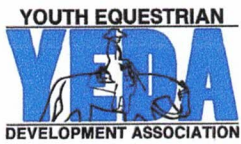




YEDA Official Score Sheet – RAIL Class: Pearl Popal

Back #	Rider Comments	Overall Class Comments
1 1646	2nd	
2 1421	Bend elbows 4th	
3 1195	1st	
4 1414	3rd	
5 1184	Legs to forward 5th	
6		
7		
8		
9		
10		
11		

Melody Halverson
Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 11

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										F & E	HDD	Total	Comments
		Walk	Jog	1/4 R	Jog	X-Jog	Stop Back	Walk	8-9					
1	Penalty	0	0	0	0	-1/2	-1/2	0					69	4
	Maneuver Score	0	0	0	0	-1/2	-1/2	0						
	Totals													
2	Penalty			-1/2									66 1/2	5
	Maneuver Score	0	-1	0	-2	+1/2	0	0						
	Totals													
3	Penalty												70 1/2	2
	Maneuver Score	0	0	0	0	+1/2	0	0						
	Totals													
4	Penalty												70	3
	Maneuver Score	0	0	-1/2	0	+1/2	0	0						
	Totals													
5	Penalty												71	1
	Maneuver Score	+1/2	+1/2	0	0	0	0	0						
	Totals													
6	Penalty													
	Maneuver Score													
	Totals													
7	Penalty													
	Maneuver Score													
	Totals													
8	Penalty													
	Maneuver Score													
	Totals													
9	Penalty													
	Maneuver Score													
	Totals													

Rebecca Halliday
Judges Signature

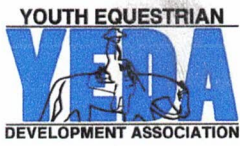


YEDA Official Score Sheet – RAIL Class:

Class: Emerald Jr

Back #	Rider Comments	Overall Class Comments
1 869	Bend elbows Broke at lope both ways 4th	
2 1393	legs back wrong lead 3rd	
3 1425	1st good ride had trouble loping off 2nd way 1st	
4 1175	heels down 2nd	
5		
6		
7		
8		
9		
10		
11		

Victoria Halliday
Judges Signature



YEDA Official Score Sheet – Emerald Pattern 9

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	Walk	X-Jog	Jog	Lope RL	Stop	F & E	HDD	Total	Comments
1	1393									
	Penalty									
	Maneuver Score	0	+1/2	0	-1/2	0			70	lead change x 2 3rd
	Totals									
2	1425									
	Penalty									
	Maneuver Score	0	0	+1/2	+1/2	0			71	leg's back a little bit 2nd But over all good job
	Totals									
3	869									
	Penalty									
	Maneuver Score	0	-1/2	-1/2	0	-1/2			68 1/2	leg's back and more long trot 4th
	Totals									
4	1175									
	Penalty									
	Maneuver Score	0	+1	+1/2	0	0			71 1/2	1st
	Totals									
5										
	Penalty									
	Maneuver Score									
	Totals									
6	1412									
	Penalty				-2				68 1/2	elbow in 2nd
	Maneuver Score	0	+1/2	0	-1/2	0				
	Totals									
7	1415									
	Penalty									
	Maneuver Score	0	0	-1/2	0	0			69	Beckl Elbows 2nd 1st
	Totals									
8	1631									
	Penalty									
	Maneuver Score	0	0	-1/2	-2	0			67 1/2	3rd
	Totals									
9										
	Penalty									

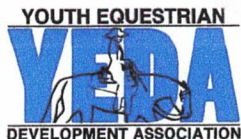
Whitney Holladay
Judges Signature



YEDA Official Score Sheet – RAIL Class: Emerald SR

Back #	Rider Comments	Overall Class Comments
1 1412	Steady Upper Body 2 nd	
2 1415	1 st good Ride!	
3 1631	leg's Back 3 rd	
4	Ruby Jr/Sr	
5		
6 985	wrong lead leg's Back a little 2 nd	
7 1246	hands to low 1 st	
8		
9		
10		
11		

Melinda Hallock
Judges Signature



YEDA Official Score Sheet – Ruby Pattern 1

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Stop Back 5	Lope RL	Stop				
1	Penalty										71 watch 2nd your markers
	Maneuver Score	0	+1/2	0	-1/2	+1/2	0				
	Totals										
2	Penalty										71 1/2 1st
	Maneuver Score	0	+1/2	+1/2	0	+1/2	0				
	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										

