

YEDA REINING PATTERN NRHA #5 OFFICIAL SCORE SHEET



Comments

EXHB #	MANEUVER DESCRIPTION	L		R		4		I Lead Fast Circle Lead Change		Stop R Rollback		Stop L Rollback		Stop & Back	Overall Ability	HDD	Penalties	Final Score	Comments
		Circles OOO Stop	Spins Left	Circles OOO Stop	Spins Right	Fast Circle Lead Change	Stop R Rollback	Stop L Rollback	Stop & Back										
1	MANEUVER	1	2	3	4	5	6	7	8										
	PENALTY																		
	SCORE																		
	Total																		
2	MANEUVER	1	2	3	4	5	6	7	8										
	PENALTY																		
	SCORE																		
	Total																		
3	MANEUVER	1	2	3	4	5	6	7	8										
	PENALTY																		
	SCORE																		
	Total																		
4	MANEUVER	1	2	3	4	5	6	7	8										
	PENALTY																		
	SCORE																		
	Total																		
5	MANEUVER	1	2	3	4	5	6	7	8										
	PENALTY																		
	SCORE																		
	Total																		
6	MANEUVER	1	2	3	4	5	6	7	8										
	PENALTY																		
	SCORE																		
	Total																		
7	MANEUVER	1	2	3	4	5	6	7	8										
	PENALTY																		
	SCORE																		
	Total																		
8	MANEUVER	1	2	3	4	5	6	7	8										
	PENALTY																		
	SCORE																		
	Total																		
9	MANEUVER	1	2	3	4	5	6	7	8										
	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 REINING PATTERN NRHA #5 OFFICIAL SCORE SHEET



EXHB #	MANEUVER DESCRIPTION	L		R		4		L Lead		Stop R		Stop L		Stop & Back	Overall Ability	HDD	Penalties	Final Score	Comments
		Circles	OOo	Stop	Spins	Left	Right	Spins	Right	Fast Circle	Lead Change	Rollback	Rollback						
1	MANEUVER	1	2	3	4	5	6	7	8										
	PENALTY																		
	SCORE	-1/2	0	0	-1/2	-1/2	0	0	+1/2	0	0	0	0	+1/2					
	Total	68 1/2	69 1/2	69 1/2	68 1/2	68	68	68	68 1/2	68	68	68	68	68 1/2					68 1/2
2	MANEUVER	1	2	3	4	5	6	7	8										
	PENALTY																		
	SCORE	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2					
	Total	70	70 1/2	71	71	71 1/2	72	72 1/2	72 1/2	72 1/2	72 1/2	72 1/2	73	73					73
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 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 *[Signature]*



Back #	Rider Comments	Overall Class Comments
1 1133	Good Seat	
2 1414	Good Upper Body	
3 1129	Good Overall Posture	
4 394	Lean forward	
5 1458	Long Back	
6 1583	Good leg, Sit Back	
7 1240	Sit Up	
8		
9		
10		
11		

*Robin*  
 \_\_\_\_\_  
 Judges Signature





Alumni

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

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 direction	Walk	Trot	Lope	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments	
		1	2	3	4	5	6	7	8	9	10	11	12	13						
1	Maneuver																			
	Penalty																			
	Totals	70	70	70 1/2	70	70	70	70	70	70 1/2	71	71	71 1/2	72	72				72	(1)
2	Maneuver																			
	Penalty																			
	Totals	70	70	70	70 1/2	70	70 1/2	70 1/2	70 1/2	71	67	63	63 1/2	63	63 1/2				63	(2)
3	Maneuver																			
4	Maneuver																			
5	Maneuver																			
6	Maneuver																			
7	Maneuver																			
8	Maneuver																			

Robb

Judges Signature



Back #	Rider Comments	Overall Class Comments
1 1176	Good leg, Sit up	
2 202	Shorten Stirrups, Good u. Body	
3 1040	Good leg	
4 1355	Long Back & Shoulder back	
5 1173	Good Overall Posture	
6 1290	Lower leg back	
7		
8		
9		
10		
11		

*[Signature]*  
 Judges Signature



**VEDA Official Score Sheet - Ranch Horse Pattern #5**

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.

