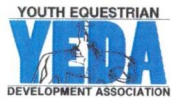


YEDA REINING PATTERN NRHA #2 OFFICIAL SCORE SHEET

Class #1



EXHB #	MANEUVER DESCRIPTION	R. Circles oOO & Lead Change	L. Circles oOO & Lead Change	Stop & R. Roll Back	Stop & L. Roll Back	Stop	Back	4 Spins Right	4 Spins Left	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	236											(8)	70	O's be more round
	PENALTY													
	SCORE	0	0	0	-1/2	0	0	0	0	0				
	Total	70	70	70	69 1/2	69 1/2	69 1/2	69 1/2	69 1/2					
2	254											(1)	75	lot small slow □ not round
	PENALTY													
	SCORE	+1/2	+1/2	+1	+1	+1	+1/2	+1/2	0					
	Total	70 1/2	71	72	73	74	70 1/2	75	75					
3	682											(5)	64	More control w/ spur control
	PENALTY	-1-2		-2										
	SCORE	+1/2	0	0	0	0	-1/2	0	0					
	Total	66 1/2	66 1/2	64 1/2	64 1/2	64 1/2	64	64	64					
4	900											(2)	74	Kind of quick rolling back, O's really nice
	PENALTY													
	SCORE	+1	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				
	Total	71	71 1/2	71 1/2	72	72 1/2	73	73 1/2	74					
5	598											(3)	72	Really fatigued
	PENALTY													
	SCORE	+1/2	+1/2	0	+1/2	0	-1/2	+1/2	+1/2	+1/2				
	Total	70 1/2	71	71	71 1/2	71 1/2	71	71 1/2	72					
6	672											(5)	70	Set his rear end for spine Smart build to slides
	PENALTY	-2												
	SCORE	0	+1/2	+1/2	+1	+1/2	+1/2	-1/2	-1/2	-1/2				
	Total	68	68 1/2	69	70	70 1/2	71	70 1/2	70					
7	839											(6)	69	Outside rein to short in spins Quiet & Steady ride
	PENALTY													
	SCORE	0	0	-1/2	-1/2	0	0	0	0	0				
	Total	70	70	69 1/2	69	69	69	69	69					
8	242											(4)	71	Good use of hands translated to body pos. of horse
	PENALTY													
	SCORE	0	+1/2	+1/2	0	0	+1/2	0	0	-1/2				
	Total	70	70 1/2	71	71	71	71 1/2	71 1/2	71					

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 _____

Lucky

YEDA Official Score Sheet – Emerald Pattern 2

Updated 2020

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

Class #2 Senior
 (pg 1 of 2)
 Split A

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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Con't Lope	Stop Back				
1 907	Penalty									
	Maneuver Score	0	0	0	+1/2	-1/2	+2		72	stay centered in saddle
	Totals	70	70	70	70 1/2	70			72	
2 864	Penalty									
	Maneuver Score	+1/2	+1/2	0	0	0	+2		73	
	Totals	70 1/2	71	71	71	71			73	
3 1065	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+2 1/2		74	stay centered in stop
	Totals	70	70 1/2	71	71 1/2	71 1/2			74	
4 542	Penalty									
	Maneuver Score	0	0	0	+1/2	0	+2 1/2		73	Good Post.
	Totals	70	70	70	70 1/2	70 1/2			73	
5 947	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+2 1/2		74	Sti Square in back
	Totals	70	70 1/2	71	71 1/2	71 1/2			74	
6 457	Penalty			-3						
	Maneuver Score	+1	0	-1/2	+1	+1	+3		78 1/2	Set up lead dept. penon sk. w/ol drag
	Totals	71	71	67 1/2	78 1/2	69 1/2			78 1/2	
7 857	Penalty									
	Maneuver Score	0	0	0	0	-1/2	+2		71 1/2	Behind center of balance @ lope
	Totals	70	70	70	70	69 1/2			71 1/2	
8 1189	Penalty									
	Maneuver Score	0	-1/2	-1/2	-1/2	-1/2	+2		70	Reins too long
	Totals	70	69 1/2	69	68 1/2	68			70	
9 1132	Penalty									
	Maneuver Score	+1/2	0	0	-1/2	0	+2		72	Reins connected in seat
	Totals	70 1/2	70 1/2	70 1/2	70	70			72	