Melinda Harkness
Judges Signature



YEDA Official Score Sheet – Ranch Horse Pattern # 3
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	Lope LL Stop	1 1/2 Spin R	Lope RI o slow R	Change Leads	Lope O Fast L	Stop Back 6	1 1/2 Spin L	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
	Maneuver	1	2	3	4	5	6	7	8	9					
1	Penalty													68	1st
	Maneuver Score	-2	0	-1 1/2	-1	0	0	+1 1/2	0						
	Totals														
2	Penalty														
	Maneuver Score														
	Totals														
3	Penalty														
	Maneuver Score														
	Totals														
4	Penalty														
	Maneuver Score														
	Totals														
5	Penalty														
	Maneuver Score														
	Totals														
6	Penalty														
	Maneuver Score														
	Totals														
7	Penalty														
	Maneuver Score														
	Totals														
8	Penalty														
	Maneuver Score														
	Totals														

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

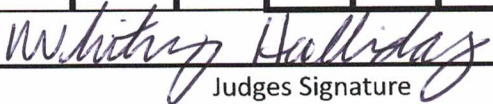
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Stop 360 L	Lope LL	Lead Δ Lope RL	Stop				
1	Penalty											69 leg Back
	Maneuver Score	0	-1/2	0	-1/2	0	0	0				
	Totals											
2	Penalty											
	Maneuver Score											
	Totals											
3	Penalty											
	Maneuver Score											
	Totals											
4	Penalty											
	Maneuver Score											
	Totals											
5	Penalty											
	Maneuver Score											
	Totals											
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											



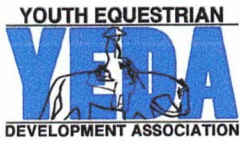
 Judges Signature



YEDA Official Score Sheet – RAIL Class: Fear/Popal

Back #	Rider Comments	Overall Class Comments
1 1195 Bursstein	Nix + Tall. Sit back a bit & jog.	
2 1421 De	Taller. Heels down.	
3 1164 De Spitzer	Sit back & jog. Nix + tall.	
4 1414 De	Taller hands down. Watch hands. Heels down.	
5 1184 De	Sit down & jog. Watch seat - sit back a bit more. Good back line. Tuck seat & jog.	
6		
7		
8		
9		
10		
11		


Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 1 2

Updated 2020

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

Minor Faults (-1 point)

- ^{Break} 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	Walk OB	Jog	Stop Back				
1	1414	1	2	3	4	5			68	Walk to A Don't Rush. Watch timing
	Penalty	-1	0	0	0	-1/2				
	Maneuver Score									
Totals										
2	1195	0	0	-1	-1	0	Tie breaker	*	68	Don't rush lope step B-rushed Nice Equ. watch cones
	Penalty	0	0	-1	-1	0				
	Maneuver Score									
Totals										
3	1184	0	* 1	* 1	* 1	0			73	Nice spacing. Good timing Don't rush back
	Penalty	0	* 1	* 1	* 1	0				
	Maneuver Score		+1	+1	+1					
Totals										
4	1421	0			-1	-1/2			68 1/2	Equ. - sit taller. Elbows Blew cone C Straight - don't rush
	Penalty	0			-1	-1/2				
	Maneuver Score									
Totals										
5	1446				+1				71	Way to ride! Good space Taller
	Penalty									
	Maneuver Score				+1					
Totals										
6										
	Penalty									
	Maneuver Score									
Totals										
7										
	Penalty									
	Maneuver Score									
Totals										
8										
	Penalty									
	Maneuver Score									
Totals										
9	Penalty									

Judges Signature

YEDA Official Score Sheet – RAIL Class: Emerald Welsh

Back #	Rider Comments	Overall Class Comments
1 1495 Spine	like Equ. sit taller when asking to lope.	1
2 1393 Backbone	Holds down. Watch space w/ other horses.	2
3 1175 Body	Sit up more & lope. Watch lead. Sit on outside hip & push.	4
4 869 Waite	Watch body movement. Sit on back pockets & lope. Don't lose down & back.	3
5	Emerald Senior	
6 1419 Body	Tuck pockets under self. like upper upper Gummy	1
7 1431 Waite	Sit upright. Watch hands. Sit taller up. Hands down.	3
8 1415 Lead	like Equ. line. Set back & up. Sitting forward more into cross. Tuck pockets under self.	2
9		
10		
11		