**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

**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

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 point 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 direction	Walk	Trot	Lope	X-1 Lope	Change Leads	Lope	X-Trot	Stop	Back	Penalties	HDD	Overall Ability	Final Score	Comments		
																					1	2
1	Maneuver																					
	Penalty																					
	Maneuver Score	+1/2	0	+1/2	-1/2	0	0	0	0	+1/2	+1	0	+1	+1							7	
	Totals	70 1/2	70 1/2	71	70 1/2	70 1/2	70 1/2	70 1/2	70 1/2	68	69	69	70	70	71							71
2	Maneuver																					
	Penalty																					
	Maneuver Score	-3																				8
	Totals	64																				64
3	Maneuver																					
	Penalty																					
	Maneuver Score	-1/2	0	+1/2	+1/2	-1/2	0	0	0	0	0	-1/2	0	0	+1/2	0						5
	Totals	69 1/2	69 1/2	70	70 1/2	70	70 1/2	69 1/2	69 1/2	69 1/2	69 1/2	69	69	69	69 1/2	69 1/2						69 1/2
4	Maneuver																					
	Penalty																					
	Maneuver Score	+1/2	0	+1/2	0	-1	0	0	0	0	+1/2	0	0	0	+1/2	0						3
	Totals	70 1/2	70 1/2	71	71	70	70	70	70	70 1/2	71	71	71	71	71 1/2	71 1/2						71 1/2
5	Maneuver																					
	Penalty																					
	Maneuver Score	+1/2	+1/2	+1/2	0	0	0	0	0	+1/2	0	+1/2	+1/2	+1/2	+1							1
	Totals	70 1/2	71	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	72	72 1/2	73	73 1/2	73 1/2	74 1/2	74 1/2						74 1/2
6	Maneuver																					
	Penalty																					
	Maneuver Score	0	+1/2	+1/2	+1/2	0	0	0	0	0	-1	0	0	0	0	0						6
	Totals	68	68	68	68	68	68	68	68	68	68	68	68	68	68	68						68
7	Maneuver																					
	Penalty																					
	Maneuver Score	+1/2	0	0	0	+1/2	0	0	0	-1	+1	0	+1/2	+1/2	+1/2							9
	Totals	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2						71 1/2
8	Maneuver																					
	Penalty																					
	Maneuver Score	+1/2	0	+1/2	+1	+1/2	0	0	0	+1/2	+1	+1/2	+1/2	+1/2	+1/2							4
	Totals	71	71	71	72	72 1/2	72 1/2	72 1/2	72 1/2	73	74	74	74 1/2	74 1/2	74 1/2	74 1/2						71



Back #	Rider Comments	Overall Class Comments
1 1516	Good Overall Posture	
2 859	Sit-down	
3 1494	" "	
4 1597	Good Seat, legs back	
5 1075	Free Arm up	
6 516	Good Leg	
7		
8		
9		
10		
11		

*Paul*  
 Judges Signature



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

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 point 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 direction	Walk	Trot	Lope LL	X-1 Lope	Change Leads	Lope	X-2 Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments	
																				1
1	Maneuver	1	2	3	4	5	6	7	8	9	10	11	12	13						
	Penalty																			
	Maneuver Score	+1/2	0	+1/2	0	0	0	-1/2	0	0	+1/2	0	+1	+1/2				72 1/2	(5)	
	Totals	70 1/2	70 1/2	71	71	71	71	71	70 1/2	70 1/2	70 1/2	71	71	72	72 1/2					
2	Maneuver	1-3																		
	Penalty																			
	Maneuver Score	-1	0	0	-1	0	0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2		+1			0	(8)
	Totals	65	65	64	64	62	62	62	62 1/2	63	63	63 1/2	64	64 1/2	64					
3	Maneuver	+1/2	0	+1/2	-1/2	-1	0	0	0	+1/2	+1/2	0	+1/2	+1/2						
	Penalty																			
	Maneuver Score	70 1/2	70 1/2	71	70 1/2	69 1/2	69 1/2	69 1/2	69 1/2	70	70 1/2	70 1/2	70 1/2	71					71 1/2	(6)
	Totals	70 1/2	70 1/2	71	70 1/2	69 1/2	69 1/2	69 1/2	69 1/2	70	70 1/2	70 1/2	70 1/2	71						
4	Maneuver	+1	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	-1/2	-1/2	+1/2	+1/2						
	Penalty																			
	Maneuver Score	71	71 1/2	72	72 1/2	73	73	73	74	74 1/2	74	74	74 1/2	74 1/2					74 1/2	(1)
	Totals	71	71 1/2	72	72 1/2	73	73	73	74	74 1/2	74	74	74 1/2	74 1/2						
5	Maneuver	0	0	+1/2	+1/2	+1/2	0	0	-1/2	+1/2	+1	0	0	+1/2						
	Penalty																			
	Maneuver Score	70	70	70 1/2	71	71 1/2	71 1/2	71 1/2	72	72 1/2	73 1/2	73 1/2	73 1/2	74					74	(2)
	Totals	70	70	70 1/2	71	71 1/2	71 1/2	71 1/2	72	72 1/2	73 1/2	73 1/2	73 1/2	74						
6	Maneuver	0	0	0	0	-1/2	0	0	-1/2	+1/2	+1	+1/2	0	+1/2						
	Penalty																			
	Maneuver Score	70	70	70	70	69 1/2	69 1/2	69 1/2	69	69 1/2	70 1/2	71	71	71 1/2					71 1/2	(7)
	Totals	70	70	70	70	69 1/2	69 1/2	69 1/2	69	69 1/2	70 1/2	71	71	71 1/2						
7	Maneuver	+1/2	0	+1/2	0	+1	0	0	0	0	+1/2	+1/2	+1/2	+1/2						
	Penalty																			
	Maneuver Score	70 1/2	70 1/2	71	71	72	72	72	72	72	72 1/2	73	73 1/2	74					74	(3)
	Totals	70 1/2	70 1/2	71	71	72	72	72	72	72	72 1/2	73	73 1/2	74						
8	Maneuver	+1/2	0	+1/2	0	+1/2	0	0	-1/2	0	+1	+1/2	+1/2	+1/2						
	Penalty																			
	Maneuver Score	70 1/2	70 1/2	71	71	71 1/2	71 1/2	71	71	71	71	71	71	71 1/2					73 1/2	(4)
	Totals	70 1/2	70 1/2	71	71	71 1/2	71 1/2	71	71	71	71	71	71	71 1/2						