[Signature]
 Judges Signature

YEDA Official Score Sheet – Emerald Pattern 2

Updated 2020

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

Class ~~12~~ ^A Senior
 (pg 2 of 2)
 Split B

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

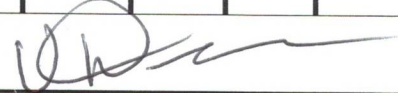
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Con't Lope	Stop Back				
4	Penalty									
	Maneuver Score	0	0	0	-1/2	-1/2	+2		(4) 71	Behind Center @ Lope
	Totals	70	70	70	69 1/2	69				
5	Penalty									
	Maneuver Score	+1	+1	0	+1	+1/2	+3		(5) 76 1/2	Good Post Centered
	Totals	71	72	72	73	73 1/2				
6	Penalty									
	Maneuver Score	0	-1/2	-1/2	-3	0	+2		(6) 67 1/2	Work on Balance through Lope
	Totals	70	69 1/2	69	65 1/2	65 1/2				
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 Official Score Sheet – Ranch Horse Pattern #2

Updated June 2020

Class 3 Junior & Senior

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	Lope RL	X-Lope RL	Change Leads	Lope LL	X-Trot	Stop 360 X2	Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10					
1	211															
	Penalty															
	Maneuver Score	0	0	0	0	+1/2	+1/2	+1/2	0	0	0				4	71 1/2
Totals		70	70	70	70	70 1/2	71	71 1/2	71 1/2	71 1/2	71 1/2					
2	431															
	Penalty	0														
	Maneuver Score	-3	+1/2	1/2	+1/2	0	0	0	0	0	0				9	0
Totals		67	67 1/2	68	68 1/2	68 1/2	68 1/2	68 1/2	68 1/2	68 1/2	68 1/2					
3	313															
	Penalty															
	Maneuver Score	0	0	0	-1/2	+1/2	+1/2	0	0	0	0				5	70 1/2
Totals		70	70	70	69 1/2	70	70 1/2	70 1/2	70 1/2	70 1/2	70 1/2					
4	901															
	Penalty															
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	0	0				2	73
Totals		70 1/2	71	71 1/2	71 1/2	72	72	72 1/2	73	73	73					
5	884															
	Penalty						-1									
	Maneuver Score	+1	+1	+1	+1	0	0	+1/2	+1/2	+1	+1				1	76
Totals		71	72	73	74	74	73	73 1/2	74	75	76					
6	824															
	Penalty			-3												
	Maneuver Score	+1	+1/2	-1/2	0	0	+1	+1/2	+1/2	-1/2	+1/2				6	70
Totals		71	71 1/2	68	68	68	69	69 1/2	70	69 1/2	70					
7	365															
	Penalty															
	Maneuver Score	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	0	0	0				3	72 1/2
Totals		70 1/2	70 1/2	70 1/2	71	71 1/2	72	72 1/2	72 1/2	72 1/2	72 1/2					
8	1598															
	Penalty			-3	-3											
	Maneuver Score	-1/2	+1/2	+1/2	-1/2	+1	+1/2	0	+1/2	-1/2	-1/2				1	64
Totals		69 1/2	70	66 1/2	63	64	64 1/2	64 1/2	65	64 1/2	64					

Judges Signature

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Con't Lope	Stop Back				
1	349									
	Penalty									
	Maneuver Score	0	+½	0	+½	0	+2	④	73	
	Totals	70	70½	70½	71	71				
2	234									
	Penalty									
	Maneuver Score	+½	+½	0	+1	0	+2	②	74	
	Totals	70½	71	71	72	72				
3	1228									
	Penalty				-1					
	Maneuver Score	0	0	0	0	0	+2	⑤	71	
	Totals	70	70	70	69	69				
4	1197									
	Penalty			-3						
	Maneuver Score	+½	+½	0	+½	0	+2	④	70½	Work on lead departure
	Totals	70½	71	68	68½	68½				
5	906									
	Penalty									
	Maneuver Score	+½	+½	+½	+½	+½	+3	①	75½	Centered & Balanced
	Totals	70½	70½	71½	72	72½				
6	875									
	Penalty									
	Maneuver Score	+½	+½	+½	0	-½	+2	③	73	Loss of seat
	Totals	70½	71	71½	71½	71				
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

