

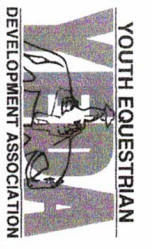
YEDA Official Score Sheet – RAIL

Class:

11 SR goal
3 Jr. OPAI Hsmshp

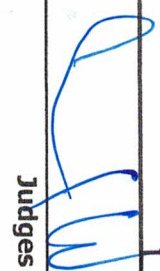
Back #	Rider Comments	Overall Class Comments
1 ✓ 458	+ position	1690
2 ✓ 1690	Separate hands / need slight bend elbow	469
3 ✓ 1403	+ up Per body	1403
4 ✓ 1469	Relax in Core/leaning slightly	458
5 ✓ 1441	leaning back slightly	1408
6 ✓ 1408	loose in extension	1441
7		
8		
9		
10		
11		

Judges Signature

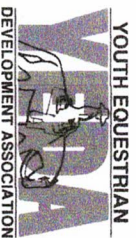


YEDA Official Score Sheet -- RAIL Class: 5/13 JR/SR EMERALD HORSE

Back #	Rider Comments	Overall Class Comments
1 477	Steady lower leg / wears lead to R	554
2 38	Bend in elbow / Need longer chaps / stretch Down Hoofs	759
3 554	+position / Need longer chaps	38
4 759	Need longer chaps	477
5		
6		
7		
8		
9		
10		
11		



 Judges Signature



YEDA Official Score Sheet – RAIL Class:

74
15 Jorls Ruby Henshr

Back #	Rider Comments	Overall Class Comments
1 1387	very good position soft on in hand	1387
2 1024	+ position open shoulders were stretch lower leg transition to lead	1024
3		
4		
5		
6		
7		
8		
9		
10		
11		

Judges Signature



YEDA REINING PATTERN #3 OFFICIAL SCORE SHEET

IHSA #8

Circle ~~Left~~ ~~Right~~ ~~Stop~~ ~~Back~~ ~~4 Spins Right~~ ~~4 Spins Left~~ ~~Stop~~ ~~Back~~

IB #	MANEUVER DESCRIPTION	Step & T-Roll Back	Step & R-Roll Back	R-Fences Over Lead Change	T-Fences Over Lead Change	Stop	Back	4 Spins Right	4 Spins Left	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8					
910	PENALTY									+1			73 1/2	
	SCORE	+1/2	+1/2	0	+1/2	+1/2	0	0	+1/2	+1				
239	Total												68	
	PENALTY					1 1/2								
SS	SCORE	0	0	0	0	-1/2	0	0	+1/2	+1			67	
	Total													
	PENALTY													
	SCORE													
	Total													
	PENALTY													
	SCORE													
	Total													
	PENALTY													
	SCORE													
	Total													
	PENALTY													
	SCORE													
	Total													
	PENALTY													
	SCORE													
	Total													
	PENALTY													

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YEDA Official Score Sheet - Ranch Horse Pattern #2

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

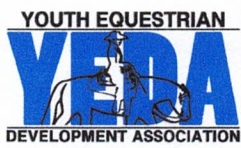
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from +3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Lope RL	X-Lope RL	Change Leads	Lope LL	X-Trot	Stop 360 X2	Back	Penalties	HDD	Overall Ability	Final Score	Comments
1	392	Penalty														
		Maneuver Score	+1	+1	+1	0	+1/2	+1	+1	1/2	0	0			+2	75 1/2
Totals																
2	163	Penalty														
		Maneuver Score	0	+1	0	+1	+1	0	+1/2	0	-1/2	+1/2			+1	74 1/2
Totals																
3	430	Penalty														
		Maneuver Score	+1	+1	+1	+1	2 1/2	0	+1	+1/2	-1	0			+1	77
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																

[Handwritten Signature]

Indiana Signatura



YEDA Official Score Sheet – Diamond Pattern 2

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 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)

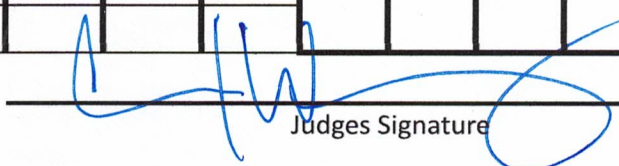
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

