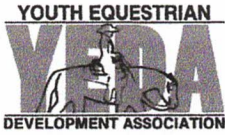
YEDA Official Score Sheet – RAIL Class: ELEMENTARY PEARL

Back #	Rider Comments	Overall Class Comments
1 1679.	sit. (1)	
2 1601	Balance - Movement (2)	
3 1620	Keep moving Gates. Remains for show. (3)	
4		
5		
6		
7		
8		
9		
10		
11		

  
Judges Signature







# 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 1/2 point increments

### Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

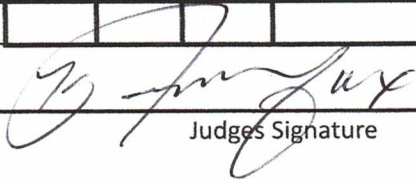
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

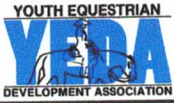
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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.

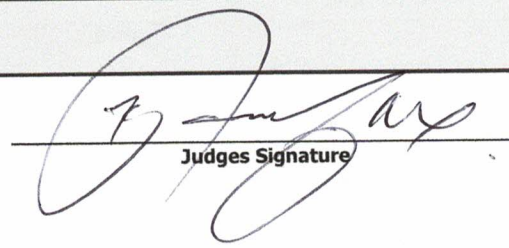
Entry #	Maneuver Description	Maneuver				F & E	HDD	Total	Comments
		Walk	Jog	Stop Back					
1	Penalty					0	0	69.	Leaning
	Maneuver Score	-1/2	-1/2	0					
	Totals	69.5	69.	69.					
2	Penalty			-1		+1	0	64.	Had time X Walkman
	Maneuver Score	+1	-3	-2					
	Totals	71	68	65					
3	Penalty					0	0	70	Lower legs Bounce
	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								

  
 \_\_\_\_\_  
 Judges Signature

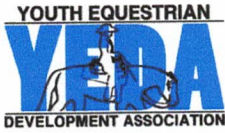


YEDA Official Score Sheet – RAIL Class: JR HIGH OPNL

Back #	Rider Comments	Overall Class Comments
1 1410	X Kicking goats (on. legs forward) (6)	
2 437	(1) Conserve. (1)	
3 1264	(1) Breeding. (2)	
4 <del>XXXX</del>		
5 1513	legs. (3)	
6 1058	Body. elbows mark. (5)	
7 84	lool down. CANZICAM s>t. (4)	
8		
9		
10		
11		

  
Judges Signature





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 1/2 point increments

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

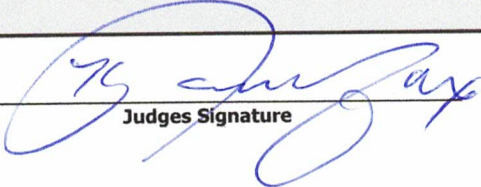
Entry #	Maneuver Description	Maneuver			F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Stop Back 4				
1 1513	Penalty			-1				Guiding - inside... (6)
	Maneuver Score	-1	-2	-1	-1	0	64	
	Totals	69	67	65				
2 1264	Penalty	-1						HANDS SEAT... (3)
	Maneuver Score	0	0	0	0	0	69	
	Totals	69	69	69				
3 84	Penalty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

*[Signature]*  
Judges Signature

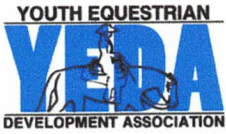


YEDA Official Score Sheet – RAIL Class: #5 SR. HIGH PROBAB

Back #	Rider Comments	Overall Class Comments
1 911	low HANDS . more forward . lose of form . (2)	
2 1273	Bounce . LEAD . (1)	
3 1528	Body . more forward legs . m. t. u. d . R. A. T. E . (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 1/2 point increments

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the 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	Maneuver					F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Lope RL 4	Stop 5					
1 1528 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	LEAD <sup>w-</sup>
	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									