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Judges Signature

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

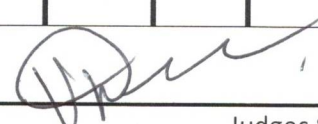
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Con't Lope	Stop Back				
1	614									
	Penalty									
	Maneuver Score	+½	-1	+1	+½	+½	+3		76½	(2)
	Totals	70½	71½	72½	73	73½				
2	1161									
	Penalty									
	Maneuver Score	+½	+½	0	+½	+1	+3		75½	(3)
	Totals	70½	71	71	71½	72½				
3	1152									
	Penalty			-5	-5					
	Maneuver Score	+½	+½	-1	-1	-1	+2		60	(6)
	Totals	70½	71	65	60	59				
4	1123									
	Penalty									
	Maneuver Score	+½	+½	+½	0	+½	+2½		74½	(4)
	Totals	70½	71	71½	71½	72				
5	1089									
	Penalty									
	Maneuver Score	0	0	+½	+½	0	+2½		73½	(5)
	Totals	70	70	70½	71	71				
6	608									
	Penalty									
	Maneuver Score	0	+1	+1	+1	0	+4		77	(1)
	Totals	70	71	72	73	73				
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									



 Judges Signature

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers								F & E	HDD	Total	Comments		
		Walk	Jog	Stop 360 R	Lope LL O L	Simple Lead Δ	Stop Back	LC	5 RL						
1	598	Penalty													
		Maneuver Score	+1	+1	+1	+1	+1	0	0	+3					
		Totals	71	72	73	74	75	75	75						
2	672	Penalty							-1						
		Maneuver Score	+½	+1	+½	+1	+1	0	0	+3					
		Totals	70½	71	71½	72½	73½	73½	72½						
3	900	Penalty													
		Maneuver Score	0	0	+½	0	+½	+1	+1	+3					
		Totals	70	70	70½	70½	71	72	73						
4	682	Penalty	-1												
		Maneuver Score	0	0	0	+½	+1	-1	-1	+3					
		Totals	69	69	69	69½	70½	68½	68½						
5	242	Penalty													
		Maneuver Score	+½	0	-½	0	0	0	0	+2					
		Totals	70½	70½	70	70	70	70	70						
6	234	Penalty													
		Maneuver Score	+1	+1	-½	+1	0	+1	+½	+3					
		Totals	71	72	71½	72½	72½	73½	74						
7	254	Penalty													
		Maneuver Score	+1	+1	+1	+½	+½	0	-½	+3					
		Totals	71	72	73	73½	74	74	73½						
8	639	Penalty													
		Maneuver Score	+½	0	-½	0	+½	+½	+½	+2½					
		Totals	70½	70½	70	70	70½	71	71½						
9		Penalty													
		Maneuver Score													
		Totals													

[Handwritten Signature]