Judges Signature



SR Sapphires  
 Split A



Back #	Rider Comments	Overall Class Comments
1	967 Good beg	
2	1144 Good Connection	
3	688 Good Feet & legs less back @ jog	
4	1568 Srt Up	
5		
6		
7		
8		
9		
10		
11		

  
 Judges Signature



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

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.

Senior

9

**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 point 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 ca. direction	Walk	Tot L	Lope LL	X- Lope	Change Leads	Lope	X- Tot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments	
																				Maneuver Score
1	569	1	2	3	4	5	6	7	8	9	10	11	12	13						
		Maneuver Score	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	+1	+1					
		Totals	70 1/2	70 1/2	71	71 1/2	72	72 1/2	73	73	73 1/2	74	74 1/2	75	76					76
2	148	1	2	3	4	5	6	7	8	9	10	11	12	13						
		Maneuver Score	0	0	-1/2	-2	-1	0	0	+1/2	+1/2	-1	-1	+1/2	0					
		Totals	70	70	68 1/2	67 1/2	66 1/2	66 1/2	67	67 1/2	68 1/2	68 1/2	69 1/2	69 1/2	69 1/2					69
3	227	1	2	3	4	5	6	7	8	9	10	11	12	13						
		Maneuver Score	0	0	0	0	-1	0	0	0	+1/2	0	+1/2	+1/2	0					
		Totals	70	70	70	70	69	69	69	69	69 1/2	69 1/2	70	70 1/2	70 1/2					70 1/2
4	886	1	2	3	4	5	6	7	8	9	10	11	12	13						
		Maneuver Score	+1/2	0	0	+1/2	+1/2	0	-1/2	0	+1/2	0	+1/2	+1/2	+1/2					
		Totals	70 1/2	70 1/2	70 1/2	71	71 1/2	71 1/2	71	71	71 1/2	71 1/2	72	72 1/2	73					73
5	901	1	2	3	4	5	6	7	8	9	10	11	12	13						
		Maneuver Score	0	-1/2	0	+1/2	+1/2	0	-1/2	0	0	-1/2	-1/2	0	0					
		Totals	70	69 1/2	69 1/2	70	70 1/2	70 1/2	69	69	69	68 1/2	68 1/2	68 1/2	68 1/2					65
6	446	1	2	3	4	5	6	7	8	9	10	11	12	13						
		Maneuver Score	0	+1/2	+1/2	+1/2	0	-1/2	0	+1/2	+1/2	-1/2	0	0	0					
		Totals	70	70 1/2	71	71 1/2	71 1/2	71	71	71 1/2	72	71 1/2	71 1/2	71 1/2	71 1/2					71 1/2
7	365	1	2	3	4	5	6	7	8	9	10	11	12	13						
		Maneuver Score	+1/2	0	+1/2	+1/2	+1	0	0	0	+1/2	+1/2	+1/2	+1/2	0					
		Totals	70 1/2	70 1/2	71	71 1/2	72 1/2	72 1/2	72 1/2	72 1/2	73	73 1/2	74	74 1/2	74 1/2					74 1/2
8	545	1	2	3	4	5	6	7	8	9	10	11	12	13						
		Maneuver Score	+1/2	0	+1/2	0	+1/2	0	0	0	+1	+1	+1/2	+1/2	+1/2					
		Totals	70 1/2	70 1/2	71	71	71 1/2	71 1/2	71 1/2	71 1/2	73	74	74 1/2	75	75 1/2					75 1/2

*[Handwritten Signature]*

Judges Signature



**YEDA Official Score Sheet - Diamond Pattern 5**

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 1/2 to 1/4

• Ticking or hitting cone

• Obviously looking down to check

**Major Faults (-3 points)**

• Break of gait at walk, 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.