RB
Judges Signature

YEDA Official Score Sheet – Emerald Pattern 12

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	Walk 1/2-B	Jog 1/2-B	180 L	Lope RL	Stop 180 R	Walk 1/2-E	Jog Stop Back	F & E	HDD	Total	Comments
1	Penalty		-1/2	-1			0	-1/2				Use leg too not just heel 90- Control. watch placement
	Maneuver Score										68	
	Totals											
2	Penalty							-1/2				1/2 Equ Sit under self. elbows. heels. Don't Rush back
	Maneuver Score										69	
	Totals											
3	Penalty				30			-1/2				Nice Equ. Watch leaning watch hands
	Maneuver Score										69 1/2	
	Totals											
4	Penalty											Good timing Don't rush back watch hands
	Maneuver Score										70	
	Totals											
5	Penalty			1/2		1/2						Use leg not just spur. elbows Don't rush back
	Maneuver Score			+1/2		+1/2					71	
	Totals											
6	Penalty				-3		-1					HANDS DOWN Shorten reins! watch lead watch gait.
	Maneuver Score										66	
	Totals											
7	Penalty			-1/2	-1/2	-1/2		-1/2				Elbows, Don't rush. Keep leg on elbows
	Maneuver Score										68	
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature



YEDA Official Score Sheet – RAIL Class:

Class: Ruby

Back #	Rider Comments	Overall Class Comments
1	985 Nice + tall. Chin up. Horse Giropy	1
2	1316 Spirited Worth reward. Two pockets under saddle more. R Elbow.	2
3		
4		
5		
6		
7		
8		
9		
10		
11		

[Signature]
Judges Signature

YEDA Official Score Sheet – Ruby Pattern 8

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.

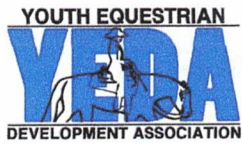
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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.

		Maneuver Description									F & E	HDD	Total	Comments
Entry #	Maneuver		Walk 1-2	Jog 3	1/4 R 4	Lope RL 5	Jog 6-7	Jog □ 8	Stop Back 9	Jog 10-11				
1	985	Penalty												6 1/2 Watch timing
		Maneuver Score												
		Totals												
2	1046	Penalty												70 Don't rush back watch elbows
		Maneuver Score												
		Totals												
3		Penalty												
		Maneuver Score												
		Totals												
4		Penalty												
		Maneuver Score												
		Totals												
5		Penalty												
		Maneuver Score												
		Totals												
6		Penalty												
		Maneuver Score												
		Totals												
7		Penalty												
		Maneuver Score												
		Totals												
8		Penalty												
		Maneuver Score												
		Totals												
9		Penalty												
		Maneuver Score												
		Totals												


Judges Signature



YEDA Official Score Sheet – Sapphire / Alumni Pattern 12

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.

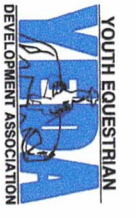
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

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	X Jog	Stop ¼ R	Lope RL	Simple Lead Δ	Lope LL	Stop Back	9				
1	Penalty												70	Don't rush backing Nice Equ. Work on timing. Breathe.
	Maneuver Score													
	Totals													
2	Penalty													
	Maneuver Score													
	Totals													
3	Penalty													
	Maneuver Score													
	Totals													
4	Penalty													
	Maneuver Score													
	Totals													
5	Penalty													
	Maneuver Score													
	Totals													
6	Penalty													
	Maneuver Score													
	Totals													
7	Penalty													
	Maneuver Score													
	Totals													
8	Penalty													
	Maneuver Score													
	Totals													
9	Penalty													
	Maneuver Score													
	Totals													


Judges Signature



YEDA Official Score Sheet – Ranch Horse Pattern # 12
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	Stop 1 1/4 R	Walk Lope R/L	Cig Lead Lope LL	X Lope LL	Stop RRB	Lope RL	X Trot	X Lope RL	Stop 2x L	Back	Penalties	HDD	Overall Ability	Final Score	Comments	
																			Maneuver
1	Maneuver Score																	93.2	Shorten reins when need. Show down do what you need when you need like pattern. chin up. Good like!
	Totals											-1							
2	Penalty																		
	Maneuver Score																		
3	Totals																		
	Penalty																		
4	Maneuver Score																		
	Totals																		
5	Penalty																		
	Maneuver Score																		
6	Totals																		
	Penalty																		
7	Maneuver Score																		
	Totals																		
8	Penalty																		
	Maneuver Score																		

Judges Signature