Judges Signature

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Stop 360 L	Lope LL	Lead Δ Lope RL	Stop				
1	Penalty	-1										
	Maneuver Score	0	0	+½	+1	+½	+1	+½	+3		75½	(5)
	Totals	69	69	69½	70½	71	72	72½				
2	Penalty											
	Maneuver Score	+½	+½	+1	+1	+1	0	+½	+3½		77½	(3)
	Totals	70½	71	72	73	74	74	74½				
3	Penalty											
	Maneuver Score	0	0	-0	-½	+½	+½	0	+2½		73	(2)
	Totals	70	70	70	69½	70	70½	70½				
4	Penalty											
	Maneuver Score	+1	+1	+1	0	+½	+1	0	+4		78½	(2)
	Totals	76	72	73	73	73½	74½	74½				
5	Penalty											
	Maneuver Score	0	0	0	0	0	-1	-½	+2½		68	(8)
	Totals	70	70	70	70	70	69	68½				
6	Penalty											
	Maneuver Score	+½	+1	+1	0	0	+1	+1	+3		76½	(4)
	Totals	70½	71½	72½	72½	72½	73½	74½				
7	Penalty											
	Maneuver Score	0	+½	+½	+½	0	0	0	+2½		74	(6)
	Totals	70	70½	71	71½	71½	71½	71½				
8	Penalty											
	Maneuver Score	+½	+1	+1	+½	+1	+1	+1	+3		79	(1)
	Totals	70½	71½	72½	73	74	75	76				
9	Penalty											
	Maneuver Score											
	Totals											

[Handwritten Signature]

Judges Signature

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

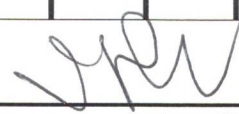
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments	
		Walk	X-Jog	Stop 270 R	Lope RL	Jog	Stop Back					
1	799	Penalty										
		Maneuver Score	0	+1/2	+1/2	0	+1/2	+1	+3		75 1/2	(2)
		Totals	70	70 1/2	71	71	71 1/2	72 1/2				
2	1033	Penalty	-1									
		Maneuver Score	0	+1/2	-1/2	0	+1/2	+1/2	+2 1/2		72 1/2	(3)
		Totals	69	69 1/2	69	69	69 1/2	70				
3	1062	Penalty										
		Maneuver Score	+1/2	0	0	+1/2	+1/2	0	+2 1/2		74	(3)
		Totals	70 1/2	70 1/2	70 1/2	71	71 1/2	71 1/2				
4	1652	Penalty										
		Maneuver Score	+1/2	+1	0	+1	+1	+1/2	+3		77	(1)
		Totals	70 1/2	71 1/2	71 1/2	72 1/2	73 1/2	74				
5	679	Penalty	-1									
		Maneuver Score	0	+1/2	0	0	-1/2	+1	3		73	(4)
		Totals	69	69 1/2	69 1/2	69 1/2	69	70				
6		Penalty										
		Maneuver Score										
		Totals										
7		Penalty										
		Maneuver Score										
		Totals										
8		Penalty										
		Maneuver Score										
		Totals										
9		Penalty										
		Maneuver Score										
		Totals										



Judges Signature

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	X-Jog	Stop 270 R	Lope RL	Jog	Stop Back				
1	Penalty										
	Maneuver Score	+1	+1	-1/2	+1/2	0	0	+3		74 1/2	(3)
	Totals	71	72	71 1/2	72	71 1/2	71 1/2				
2	Penalty										
	Maneuver Score	+1	+1	+1/2	-1/2	+1/2	0	+3		75 1/2	Reins Long
	Totals	71	72	72 1/2	72	72 1/2	72 1/2				
3	Penalty										
	Maneuver Score	+1	+1	0	+1/2	+1	+1/2	+3		77	(1)
	Totals	71	72	72	72 1/2	73 1/2	74				
4	Penalty	-3									
	Maneuver Score	-1	0	0	+1/2	+1	+1	+3		71 1/2	(4)
	Totals	66	66	66	66 1/2	67 1/2	68 1/2				
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

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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Walk	Jog	Stop Back				
1	Penalty			-1						
	Maneuver Score	0	0	0	0	0	+2		71	(4)
	Totals	70	70	69	69	69				
2	Penalty	-1	-1	-3	-3					
	Maneuver Score	0	0	0	0	0	+2		65	(6)
	Totals	70	69	66	63	63				
3	Penalty									
	Maneuver Score	+1/2	+1	+1/2	+1	0	+2 1/2		75 1/2	Reins Long (2)
	Totals	70 1/2	71 1/2	72	73	73				
4	Penalty									
	Maneuver Score	+1	+1	+1	0	0	+3		76	(1)
	Totals	71	72	73	73	73				
5	Penalty				0					
	Maneuver Score	+1/2	+1/2	0	0	0			0	(7)
	Totals	70 1/2	71	71	71	71			71	
6	Penalty			-3	-3					
	Maneuver Score	0	+1/2	-1	-1	0	+3		65 1/2	(5)
	Totals	70	70 1/2	66 1/2	62 1/2	62 1/2				
7	Penalty									
	Maneuver Score	0	+1/2	0	+1/2	+1/2	+3		74 1/2	(3)
	Totals	70	70 1/2	70 1/2	71	71 1/2				
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