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

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

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

Entry #	Maneuver	Description	Maneuvers					HDD	Total	Comments
			Jog	90 L	Back	Stop	F & E			
1	Maneuver	Jog	90 L	Back	Stop	F & E		72 1/2	7	
2	Maneuver	Jog	90 L	Back	Stop	F & E		68 1/2		
3	Maneuver	Jog	90 L	Back	Stop	F & E		78 1/2	1	
4	Maneuver	Jog	90 L	Back	Stop	F & E		78 1/2	6	
5	Maneuver	Jog	90 L	Back	Stop	F & E		74	4	
6	Maneuver	Jog	90 L	Back	Stop	F & E		74	5	
7	Maneuver	Jog	90 L	Back	Stop	F & E		69		
8	Maneuver	Jog	90 L	Back	Stop	F & E		70		
9	Maneuver	Jog	90 L	Back	Stop	F & E		71	8	

Judges Signature

*[Handwritten Signature]*

Split 1 of 2



**YEDA Official Score Sheet - Diamond Pattern 5**

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 1/2 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.

**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	Maneuvers					HDD	Total	Comments
		Jog	Lope LL	O @ B Stop	90 L	Back			
1	Maneuver Score	0	0	H	-1/2	0	+1/2	74	3
	Totals	90	40	71	70 1/2	71			
	Penalty								
2	Maneuver Score	+1/2	H	H	+1	+1/2	+1	76 1/2	2
	Totals	70 1/2	71 1/2	72 1/2	73	78 1/2	74 1/2		
	Penalty								
3	Maneuver Score								
	Totals								
	Penalty								
4	Maneuver Score								
	Totals								
	Penalty								
5	Maneuver Score								
	Totals								
	Penalty								
6	Maneuver Score								
	Totals								
	Penalty								
7	Maneuver Score								
	Totals								
	Penalty								
8	Maneuver Score								
	Totals								
	Penalty								
9	Maneuver Score								
	Totals								
	Penalty								

Judges Signature

*[Handwritten Signature]*

Split out 2



Back #	Rider Comments	Overall Class Comments
1 683	Good leap	
2 1488	Good feet & legs	
3 846	Good feet, sit up	
4 1434	Sit up, leap back	
5 146	Good feet & legs	
6 333	leap back	
7 706	Good leap	
8		
9		
10		
11		



Judges Signature



**YEDA Official Score Sheet - Sapphire / Alumni Pattern 5**

Updated 2020

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

Alumni

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the roma
- 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	Maneuvers							HDD	Total	Comments
	Walk	Jog	Lope O RL	Lope Change Leags	Lope LL Back	F & E	HDD			

Entry #	Maneuver	1-2	3	4	5	6	7	Form & Effectiveness (F & E)			HDD			Total			Comments	
1	1523	0	0	-1/2	0	-1/2	-1/2	62	20 1/2									
2	1670	0	0	+1/2	0	+1/2	-1/2	+2	72									
3																		
4																		
5																		
6																		
7																		
8																		
9																		

Judges Signature





# YEDA Official Score Sheet -- RAIL Class:

Pearl Rail Split B

Overall Class Comm

Back #	Rider Comments
1 1147	Good Position
2 1346	Sit Down
3 1492	Sit Up
4 1459	Sit Down
5 655	Sit Buck
6 182	Good Seat, Heels Down
7	
8	
9	
10	
11	

*Paul*  
 \_\_\_\_\_  
 Judges Signature







**YEDA Official Score Sheet - Amber EWD Pattern 5&6**

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 1/2
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments  
**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments  
\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver	Walk	Extend Walk	Reg Walk	Circle L	Extend Walk	Stop	F & E	HDD	Total	Maneuvers		
											Penalty	Maneuver Score	Totals
1	254	+1/2	0	+1/2	-1/2	+1/2	+1/2	+2		73 1/2	Penalty	Maneuver Score	Totals
		70 1/2	70 1/2	71	71 1/2								
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

*[Handwritten Signature]*

Judges Signature



**YEDA Official Score Sheet - Topaz EWD Pattern 5 & 6**

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 1/2
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**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.

