

YEDA Official Score Sheet – Emerald Pattern 6
 Updated 2020

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

SR Emerald
 Pattern HMS

2092

Minor Faults (-1 point)

- Beak 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.
- 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.

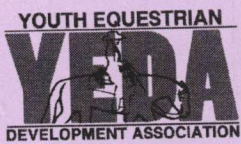
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

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 1	Jog 2	Lope LL 3	Walk 4	Stop Back 5	6				
1	Penalty										
	Maneuver Score	+½	+½	-1	-½	-1		-½	0	68	
	Totals	70½	71	70	69½	68½					
2	Penalty										
	Maneuver Score	-1	-½	-2	-½	-1		-1	+½	64½	
	Totals	69	68½	66½	66	65					
3	Penalty										
	Maneuver Score	0	-½	-1	-½	-½		-1	0	66½	
	Totals	70	69½	68½	68	67½					
4	Penalty										
	Maneuver Score	0	0	-1	-½	-½		0	0	68	
	Totals	70	70	69	68½	68					
5	Penalty										
	Maneuver Score	-½	-½	+½	+½	+½		0	0	70½	*1st
	Totals	69½	69	69½	70	70½					
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

[Signature]
 Judges Signature



YEDA Official Score Sheet – Emerald Pattern 6

Updated 2020

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

Class # 12. Inv. Grp
SR Emerald
Pattern HMS.
1 of 2

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Tie 2 Tie 1

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	-1	-1/2	-1	-1/2	-1		-1	0	65	
	Totals	69	68 1/2	67 1/2	67	66					
2	Penalty										
	Maneuver Score	0	+1/2	0	-1/2	0		+1/2	0	71	
	Totals	70	70 1/2	70 1/2	70	70					
3	Penalty										
	Maneuver Score	0	0	-1	-1/2	+1/2		+1/2	0	69 1/2	
	Totals	70	70	69	68 1/2	69					
4	Penalty										
	Maneuver Score	-1/2	0	-1	+1	-1		0	0	68 1/2	
	Totals	69 1/2	69 1/2	68 1/2	69 1/2	68 1/2					
5	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	0		+1/2	+1/2	72	*2nd
	Totals	70	70 1/2	70 1/2	71	71					
6	Penalty										
	Maneuver Score	0	0	-1	+1	+1/2		0	0	70 1/2	
	Totals	70	70	69	70	70 1/2					
7	Penalty										
	Maneuver Score	+1/2	0	0	+1/2	+1/2		+1/2	0	72	*1st
	Totals	70 1/2	70 1/2	70 1/2	71	71 1/2					
8	Penalty										
	Maneuver Score	0	+1/2	+1	-1/2	0		+1	+1	73	
	Totals	70	70 1/2	71 1/2	71	71					
9	Penalty										
	Maneuver Score	+1/2	+1/2	-1/2	+1	0		+1/2	0	72	*3rd
	Totals	70 1/2	71	70 1/2	71 1/2	71 1/2					

John Swiff
Judges Signature

YEDA Official Score Sheet – Emerald Pattern 6
Updated 2020

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

JR. Emerald Pattern HNS.

1 of 2

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.
- 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 LL	Walk	Stop Back					
1	Penalty										
	Maneuver Score	0	+½	0	-½	-1		0	0	69	
	Totals	70	70½	70½	70	69					
2	Penalty										
	Maneuver Score	+½	+1	-1	-2	-1		-1	0	66½	
	Totals	70½	71½	70½	68½	67½					
3	Penalty			3							
	Maneuver Score	0	-½	-2	-1	-½		-1	+1	63	
	Totals	70	69½	64½	68½	63					
4	Penalty				1						
	Maneuver Score	0	0	-½	-2	-2		-1	0	63½	
	Totals	70	70	69½	66½	64½					
5	Penalty										
	Maneuver Score	0	+½	0	-1	-½		+½	+½	70	
	Totals	70	70½	70½	69½	69					
6	Penalty										
	Maneuver Score	+½	+½	+½	+½	+½		+½	0	73	
	Totals	70½	71	71½	72	72½					
7	Penalty			0							
	Maneuver Score	-½	-1	-3	-½	-½		-2	0	62½	DP no lope
	Totals	69½	68½	65½	65	64½					
8	Penalty				1						
	Maneuver Score	0	0	-1	-2	-2		-2	0	62	
	Totals	70	70	69	66	64					
9	Penalty										
	Maneuver Score	+1	-½	-½	-2	-1		0	0	67	
	Totals	71	70½	70	68	67					

W. S. S. S.
Judges Signature



YEDA Official Score Sheet – Emerald Pattern 6

Updated 2020

Class 15. Inv. Cup
JR Emerald
Pattern Hms
2 of 2

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
1	Penalty										
	Maneuver Score	2 1/2	0	2 1/2	-1	-1/2		2 1/2	0	69 1/2	
	Totals	70 1/2	70 1/2	71	69	68 1/2					
2	Penalty										
	Maneuver Score	2 1/2	2 1/2	-1/2	2 1/2	0		0	0	71	
	Totals	70 1/2	71	70 1/2	71	71					
3	Penalty										
	Maneuver Score	0	0	-2	-1/2	-1/2		-1/2	0	66 1/2	*
	Totals	70	70	68	67 1/2	67					
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 – Opal / Pearl Pattern 6
Updated 2020

SR Opal
Pattern HMS.