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Judges Signature

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Walk	Jog	Stop Back				
1	Penalty			-1						
	Maneuver Score	0	+1	0	+1/2	+1/2	+2 1/2		73 1/2	①
	Totals	70	71	70	70 1/2	71				
2	Penalty			-1-1						
	Maneuver Score	+1	+1	-1/2	+1	+1/2	+2		73	②
	Totals	71	72	69 1/2	70 1/2	71				
3	Penalty			-3						
	Maneuver Score	+1	+1	-1/2	+1	0	+2 1/2		72	③
	Totals	71	72	68 1/2	69 1/2	69 1/2				
4	Penalty		-1							
	Maneuver Score	0	0	0	+1/2	0	+2		71 1/2	④
	Totals	70	69	69	69 1/2	69 1/2				
5	Penalty			-3 0	0	0				
	Maneuver Score	+1/2	0	-1	0	0	+2		0	
	Totals	70 1/2	70 1/2	66 1/2	66 1/2	66 1/2			68 1/2	⑤
6	Penalty									
	Maneuver Score									
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

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Judges Signature

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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Walk	Jog	Stop Back				
1	1176									
	Penalty									
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1/2	+3		76	①
	Totals	70 1/2	71	72	72 1/2	73				
2	1040									
	Penalty									
	Maneuver Score	+1	+1/2	+1/2	+1	0	+3		76	②
	Totals	71	71 1/2	72	73	73				
3	1177									
	Penalty			-1						
	Maneuver Score	+1	0	0	+1	+1	+3		75	③
	Totals	71	71	70	71	72				
4	135									
	Penalty		-3	-1						
	Maneuver Score	+1/2	-1	0	+1	+1	+2 1/2		70	④
	Totals	70 1/2	66 1/2	65 1/2	66 1/2	67 1/2				
5	443									
	Penalty				-1					
	Maneuver Score	0	+1/2	+1	0	+1	+3		74 1/2	⑤
	Totals	70	70 1/2	71 1/2	70 1/2	71 1/2				
6	202									
	Penalty		-1							
	Maneuver Score	+1/2	+1	0	+1/2	+1/2	+3		74 1/2	④
	Totals	70 1/2	70 1/2	70 1/2	71	71 1/2				
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

[Handwritten Signature]

Judges Signature

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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Walk	Jog	Stop Back				
1	1173	1	2	3	4	5				
	Penalty		3	-3						
	Maneuver Score	0	-1/2	-1	0	0	+2		67 1/2	(6)
	Totals	70	69 1/2	66 1/2	65 1/2	65 1/2				
2	1129									
	Penalty									
	Maneuver Score	+1	+1	+1	+1	+1 1/2	+3 1/2		79	(1)
	Totals	71	72	73	74	75 1/2				
3	1516									
	Penalty			-3						
	Maneuver Score	-1	+1/2	-1	+1/2	+1/2	+3		69 1/2	(5)
	Totals	69	69 1/2	65 1/2	66	60 1/2				
4	344									
	Penalty									
	Maneuver Score	+1/2	+1 1/2	+1	+1	+1/2	+3		77	(2)
	Totals	70 1/2	71 1/2	72 1/2	73 1/2	74 1/2				
5	1392									
	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1	+1/2	+3		75 1/2	(3)
	Totals	70	70 1/2	71	72	72 1/2				
6	1075									
	Penalty			-1						
	Maneuver Score	+1	+1/2	0	+1/2	+1	+3		75	(4)
	Totals	71	71 1/2	70 1/2	71 1/2	72				
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									