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

Entry #	Maneuver	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	X-Walk	Jog	Stop					
1	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+2		74 1/2		
	Totals	70 1/2	71	71 1/2	72	72 1/2					
	Penalty										
2	Maneuver Score										
	Totals										
	Penalty										
3	Maneuver Score										
	Totals										
	Penalty										
4	Maneuver Score										
	Totals										
	Penalty										
5	Maneuver Score										
	Totals										
	Penalty										
6	Maneuver Score										
	Totals										
	Penalty										
7	Maneuver Score										
	Totals										
	Penalty										
8	Maneuver Score										
	Totals										
	Penalty										
9	Maneuver Score										
	Totals										
	Penalty										

Judges Signature

*[Handwritten Signature]*



**YEDA Official Score Sheet - Opal / ~~Pat~~ Pattern 5**

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 1/2 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.

**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.

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments  
\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	688	0	-1/2	0	0	0	0	+2	7 1/2	(2)	
2	1568	Maneuver Score	0	-2	0	0	0	-1	+1	66	(4)
		Totals	70	68	68	68	66	65			
3	1144	Maneuver Score	+1/2	-1/2	0	0	0	0	+2	72	(1)
		Totals	70 1/2	70	70	70	70	70			
4	967	Maneuver Score	0	+1/2	-1/2	0	-1/2	0	+1 1/2	71	(3)
		Totals	70	70 1/2	70	69 1/2	69 1/2	69 1/2			
5		Penalty									
5		Maneuver Score									
5		Totals									
6		Penalty									
6		Maneuver Score									
6		Totals									
7		Penalty									
7		Maneuver Score									
7		Totals									
8		Penalty									
8		Maneuver Score									
8		Totals									
9		Penalty									
9		Maneuver Score									
9		Totals									

Judges Signature

*[Handwritten Signature]*

(17)

Senior











**YEDA Official Score Sheet - Open / Peat Pattern 5**

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 1/2
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

**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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	506	+1	0	+1/2	-1	-3	OP	+1	OP	65	(4)
2	1416	OP	-1	0	+1/2	+1/2	OP	+1	OP	70	(6)
3	1133	+1/2	+1/2	+1/2	0	+1/2	+1	+1	74	(2)	
4	1494	+1	+2	+1	+1	+1	+2	+2	77 1/2	(1)	
5	1290	+1/2	0	0	+1/2	+1/2	+2	+2	73 1/2	(3)	
6	1458	0	+1/2	0	0	+1/2	0	+2	73	(4)	
7	1173	+1/2	+1/2	+1/2	0	-1/2	+1/2	+2	70 1/2	(5)	
8											
9											

Judges Signature

*[Handwritten Signature]*

(80)

Split A



**YEDA Official Score Sheet - Opal / Pattern 5**  
Updated 2020

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

**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.

**Major Faults (-3 points)**

- Break of gait at walk or jog for up to 2 strides.
- 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

**Minor Faults (-1 point)**

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

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments  
\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	1583	0	+1/2	+1/2	-1/2	+1/2	+2		73 1/2	3	
2	1240	0	-1/2	+1/2	0	-3	5				
3	1025	+1/2	+1/2	+1/2	+1/2	+1	+2		75 1/2	1	
4	394	+1/2	+1/2	0	+1/2	0	+2		74	2	
5	859	+1/2	0	0	-1/2	0	+2		71 1/2	5	
6	1040	-3	+1/2	0	+1/2	+1	+2		70 1/2	6	
7	1240	0	+1/2	+1/2	-1/2	-1/2	H		71 1/2	4	
8		Penalty	Maneuver Score	Totals							
9		Penalty	Maneuver Score	Totals							

Judges Signature

*[Handwritten Signature]*

JK  
split B  
21



**YEDA Official Score Sheet - Opal / ~~Start~~ Pattern 5**

Updated 2020

Scoring 0-100 with 70 denoting the average.

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ½
- 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.

