

**YEDA Official Score Sheet – RAIL Class:**

Elem Pearl Rail

Back #	Rider Comments	Overall Class Comments
1 1224	Pine	1
2 1414	Strong through curve,	4
3 1184	Drops in curve	3
4 1195	Cups up	2
5 1477	Cups up, chin up, break of gait	5
6 1421	Break in gait, heels	6
7		
8		
9		
10		
11		

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

**YEDA Official Score Sheet – Opal / Pearl Pattern 8**  
 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	Walk	Jog	Walk	Jog	Walk	Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1	Penalty											
	Maneuver Score		ups		ups		ups	hubs				
	Totals											
2	Penalty											
	Maneuver Score											
	Totals											
3	Penalty											
	Maneuver Score	up	up	up	up	up	up	up	up	up	up	up
	Totals											
4	Penalty											
	Maneuver Score											
	Totals											
5	Penalty		-2					-3				
	Maneuver Score											
	Totals											
6	Penalty	-1		-3				-3				
	Maneuver Score											
	Totals											
7	Penalty		-2		-1			-2				
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature

**YEDA Official Score Sheet – RAIL Class: for Opal Rail**

Back #	Rider Comments	Overall Class Comments
1 1393	Eyes up	
2 1415	Keep legs on or not lead	
3 1425	Near side	
4 1412		
5		
6		
7		
8		
9		
10		
11		

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

Junior High School Team						
Team	Emerald Pattern	Emerald Rail Horsemanship	Opal Pattern Horsemanship	Opal Rail Horsemanship	Total	Final Placings
Duns N Roses					0	1
Sexton					0	1

1224 - nice jog (1)

1414 Oscar (4)

1184 Gray - tighten through core (5)

1195 - bay - eyes up (2)

1477 - novel Cilla - Eyes up, chin up, keep trotting (5)

1421 - Gray w/ Martingale - heels down, keep trotting (4)

**YEDA Official Score Sheet – Emerald Pattern 9**

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	Gait					F & E	HDD	Total	Comments
		Walk 1-2	X-Jog 3	Jog 4	Lope RL 5	Stop 6				
1 1412	Penalty									
	Maneuver Score				-2	-2			-4	
	Totals									④
2 1415	Penalty									
	Maneuver Score					-1			-1	
	Totals									①
3 1393	Penalty									
	Maneuver Score					-3			-3	
	Totals									②
4 1659	Penalty									
	Maneuver Score		2	-2					-5	
	Totals									⑥
5 1425	Penalty									
	Maneuver Score		-2	-1		-1			-4	
	Totals									③
6 869	Penalty	-1	-2			-1			-4	
	Maneuver Score									
	Totals									⑤
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									

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 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 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.

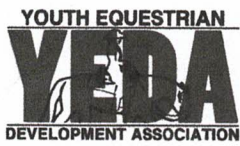
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

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											F & E	HDD	Total	Comments
		Walk	Jog	¼ R	Lope RL	Jog	Jog □	Stop Back	Jog						
1	Penalty														
	Maneuver Score				-2	-2	-1	-3					2		
	Totals														
2	Penalty														
	Maneuver Score		-2	-1	-2								(1)		
	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 7

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	Maneuver							F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	Stop 180 R	Lope LL	Stop				
1	Penalty											(Circled)
	Maneuver Score											
	Totals	0		-1			-2	-1				
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											

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Judges Signature

**YEDA Official Score Sheet – Ranch Horse Pattern # 8**

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.

- 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	Trot	1 Spin		Lope RL	X Lope	Stop		LL Lope 0	Walk 10-15	Stop Back 8	1 1/4 Spin L	Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments		
			Right	Left			L	RB													
1 <i>gob</i>	Maneuver	1		2	3	4	5			7	8	9	10	11							
	Penalty			-1																	
	Totals																				
2	Maneuver																				
	Penalty																				
	Totals																				
3	Maneuver																				
	Penalty																				
	Totals																				
4	Maneuver																				
	Penalty																				
	Totals																				
5	Maneuver																				
	Penalty																				
	Totals																				
6	Maneuver																				
	Penalty																				
	Totals																				
7	Maneuver																				
	Penalty																				
	Totals																				
8	Maneuver																				
	Penalty																				
	Totals																				