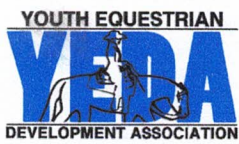
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

	Maneuver Description							F & E	HDD	Total	Comments
		Walk	Jog	Stop 360 R	Lope LL O L	Simple Lead Δ	Stop Back				
Entry #	Maneuver	1	2	3	4	5	6				
1	910										
	Penalty										
	Maneuver Score	+1	+2	+1	+2	+1	+1	+4		82	
	Totals										
2	239										
	Penalty										
	Maneuver Score	+1	+1	-1/2	+1	+1	+1	+3		77 1/2	
	Totals										
3	55										
	Penalty										
	Maneuver Score	+1	+1	+1	+1	+1	0	+3		78	
	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 Official Score Sheet – Ruby Pattern 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)

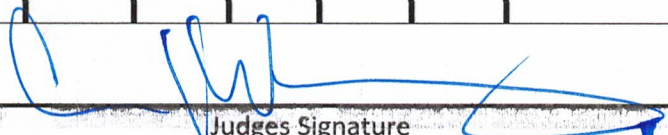
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Maneuvers						F & E	HDD	Total	Comments
		Walk	X-Jog	Stop 270 R	Lope RL	Jog	Stop Back				
1	Penalty				OP						
	Maneuver Score	0	+1	-1/2		+1	0	+2	+1	7 1/2	Better rail work more concentration
	Totals										
2	Penalty				OP						
	Maneuver Score	0	+1	+1/2		+1/2	+1/2	+2		7 1/2	stiff in lope
	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 Official Score Sheet – Sapphire / Alumni Pattern 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)

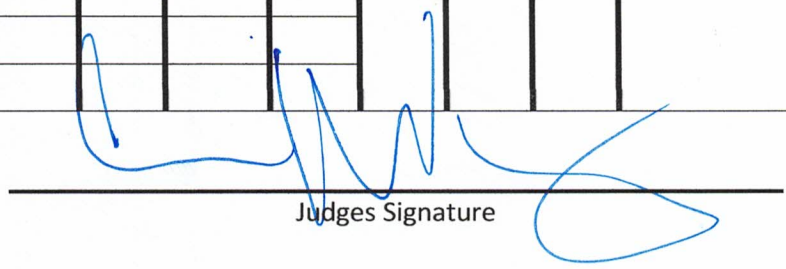
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Stop 360 L	Lope LL	Lead Δ Lope RL	Stop				
1	Penalty											
	Maneuver Score	+1	+1	+1	+1/2	+2	OP	0	+1		76 1/2	OP No Right Lead
	Totals											
2	Penalty											
	Maneuver Score	0	-1	-1	OP	OP	+1	0	0		69	OP No turn No left lead
	Totals											
3	Penalty											
	Maneuver Score	0	+1	+2	0	+2	+1	0	+2		78	
	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 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

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)

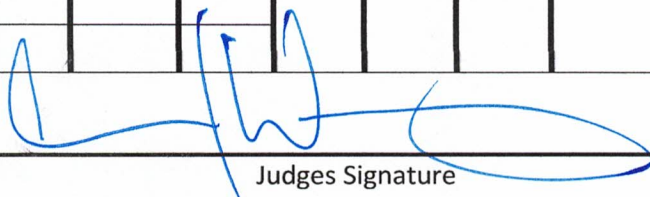
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Con't Lope	Stop Back				
1	Penalty									
	Maneuver Score	0	-1	+1	+1/2	0	+1		71 1/2	OP - wrong side of cone start
	Totals									
2	Penalty									
	Maneuver Score	0	0	+1/2	+1/2	-1	+1		71	OP wrong side of cone ending + start
	Totals									
3	Penalty									
	Maneuver Score	0	+1	+1	+1	+1/2	+3		70 1/2	
	Totals									
4	Penalty									
	Maneuver Score	0	+1/2	+1	+1	0	+1		73 1/2	
	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 – Opal / Pearl Pattern 2

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 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)