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.

Tie 1 tie 2

Entry #	Maneuver Description	Walk	Jog	180 R	Back	F & E	HDD	Total	Comments
1	941								
	Penalty								
	Maneuver Score	0	+1/2	0	+1/2	+1/2	0	71 1/2	
	Totals	70	70 1/2	70 1/2	71				
2	1057								
	Penalty								
	Maneuver Score	+1	0	+1	+1	+2	0	75	*tie
	Totals	71	71	72	73				
3	855								
	Penalty								
	Maneuver Score	0	-1	-2	0	-1	-1/2	65 1/2	
	Totals	70	69	67	67				
4	688								
	Penalty								
	Maneuver Score	+1	-1	-2	-1	-1	+1/2	66 1/2	
	Totals	71	70	68	67				
5	1408								
	Penalty								
	Maneuver Score	+1/2	0	-1	-1	-1/2	0	68	
	Totals	70 1/2	70 1/2	69 1/2	68 1/2				
6	1323								
	Penalty								
	Maneuver Score	+1	+1	+1	0	+2	0	75	
	Totals	71	72	73	73				
7	1429								
	Penalty				10				
	Maneuver Score	0	0	-1	-3	-1/2	0	64 1/2	OP knocked over cone
	Totals	70	70	69	65				
8	1441								
	Penalty		1						
	Maneuver Score	0	-1	-3	-1/2	-1	-1/2	63	
	Totals	70	68	65	64 1/2				
9									
	Penalty								
	Maneuver Score								
	Totals								

[Handwritten Signature]
Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 6
 Updated 2020

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

Class 15. Inv. Exp 2
 Elem. Pearl
 Pattern Hms
 1 of 2

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Tie 1 Tie 2

Entry #	Maneuver Description	Walk	Jog	180 R	Back	F & E	HDD	Total	Comments
1	Penalty								Tie
	Maneuver Score	+1/2	0	-2	-1	+1/2	+1	69	
	Totals	70 1/2	70 1/2	68 1/2	67 1/2				
2	Penalty								
	Maneuver Score	0	-1	-1	-1/2	-1	+1/2	67	
	Totals	70	69	68	67 1/2				
3	Penalty								
	Maneuver Score	0	-1	+1/2	-1	0	+1/2	69	
	Totals	70	69	69 1/2	68 1/2				
4	Penalty		1						
	Maneuver Score	0	-1	-2	-1	-1	+1/2	64 1/2	
	Totals	70	68	66	65				
5	Penalty								
	Maneuver Score	+1/2	0	-1	-2	-1	0	66 1/2	
	Totals	70 1/2	70 1/2	69 1/2	67 1/2				
6	Penalty				1				
	Maneuver Score	0	0	-1/2	-3	-1	+1/2	65	
	Totals	70	70	69 1/2	65 1/2				
7	Penalty	3							
	Maneuver Score	0	-1/2	-1	-2	-1	0	62 1/2	
	Totals	67	66 1/2	65 1/2	63 1/2				
8	Penalty								
	Maneuver Score	+1/2	+1	+1/2	+1	+1	0	74	
	Totals	70 1/2	71 1/2	72	73				
9	Penalty								
	Maneuver Score	+1/2	0	0	+1/2	+1	0	72	
	Totals	70 1/2	70 1/2	70 1/2	71				

[Handwritten Signature]

Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 6
 Updated 2020

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

*Elem Pearl
 Pattern HmS
 2 of 2*

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back					
1	Penalty									
	Maneuver Score	0	-1/2	0	-1		0	0	68 1/2	
	Totals	70	69 1/2	69 1/2	68 1/2					
2	Penalty									
	Maneuver Score	+1/2	+1/2	-1	-1		+1/2	0	69 1/2	
	Totals	70 1/2	71	70	69					
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									

[Signature]
 Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 6
Updated 2020

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

Class 10: ...
JR opal
Pattern Hms
1 of 2

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

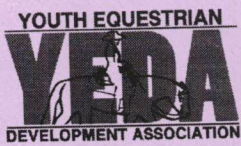
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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