①

Judges Signature *[Signature]*



**YEDA Official Score Sheet – Opal / Pearl Pattern 10**

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								F & E	HDD	Total	Comments
		Walk	Jog	Jog O L	X-Jog	Walk	Stop Back					
	Maneuver	1-2	3	4	5	6	7					
1	Penalty											
	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											

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 Judges Signature

**YEDA Official Score Sheet – RAIL Class:**

**Class:** 1st Emerald Rail

PM

Back #	Rider Comments	Overall Class Comments
1 1412	inade	5
2 1393	good position	2
3 1415	good position	1
4 1425	leg position	4
5 1659	good position head down	3
6 1669	SIT back to leg	6
7		
8		
9		
10		
11		

Jenny Taylor  
 Judges Signature

**YEDA Official Score Sheet – Emerald Pattern 10**

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	Lope RL	Lope OR	Jog	Stop Back				
1	Penalty										
	Maneuver Score	0	-3	-3							
	Totals										
2	Penalty										
	Maneuver Score	0	0	-1	-3	0	0				
	Totals										
3	Penalty										
	Maneuver Score	0	+1	+1	0	-1	0				
	Totals										
4	Penalty										
	Maneuver Score	0	+1	+1	+1	+1	+1				
	Totals										
5	Penalty										
	Maneuver Score	0	+1	+1	+1	0	+1				
	Totals										
6	Penalty										
	Maneuver Score	0	+1	+1	+1	+1	+1				
	Totals										
7	Penalty										
	Maneuver Score	0	0	-3	0	-2	0				
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

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Judges Signature

**YEDA Official Score Sheet – Opal / Pearl Pattern 10**

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.

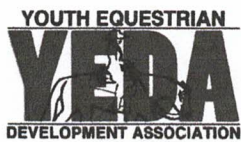
**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in ½ points increments

**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	Walk	Jog	Jog O L	X-Jog	Walk	Stop Back	F & E	HDD	Total	Comments
		1-2	3	4	5	6	7				
1	Penalty										
	Maneuver Score	0	0	0	-1	-1	0		-2		
	Totals										
2	Penalty										
	Maneuver Score	-1	-1	0	-2	0	0		-2		
	Totals										
3	Penalty										
	Maneuver Score	+1	+1	+1	+1	+1	0		+5		
	Totals										
4	Penalty										
	Maneuver Score	-1	-1	-1	0	-1	0		-4		
	Totals										
5	Penalty										
	Maneuver Score	0	-2	0	-3	0	0		-5		
	Totals										
6	Penalty										
	Maneuver Score	-1	0	0	+1	0	0		0		
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										

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 Judges Signature



*Ruby Pattern 12*

**YEDA Official Score Sheet – Sapphire / Alumni Pattern 10**  
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	Walk	Lope LL	Tran Jog	Lope Jog	X Jog	Stop 180°	RL	X Jog	Stop BK	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7	8	9				
1	Penalty													
	Maneuver Score	0	+1	0	0	-1	-2	+1	0	0		4		
	Totals													
2	Penalty													
	Maneuver Score	0	+1	0	0	+1	+1	-1	0			+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													

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Judges Signature

**YEDA Official Score Sheet – Sapphire / Alumni Pattern 11**  
*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	Maneuver							F & E	HDD	Total	Comments
		Walk	Lope LL	Stop 360 L	X Jog	Jog	Lope RL	Stop Back				
1	Penalty											
	Maneuver Score	0	0	-1	0	+1	+2	0		+2		
	Totals											
2	Penalty											
	Maneuver Score											
	Totals											
3	Penalty											
	Maneuver Score											
	Totals											
4	Penalty											
	Maneuver Score											
	Totals											
5	Penalty											
	Maneuver Score											
	Totals											
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											

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

**YEDA Official Score Sheet – Ranch Horse Pattern # 11**

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 LL O	Lope LL O	Change Leads	X Lope	Stop RBL	Lope LL	Stop Back	360 Both D	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	Maneuver Score	0	0	+1	-1	0	-1	+1	0	-3	0	-1					
	Totals																
2	Penalty																
	Maneuver Score																
3	Penalty																
	Maneuver Score																
4	Penalty																
	Maneuver Score																
5	Penalty																
	Maneuver Score																
6	Penalty																
	Maneuver Score																
7	Penalty																
	Maneuver Score																
8	Penalty																
	Maneuver Score																

Judges Signature