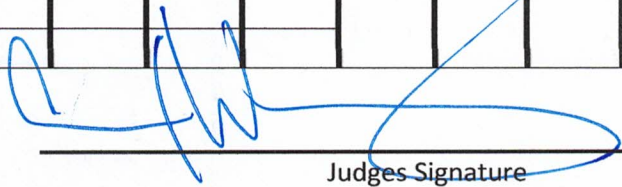
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Walk	Jog	Stop Back				
1	Penalty		5							
	Maneuver Score	-1	-2	0	-1	-1	0		60	
	Totals									
2	Penalty									
	Maneuver Score	0	+½	+1	+1	0	+2		74½	
	Totals									
3	Penalty		OP		5					
	Maneuver Score	0		-2	-2	-1	0		60	OP Never Jog 1st time
	Totals									
4	Penalty									
	Maneuver Score	0	-2	-1	0	-1	0		66	
	Totals									
5	Penalty									
	Maneuver Score	+½	+1	+1	+2	+1	+3		77½	
	Totals									
6	Penalty									
	Maneuver Score	0	+½	+1	+½	-½	0		71½	
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									


 Judges Signature

YEDA REINING PATTERN ~~NRHA~~ #3 OFFICIAL SCORE SHEET

IHS #8

Circle 1 Left 00
2 Left 00
3 Circle 4 Right 44
4 Right 44
5 Stop 8
6 Stop 8
7 Stop 8
8 Stop 8
9 Stop 8

EXHB #	MANEUVER DESCRIPTION	Step-8	Step-8	R-figures	L-figures	Stop	Back	4-Spins Right	4-Spins Left	Overall Ability	HDD	Penalties	Final Score	Comments	
		T-Roll Back	R-Roll Back	Over Lead Change	Over Lead Change										
1	910	MANEUVER	1	2	3	4	5	6	7	8					
		PENALTY	+1	+1	+1	+1	+1	0	0	+1/2				7 1/2	
		SCORE													
2	739	PENALTY					-1, -3								
		SCORE	+1	+1	+1	+1	+1	+1/2	+1/2					73	
		Total													
3	55	PENALTY					-2								
		SCORE	+1/2	+1/2	0	+1/2	-1/2	0	0	0					
		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 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

YEDA Official Score Sheet – Ranch Horse Pattern #2

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.

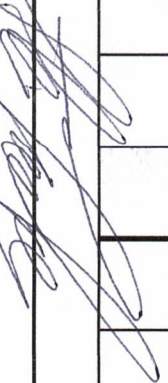
- 1 – point penalty**
- Rider allows horse to go too slow.
 - Break of gait out of the walk or trot of 2 strides.
- 3 – point penalty**
- Break of gait from walk or trot more than 2 strides
 - Break of gait at the lope
 - Starting on the incorrect lead, out of lead or cross canter during lead change
 - Trotting excessive strides during simple lead change
 - Too loose of rein

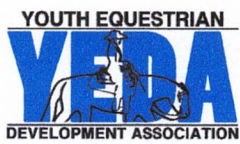
- Faults incurring a score of 0:**
- Must be placed under rider/s without or not incurring faults.
 - Performing maneuvers other than in the specified order
 - Inclusion of maneuvers not specified
 - Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
 - 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	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	392	Maneuver Score	+1/2	+1	+1	+1	+1	+1	+1/2	0	+1/2				77 1/2	①
		Totals														
2	183	Maneuver Score	+1/2	+1/2	0	+1	+1	+1/2	+1/2	0	+1/2	+1/2			75	②
		Totals														
3	830	Maneuver Score	+1	+1/2	+1/2	+1	+1		+1	+1	-1	+1/2			74 1/2	OP ③
		Totals														
4		Maneuver Score														
		Totals														
5		Maneuver Score														
		Totals														
6		Maneuver Score														
		Totals														
7		Maneuver Score														
		Totals														
8		Maneuver Score														
		Totals														

Instructor Signature





YEDA Official Score Sheet – Ruby Pattern 2

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 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.