**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.

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

**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in ½ point 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	Jog	2-Jog	Stop				
1	Penalty		-1									
	Maneuver Score		0	+½	+1	+½	0	+½				
	Totals		69	69½	70½	71	71½				72½	4
2	Penalty		-1									
	Maneuver Score		+1	0	0	-½	+½	-½				
	Totals		71	70	70	69½	70	69½				71½
3	Penalty											
	Maneuver Score		+½	0	0	-½	+½	-½				
	Totals		70½	70½	70½	70½	70	70½				72½
4	Penalty											
	Maneuver Score		+½	+½	+½	-½	0	+½				
	Totals		70½	71	71½	72	72	72½				74½
5	Penalty											
	Maneuver Score		+½	+1	+1	+½	-½	-½				
	Totals		70½	71½	72½	73	72½	72				74
6	Penalty											
	Maneuver Score		+½	0	0	+½	0	+½				
	Totals		70½	70½	71	71½	72	72½				73
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature

*[Handwritten Signature]*

Junior Split? (22)



**YEDA Official Score Sheet - Sapphire / Autumn Pattern 5**

Updated 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in 1/2 point increments

**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.

**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.

**Minor Faults (-1 point)**

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

**Form & Effectiveness (F & E)** of the rider scored from -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  
 \*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver	Description	Maneuvers							F & E	HDD	Total	Comments	
			Walk	Jog	Lope	O RL	Change	Lope	Stop					
1	153		+1/2	0	0	-1/2	-1/2	-3	-3	-	+2	66 1/2	(6)	
2	901		0	0	+1/2	+1/2	+1/2	+1	+1	+2	74 1/2	(1)		
3	846		-1/2	+1/2	-2	0	+1/2	-1/2	+1/2	+1	63	(8)		
4	365		0	+1/2	-2	0	0	-1	-1	+1	64 1/2	(7)		
5	824		0	0	-1/2	0	-1/2	-1/2	-1/2	+1	69	(4)		
6	569		0	-1/2	-1/2	-1/2	+1/2	+1/2	+1/2	+1/2	70	(3)		
7	313		-1/2	0	-1	-1/2	0	-1	0	+1	68	(5)		
8	227		+1/2	+1	+1	+1	0	-1/2	0	+2	74	(2)		
9		Totals												

Judges Signature

*[Handwritten Signature]*

#23  
 Senior  
 Split #1



**YEDA Official Score Sheet - Ruby Pattern 5**  
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 3/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

Entry #	Maneuver	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments	
			Walk	Lope	Jog	Jog OL	Lope LL					Stop Back
1	285	Maneuver	Penalty	-3								
			Maneuver Score	0	0	+1/2	+1/2	-1	0	+2	63	①
			Totals	70	67	67 1/2	68	61	61			
2	590	Maneuver	Penalty			-1	-1	-3				
			Maneuver Score	0	+1	0	+1/2	-1	+1/2	+1	67	⑤
			Totals	70	71	70	69 1/2	65 1/2	66			
3	565	Maneuver	Penalty									
			Maneuver Score	+1/2	0	+1/2	+1/2	+1/2	+1/2	+2	24 1/2	①
			Totals	70 1/2	70 1/2	71	71 1/2	78	72 1/2			
4	1306	Maneuver	Penalty									
			Maneuver Score	+1/2	0	+1/2	+1	-1	0	+2	70	④
			Totals	70 1/2	70 1/2	71	78	68	68			
5	288	Maneuver	Penalty									
			Maneuver Score	0	+1/2	0	+1/2	0	+1/2	+2	73 1/2	②
			Totals	70	70 1/2	70 1/2	71	71	71 1/2			
6	1200	Maneuver	Penalty									
			Maneuver Score	0	0	0	-1/2	+1/2	+1/2	+2	70 1/2	③
			Totals	70	70	69	67 1/2	68	68 1/2			
7		Maneuver	Penalty									
			Maneuver Score									
			Totals									
8		Maneuver	Penalty									
			Maneuver Score									
			Totals									
9		Maneuver	Penalty									
			Maneuver Score									
			Totals									

Judges Signature

*[Handwritten Signature]*

24

Senior Split A



25

**YEDA Official Score Sheet - Sapphire / Alumni Pattern 5 Split B**

Senior

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	Lope Change	Lope LL	Stop Back					
1	454	0	0	+1/2	-1/2	6	-1		+2	71	(6)	
2	148	+1/2	+1/2	+1/2	-1/2	-1/2	-1/2		+2	73	(3)	
3	864	+1	+1/2	0	+1/2	+1/2	-1/2		+3	69	(8)	
4	1404	0	0	-1/2	0	0	-1/2		+1	69	(7)	
5	508	+1/2	0	-1/2	0	-1/2	-1/2		+2	72	(4)	
6	264	+1/2	+	+1/2	0	+1/2	0		+2	74 1/2	(2)	
7	575	0	+1/2	0	0	0	+1/2		+1	72	(5)	
8	444	0	0	+1/2	+1/2	+1	+1		+3	75	(1)	
9	Totals											

Judges Signature

*[Handwritten Signature]*

**YEDA Official Score Sheet - Ruby Pattern 5**

Updated 2020

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

Senior Split B

26

**Minor Faults (-1 point)**

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

**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.

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.