*[Handwritten Signature]*  
Judges Signature



YEDA Official Score Sheet – RAIL

#7 SR High Emerald  
~~JR HIGH RUBY~~

Back #	Rider Comments	Overall Class Comments
1 1242	Bowen (3)	
2 750	(1) seat + (1)	
3 1386	Dwyer (2)	
4 611	Bowen Body. legs forward. (6)	
5 354	pumping consist goats. (5)	
6 1610	legs. riding down legs. (4)	
7		
8		
9		
10		
11		

Judges Signature



**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)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Walk	Jog	Lope RL	Stop	F & E	HDD	Total	Comments
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	CLASS. 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 HAND. LEANS (3)
	Totals	71	72	71	70				
6 1242	Penalty								
	Maneuver Score	+1	+1	0	0	0	0	72	POUCH SEAT. (2)
	Totals	71	72	72	72				
7 354	Penalty								
	Maneuver Score	0	0	-3	-1	-1		64	Legs - WL HANDS. (6)
	Totals	70	70	66	65				
8	Penalty								
	Maneuver Score								
	Totals								
9	Penalty								

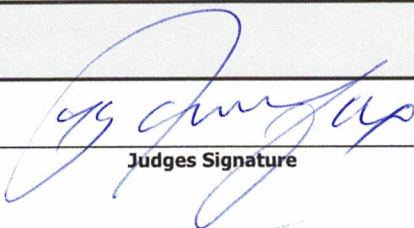
75 [Signature]  
 Judges Signature



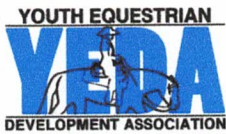
YEDA Official Score Sheet – RAIL

Class: #13 SR HIGH <sup>Ruby.</sup> ~~2021~~

Back #	Rider Comments	Overall Class Comments
1 1212	break. (1)	
2 512	legs. (2)	
3 638	light, more forward. (5)	
4 619	Balance control. (3)	
5 912	Mane 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 1/2 point increments

### Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

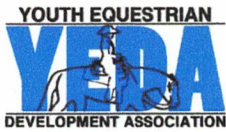
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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

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

Entry #	Maneuver Description	Walk	Jog	X-Jog	Stop Back 5	Lope RL	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	512										
	Penalty					OP.					
	Maneuver Score	0	0	+1	0	OP.	0				OP. HANDS (5)
	Totals	70	70	71	71	OP.					
2	619										
	Penalty										
	Maneuver Score	+1	0	0	+1	+1	0	+1		74	FA (1)
	Totals	71	71	71	72	73	73				
3	PR. 512										
	Penalty			-3							
	Maneuver Score	0	-1	0	-1	0	0				OP. Control. ↓
	Totals	70	69	68	69	69	69				
4	1212										
	Penalty			-3							
	Maneuver Score	0	0	-2	-1	0	0			61	HANDS BREAKS SCOT. (4)
	Totals	70	70	67	67	67	67				
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										

*[Signature]*  
Judges Signature



#9 *src Arden*

**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 1/2 point increments

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Walk	Jog	Lope RL	Simple Lead Δ	Lope LL	Stop Back	1/4 R Walk	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1 1043	Penalty											
	Maneuver Score	+1	0	0	+1	0	0	0	+1	①	73	Legs--
	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	POURRIET - HANDS LEANS
	Totals	69	69	69	67	66	65	64				
5 61	Penalty											
	Maneuver Score	0	0	0	0	+1/2	-1/2	-1/2		③	69 1/2	HANDS LEGS
	Totals	70	70	70	70	70 1/2	70	69 1/2				
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											

*B. J. Fox*  
Judges Signature





SR

### 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 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.

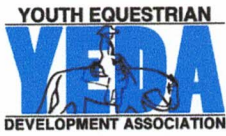
- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