 Judges Signature

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Walk	Jog	Stop Back				
1	Penalty			-3						
	Maneuver Score	+1/2	+1/2	-1	0	0	+2		69	(7)
	Totals	70 1/2	71	67	67	67				
2	Penalty		-1		-3					
	Maneuver Score	+1/2	0	0	-1	+1/2	+2		68	(8)
	Totals	70 1/2	69 1/2	69 1/2	65 1/2	66				
3	Penalty		-3	-3	-3	0				
	Maneuver Score	0	-1	-1	-1	-3	0		0	
	Totals	70	66	62	58	55			53	
4	Penalty	-1								
	Maneuver Score	0	+1	+1	+1	0	+3		75	(3)
	Totals	69	70	71	72	72				
5	Penalty				-3					
	Maneuver Score	0	+1/2	+1	-1	+1	+3		71 1/2	(6)
	Totals	70	70 1/2	71 1/2	67 1/2	68 1/2				
6	Penalty			-3						
	Maneuver Score	+1/2	+1	-1	+1	+1/2	+3		72	(4)
	Totals	70 1/2	71 1/2	67 1/2	68 1/2	69				
7	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	+1	+3	(2)	75 1/2	Reins too Long
	Totals	70	70 1/2	71	71 1/2	72 1/2				
8	Penalty		-1							
	Maneuver Score	0	0	0	0	0	+2 1/2		71 1/2	(5) " " "
	Totals	70	69	69	69	69				
9	Penalty			-3						
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1	+3	(1)	76	" " "
	Totals	70 1/2	71	71 1/2	72	73				



Judges Signature

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

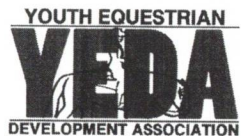
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk 1-2	Stop Back 3	Walk 4	Stop @ C 5	Walk 6-7					
1	Penalty										
	Maneuver Score	0	+½	+½	+1	+1		+2		75	
	Totals	70	70½	71	72	73					
2	Penalty										
	Maneuver Score	+1	0	+½	0	+½		+3		75	
	Totals	71	71	71½	71½	72					
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										



Judges Signature



YEDA Official Score Sheet – RAIL Class: # 16 Elementary Pearl Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 1332	Behind Center	
2 1488	Centered in feet	
3 1283	Reins too long	
4 1452	Pretty posture, reins too long	
5 1072	Centered & pretty posture	
6 1434	Difficult ride, could be better balanced	
7 146	Good posture, effective aids	
8 152	Effective aids, steady	
9 1665	Reins in even,	
10		
11		

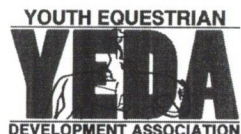
Judges Signature



YEDA Official Score Sheet – RAIL Class: # 17 Jr Opal Rail Horsemanship (Split B)

Back #	Rider Comments	Overall Class Comments
1 1129	Good Posture, Rems shorter	
2 1176	Good Posture, connected	
3 135	Could Be better with hand	
4 202	Good Posture	
5 412	Breaks at jog, pretty posture	
6 1516	Shoulder square and full	
7		
8		
9		
10		
11		


Judges Signature (Judge B)

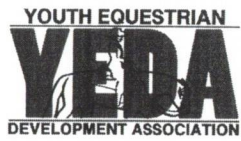


YEDA Official Score Sheet – RAIL Class: # 18 Senior Opal Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 1144	Square and nice	
2 1426	2 Breaks, be more effective	
3 967	Heels down, good leg	
4 1436	2 breaks, be more square	
5 102	Small break, pretty posture	
6		
7		
8		
9		
10		
11		



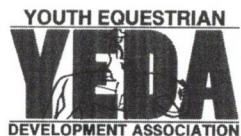
Judges Signature



YEDA Official Score Sheet – RAIL Class: # 19 Jr Opal Rail Horsemanship (Split B)