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

Entry #	Maneuver	Maneuvers						F & E	HDD	Total	Comments
		Walk	Lope LL	Jog	Jog OL	Lope LL	Stop Back				
1	Maneuver	+1/2	+1	+1	+1	+1/2	+1	+3	78	①	
2	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+3	76 1/2	②	
	Totals	70 1/2	71	71 1/2	72	70 1/2	73 1/2				
3	Maneuver Score	0	0	0	+1/2	+1/2	0	+2	73 1/2	④	
	Totals	70	70	70	70 1/2	71	71				
4	Maneuver Score	0	-1/2	+1/2	0	+1/2	+1/2	+2	65 1/2	⑥	
	Totals	70	66 1/2	67	63	63 1/2	63 1/2				
5	Maneuver Score	0	-1/2	+1/2	+1/2	0	+1/2	+2	73	⑤	
	Totals	70	69 1/2	70	70 1/2	70 1/2	71				
6	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	0	+2	74	③	
	Totals	70	70 1/2	71	71 1/2	72	72				
7	Maneuver Score	+1/2	+1/2	-1	-1/2	0	0	+2	64 1/2	⑦	
	Totals	70 1/2	71	66	62 1/2	62 1/2	62 1/2				
8	Maneuver Score										
	Totals										
9	Maneuver Score										
	Totals										

Judges Signature

*[Signature]*



**YEDA Official Score Sheet - Ruby Pattern 5**

Updated 2020

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

**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.

**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.

**Minor Faults (-1 point)**

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

**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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Lope	Jog	Jog	Slope	Stop				
1	106	0	-1	-1/2	-1/2	0	-1	0	68	(7)	
2	1150	0	+1/2	+1/2	+1/2	+1	+1/2	+3	76	(1)	
3	807	0	-1/2	-1/2	-1/2	0	-1/2	+	69 1/2	(5)	
4	525	0	-1/2	-1/2	-1/2	0	-1	+	68 1/2	(6)	
5	843	+1/2	+1/2	+1/2	+1/2	0	+1/2	+3	75 1/2	(2)	
6	1418	+1/2	0	+1/2	0	0	+1/2	+3	74 1/2	(3)	
7	1558	0	-1/2	0	0	0	-1/2	+2	71	(4)	
8											
9											

Judges Signature

*[Handwritten Signature]*

(27)

Junior

**YEDA Official Score Sheet - Emerald Pattern 5**

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 1/2 to 3/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**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 reins
- Spurring in front of the cinch.

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.

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

Entry #	Maneuver	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1	675	0	+1/2	-3	-3	-3	-1/2	+1		59	6
2	1546	+1/2	+1/2	-2	-3	0	0	+1		61	6
3	1554	0	H	0	0	0	0	+2		73	6
4	1197	+1/2	0	0	-1/2	0	+1/2	+1		71 1/2	6
5	364	0	0	-1	-1	0	+1/2	+1		15 1/2	6
6	404	+1/2	+1/2	-1/2	-1/2	-3	0	+1		63	6
7	1119	+1/2	+1	-1/2	0	+1	0	+2		74	6
8											
9											

Judges Signature

*[Handwritten Signature]*

28

Junior Split A



**YEDA Official Score Sheet - Emerald Pattern 5**

Updated 2020

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

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.

Major Faults (-3 points)

- Break of gait at walk or jog for up to 2 strides.
- 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

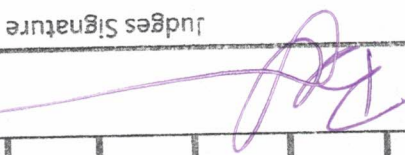
Minor Faults (-1 point)

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

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments \*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1	1161	Penalty									
		Maneuver Score	+1	+1/2	0	-1	+1/2	-1/2			
		Totals	71	71 1/2	71 1/2	71 1/2	71 1/2	70 1/2			
2	234	Penalty									
		Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1	-1/2			
		Totals	70 1/2	71	71 1/2	72	73	73 1/2			
3	146	Penalty									
		Maneuver Score	0	0	0	0	0	-1/2			
		Totals	70	70	70	70	70	69 1/2			
4	1089	Penalty									
		Maneuver Score	+1	+1/2	-2	-2	0	+1/2			
		Totals	71	71 1/2	69 1/2	69 1/2	69 1/2	68			
5	152	Penalty									
		Maneuver Score	0	+1/2	-1/2	-1/2	0	0			
		Totals	70	70 1/2	70	69 1/2	68 1/2	68 1/2			
6	123	Penalty									
		Maneuver Score	+1/2	+1	0	0	+1/2	-1/2			
		Totals	70 1/2	71 1/2	71 1/2	71 1/2	72	71 1/2			
7	215	Penalty									
		Maneuver Score	+1/2	+1/2	-2	-1	-1	0			
		Totals	70 1/2	71	69	68	69	69			
8		Penalty									
		Maneuver Score									
		Totals									
9		Penalty									
		Maneuver Score									
		Totals									