**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 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									
	Maneuver Score	0	0	1	-1	-1	-1	1									
	Totals	70	70	68	67	66	45	61									
2	1043																
	Penalty																
	Maneuver Score	0	0	+1	0	+1	+1	+1	0	0	0	+1					
	Totals	70	70	71	71	72	73	74	74	74	74	75					
3	1118																
	Penalty						3										
	Maneuver Score	-1	0	0	+1	1	0	0	+1	+1	0	0					
	Totals	69	69	69	70	66	66	66	67	68	68	68					
4	982																
	Penalty						3	3	3								
	Maneuver Score	0	0	+1	0	+1	1	1	1	-1	0	+1					
	Totals	70	70	71	71	72	68	64	60	59	59	60					
5	927																
	Penalty						3										
	Maneuver Score	0	0	0	-1	-2	1	-1	-1	-1							
	Totals	70	70	70	69	67	63	62	61	60							
6																	
	Penalty																
	Maneuver Score																
	Totals																
7																	
	Penalty																
	Maneuver Score																
	Totals																
8																	
	Penalty																
	Maneuver Score																

*[Handwritten Signature]*  
Judges Signature



## YEDA Official Score Sheet – Diamond Pattern 1

Updated 2020

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

### Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the 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	Maneuver							F & E	HDD	Total	Comments
		Walk	Stop Back	Jog	Lope LL	X Trot	Jog					
1	Penalty											69. NO FORWARD
	Maneuver Score	0	1	0	0	1	0					
	Totals	70	71	71	70	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											
	Maneuver Score											

\_\_\_\_\_  
 Judges Signature



**YEDA REINING PATTERN I HSA #3 OFFICAL SCORE SHEET**



EXHB #	MANEUVER DESCRIPTION	1	2	3	4	5	6	7	8	Overall Ability	HDD	Penalties	Final Score	Comments
	MANEUVER													
1	PENALTY		-1/2										64 1/2	use seat.
	SCORE	69	67 1/2	65 1/2	64 1/2	64 1/2	64 1/2	64 1/2	64 1/2					
	Total													
	MANEUVER DESCRIPTION	Spin RL	Askw 1 fast	Simple Change	Askw 1 fast	Simple Change	Stop CB	Level Stop CB	Level Stop Back					
2	PENALTY													
3	PENALTY													
4	PENALTY													
5	PENALTY													
6	PENALTY													
7	PENALTY													
8	PENALTY													
9	PENALTY													

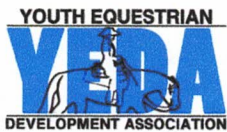
Circled penalties are deemed due to horse not rider and will not appear in the final score.

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



#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 1/2 point increments

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**


- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the 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	Maneuver							F & E	HDD	Total	Comments	
		Walk	Jog	Lope RL	Simple Lead Δ	Lope LL	Stop Back	1/4 R Walk					
1	Penalty		-1										71 Forward Move
	Maneuver Score	0	0	0	+1	0	+1	0					
	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 MUMMI

**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 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.

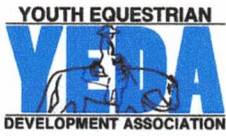
- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

**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 L	Lope LL	Change Leads	X Lope RL	N Lope RL	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	Penalty																
	Maneuver Score	0	0	+1	0	0	+1	0	0	0	0	0					72. ON TBCER.
	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																

*[Handwritten Signature]*  
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 1/2 point increments

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

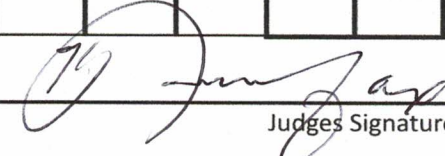
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**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	Maneuver							F & E	HDD	Total	Comments
		Walk 1-2	Stop Back 3	Jog 4	Stop 5	Walk 6	7					
1	Penalty			7					0	0	69	Keep M... B... 20
	Maneuver Score	0	0	0	0	0						
	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