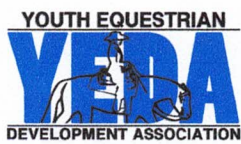
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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	X-Jog	Stop 270 R	Lope RL	Jog	Stop Back				
1	Penalty				-30 ^P						
	Maneuver Score	0	+1/2	0	-1/2	+1/2	+1/2	2		OP 707	
	Totals										
2	Penalty				OP 3						
	Maneuver Score	0	+1/2	+1/2	-1/2	+1/2	+1/2			OP 708 1/2	
	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 Official Score Sheet – Diamond Pattern 2

Updated 2020

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

Minor Faults (-1 point)

- 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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Stop 360 R	Lope LL O L	Simple Lead Δ	Stop Back				
1	910										
	Penalty										
	Maneuver Score	+1	+1	+½	+1	+1	+1	4		79½	Ⓜ
Totals											
2	239										
	Penalty										
	Maneuver Score	+1	+1	+1	+2	+½	+1	4		80½	Ⓛ
Totals											
3	55										
	Penalty										
	Maneuver Score	+1	+1	+1	+1	+1	+1	4		80	Ⓜ
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 Official Score Sheet – Sapphire / Alumni Pattern 2

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 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	X-Jog	Stop 360 L	Lope LL	Lead Δ Lope RL	Stop					
1	Penalty												
	Maneuver Score	+1/2	+1	+1	+1	+1		+1/2	2		70 1/2	(2)	
	Totals										OP 1/2		
2	Penalty				OP	OP							
	Maneuver Score	+1/2	-1	-1					1			(3)	
	Totals												
3	Penalty												
	Maneuver Score	+1	+1	+1/2	+1	+1	+1	0	4		79 1/2	(1)	
	Totals												
4	Penalty												
	Maneuver Score												
	Totals												
5	Penalty												
	Maneuver Score												
	Totals												
6	Penalty												
	Maneuver Score												
	Totals												
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

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 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				
	Maneuver	1	2	3	4	5				
1	477	OP								
	Penalty									
	Maneuver Score	+½	0	+½	+½	0	2		OP 69½	③
Totals										
2	38	OP								
	Penalty									
	Maneuver Score	-½	0	+½	+½	0	2		OP 72½	④
Totals										
3	554									
	Penalty									
	Maneuver Score	0	+1	+1	+1	+1	4		78	①
Totals										
4	759									
	Penalty									
	Maneuver Score	+½	0	+½	0	-½	2		72½	②
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 – Opal / Pearl Pattern 2

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 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	Walk	Jog	Stop Back				
1	1441									
	Penalty		-3							
	Maneuver Score	-1	-1	+½	-1	0	1		65½	⑩
	Totals									
2	1408									
	Penalty									
	Maneuver Score	+½	+½	+½	+1	+½	2		75	②
	Totals									
3	1090									
	Penalty		OP		OP				OP	
	Maneuver Score	0	-½	-1	-½	-1	1		66	⑤
	Totals									
4	1403									
	Penalty			-1						
	Maneuver Score	-1	0	-1	0	-½	1		69½	④
	Totals									
5	4158									
	Penalty									
	Maneuver Score	0	+1	+1	+2	+1	4		79	①
	Totals									
6	409									
	Penalty									
	Maneuver Score	0	+½	+½	+½	0	2		73½	③
	Totals									
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

Judges Signature



YEDA Official Score Sheet – RAIL Class:

74
15 Jorlse Ruby Hsinshp

Back #	Rider Comments	Overall Class Comments
1 1307	Stirrups too short	
2 1024	lope = out of balance	
3		
4		
5		
6		
7		
8		
9		
10		
11		


Judges Signature



YEDA Official Score Sheet – RAIL Class:

Class: 5/13 SR/SR EMERALD H&S

Back #	Rider Comments	Overall Class Comments
1 477	wrong lead	
2 38		
3 554		
4 759	feet not in stirrup far enough, short stirrups	
5		
6		
7		
8		
9		
10		
11		

Judges Signature



YEDA Official Score Sheet – RAIL Class:

11 SR opal
3 Jr OPAL Hsmshp

Back #	Rider Comments	Overall Class Comments
1 458		
2 11090	broke at jog	
3 1403	broke at jog, lean forward	
4 1441	broke at jog	
5 4109		
6 1408		
7		
8		
9		
10		
11		


Judges Signature