Judges Signature



Junior Split B  
29



**YEDA Official Score Sheet - Emerald Pattern 5**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

**Form & Effectiveness (F & E)** of the rider scored from -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 point increments  
 \*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope	LL	Jog	Stop Back				
1	1522	-1/2	0	0	0	-2	0	0	0	15 1/2	
2	457	0	+1/2	0	0	0	-1/2	0	0	72	Ⓟ
3	1084	+1/2	+1	-1	+1	+1	+1/2	0	+1/2	71	7
4	1211	+1/2	+1	+1	+1	+1/2	0	+1	+1	75	Ⓟ
5	1015	0	-3	0	0	0	0	0	+1/2	66	
6	1526	+1/2	0	-2	0	0	0	0	0	66 1/2	Ⓟ
7	526	+1/2	+1	-1/2	0	0	0	0	+1/2	73 1/2	Ⓟ
8	1184	-1/2	-1/2	+1/2	+1/2	-2	-2	+1/2	0	64	
9	1364	+1/2	+1	+1	+1	+1	+1	0	+2	76 1/2	Ⓟ

Judges Signature

*[Handwritten Signature]*

30

Senior

page 1 of 2



**YEDA Official Score Sheet - Emerald Pattern 5**

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 1/2 to 3/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

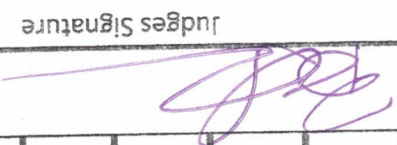
- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

**Severe Faults (-5 points)**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the roma
- 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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope	LL Lope	Jog	Stop Back				
1	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	-1/2		73 1/2	(4)	
	Totals	70 1/2	71	71 1/2	71 1/2	72	71 1/2				
2	Penalty										
	Maneuver Score	0	+1/2	+1	+1	+1	+1/2	+3	77	(1)	
	Totals	70	70 1/2	71 1/2	72 1/2	73 1/2	74				
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  


Senior  
 Page 2 of 2  
 (30)



Back #	Rider Comments	Overall Class Comments
1 566	Good Connection	
2 1652	lengthen stirrups	
3 679	Good leg	
4 1343	Sit down	
5 1306	Sit down	
6 788	Good Posture	
7 173	Sit Up	
8		
9		
10		
11		

*Bob*

Judges Signature



Back #	Rider Comments	Overall Class Comments
1 1197	Keep Back	
2 234	Sit Down	
3 1554	Legs Back	
4 215	Good leg	
5 1466	Sit up	
6 1152	Good keep	
7 675	Good Feet & legs	
8		
9		
10		
11		

*Bob*

Judges Signature



Back #	Rider Comments	Overall Class Comments
1 1146	Good leg, sit up	
2 590	Good Upper Body	
3 285	leg Back, More Connection	
4 1200	Good feet & leg, sit up	
5 733	Good Leg, Sit Up	
6 133	Nice look	
7		
8		
9		
10		
11		

*[Signature]*  
 Judges Signature



Back #	Rider Comments	Overall Class Comments
1 1123	Good Leap	
2 1546	Loose Buck	
3 367	Good Leap	
4 1089	Good Upper Body	
5 1119	Nice Posture	
6 1161	Good Posture	
7 409	Nice leg	
8		
9		
10		
11		

*Bob*

Judges Signature



Back #	Rider Comments	Overall Class Comments
1 526	Good Lower Leg	
2 542	Square Up Shoulders	
3 1522	leg Buck	
4 1301	Good Position	
5 1084	" "	
6 457	Good Lower leg	
7 1364	Good leg	
8 1526	Do not Arch Back	
9 1065	Good Seat & leg	
10 1211	Good leg	
11 1189	Sit Up	

*[Signature]*

Judges Signature



Back #	Rider Comments	Overall Class Comments
1	Good leg	
2	Good Feet, leg Back	
3	Good leg, Arms Up	
4	Good leg	
5	Good Upper Body	
6	Good Upper Body, leg Back	
7	Square up Shoulders	
8		
9		
10		
11		

*FBZ*

Judges Signature