Back #	Rider Comments	Overall Class Comments
1 1075 ✓	Dont relax core	
2 344 ✓	Square, steady	
3 1456 ✓	Relax, legs bad	
4 516 ✓	Posture tall, good legs	
5 1173 ✓	Good leg, correct posture	
6 1430 ✓	^{be} more connected to ankle	
7 890 ✓	Make sure beams are even	
8		
9		
10		
11		

Judges Signature:  (Judge B)



YEDA Official Score Sheet – RAIL Class: # 20 Junior Ruby Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 1150	Square up shoulder, leg goods	
2 843	Correct / R. Delayed	
3 525	Tall and square, good leg	
4 106	Breaks, Rein should be forward	
5		
6		
7		
8		
9		
10		
11		

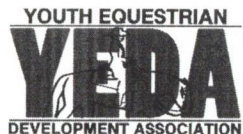
Judges Signature



YEDA Official Score Sheet – RAIL Class: # 21 Jr Opal Rail Horsemanship (Split C)

Back #	Rider Comments	Overall Class Comments
1 1177	Need to Relax	
2 859	Square	
3 1040	Riding back of saddle	
4 443	Nice Look	
5 1133	Good Posture, Relaxed	
6 1392	Slightly behind center	
7		
8		
9		
10		
11		

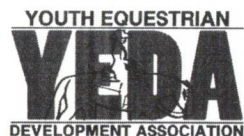
Judges Signature (Judge B)



YEDA Official Score Sheet – RAIL Class: # 22 Senior Ruby Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 11252	Inconsistent	
2 799	Really Nice	
3 1033	Relaxed/Nice	
4 679		missed lead left
5 1062	Good Equestrian	
6		
7		
8		
9		
10		
11		

Judges Signature

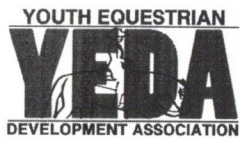


YEDA Official Score Sheet – RAIL Class: # 23 Jr Emerald Rail Horsemanship (Split A)

Back #	Rider Comments	Overall Class Comments
1 608	Beautiful Posture, Hands, legs	
2 349	Connected, Good hands & leg ahead, Don't drop shoulder in Rt. Lead	
3 906	Drops Rt. Shoulder loose in middle	
4 1123	Good Posture	
5 1162	Stirrups hit foot	
6 1197	Good Seat, get more contact, trying super hard - love it - rids rt. stirrup	
7		
8		
9		
10		
11		



Judges Signature (~~Judge B~~)

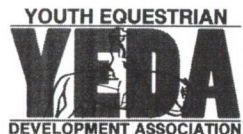


YEDA Official Score Sheet – RAIL Class: # 24 Sr Emerald Rail Horsemanship

Split A

Back #	Rider Comments	Overall Class Comments
1 851	Tall Posture, Nice	
2 947	Not so confident, rigid, even up shoulder	
3 907	Tall, relaxed	
4 1189	Use leg better	
5 1522	Develop better balance missed head left / fixed	
6 1211	Confident, good position	
7		
8		
9		
10		
11		


Judges Signature (Judge B)

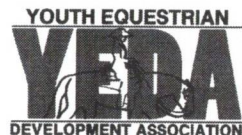


YEDA Official Score Sheet – RAIL Class: #25 Jr Emerald Rail Horsemanship (Split B)

Back #	Rider Comments	Overall Class Comments
1 1089	Very Tall & Straights	
2 1228	Relax in seat, confident	
3 1161	Reins not even	
4 614	Pretty Posture	
5 875	Inconsistent	
6 234	Consistent	
7		
8		
9		
10		
11		



Judges Signature (Judge B)



YEDA Official Score Sheet – RAIL Class: #26 Senior Emerald Rail Horsemanship – Split B

Back #	Rider Comments	Overall Class Comments
1 542	Pretty Posture, Impressive	
2 867	Relaxed & Confident	
3 1065	Square in Shoulders	Missed Lead Pt
4 1132	Leaps a bit forward	Broke
5 309	Strengthen Core for higher placing	
6 457	Wrong lead left	
7		
8		
9		
10		
11		

Judges Signature