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

Entry #	Maneuver Description	Maneuver				F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back				
1	Penalty								
	Maneuver Score	+1/2	+1/2	-1	-2	0	0	68	
	Totals	70 1/2	71	70	68				
2	Penalty		1						
	Maneuver Score	+1/2	-1	-1	-1/2	-1/2	0	66 1/2	
	Totals	70 1/2	68 1/2	67 1/2	67				
3	Penalty		3 0						
	Maneuver Score	-1/2	-3	-1/2	-1/2	-2	0	60 1/2	OP no jog
	Totals	69 1/2	63 1/2	63	62 1/2				
4	Penalty								
	Maneuver Score	+1/2	-1/2	-3	-2	0	+2	67	*tie
	Totals	70 1/2	70	67	65				
5	Penalty								
	Maneuver Score	0	-1	-2	-1	-1	0	65	
	Totals	70	69	67	66				
6	Penalty								
	Maneuver Score	0	-1/2	-2	-1	-1	0	65 1/2	
	Totals	70	69 1/2	67 1/2	66 1/2				
7	Penalty								
	Maneuver Score	+1/2	+1/2	-1	-1	0	0	69	
	Totals	70 1/2	71	70	69				
8	Penalty		1						
	Maneuver Score	+1/2	-1/2	-1/2	-1/2	-1	0	67	
	Totals	70 1/2	69	68 1/2	68				
9	Penalty								
	Maneuver Score	+1/2	0	-2	-2	-1	-1	64 1/2	*tie
	Totals	70 1/2	70 1/2	68 1/2	66 1/2				

[Signature]
Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 6

Updated 2020

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

Class 1A
JR opal
Pattern Hms
2 of 2

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Tie!

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back					
1	980									
	Penalty									
	Maneuver Score	+1/2	+1/2	0	+1/2		+2	0	73 1/2	
	Totals	70 1/2	71	71	71 1/2					
2	1421									
	Penalty									
	Maneuver Score	0	-1	-1	-1		-2	-1/2	64 1/2	
	Totals	70	69	68	67					
3	301									
	Penalty									
	Maneuver Score	+1/2	+1/2	-1/2	+1/2		+1	0	72	
	Totals	70 1/2	71	70 1/2	71					
4	443									
	Penalty									
	Maneuver Score	0	0	-1/2	0		+1	0	70 1/2	
	Totals	70	70	69 1/2	69 1/2					
5	469									
	Penalty									
	Maneuver Score	+1/2	0	-1/2	-1		-1/2	0	68 1/2	*tie
	Totals	70 1/2	70 1/2	70	69					
6	1457									
	Penalty									
	Maneuver Score	+1/2	-1/2	-1	0		-1/2	0	68 1/2	
	Totals	70 1/2	70	69	69					
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

 Judges Signature

YEDA Official Score Sheet – Diamond Pattern 6

Updated 2020

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

SR Diamond
 Pattern Hms
 1 of 2

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

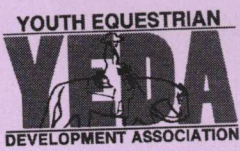
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Tied

Entry #	Maneuver Description											Comments	
		Walk	Lope LL	X Jog	Stop	180 L	Walk	Stop Back	F & E	HDD	Total		
	Maneuver	1	2	3	4	5	6	7					
1	958	Penalty			1								
	Maneuver Score	-1	-1/2	-2	-1	-1/2	0	-1	-1	+1/2	62 1/2		
	Totals	69	68 1/2	65 1/2	64 1/2	64	64	63					
2	377	Penalty											
	Maneuver Score	0	-3	-1/2	0	+1	+1/2	0	0	0	68		
	Totals	70	67	66 1/2	66 1/2	67 1/2	68	68					
3	1141	Penalty											
	Maneuver Score	+1	0	+2	0	+1/2	+1/2	0	+2	+1/2	76 1/2		
	Totals	71	71	73	73	73 1/2	74	74					
4	312	Penalty		3									
	Maneuver Score	0	-3	-1/2	-1	0	+1/2	0	0	0	63	*	
	Totals	70	64	63 1/2	62 1/2	62 1/2	63	63					
5	917	Penalty		3									
	Maneuver Score	-1/2	+1/2	-2	0	-1	0	-1	0	0	63		
	Totals	69 1/2	70	65	65	64	64	63					
6	1115	Penalty											
	Maneuver Score	0	+1/2	0	0	+1/2	+1/2	0	0	0	71 1/2		
	Totals	70	70 1/2	70 1/2	70 1/2	71	71 1/2	71 1/2					
7	1537	Penalty											
	Maneuver Score	0	-1/2	0	+1/2	-1	0	0	+1/2	0	69 1/2		
	Totals	70	69 1/2	69 1/2	70	69	69	69					
8	383	Penalty											
	Maneuver Score	+1/2	+1	+1	+1	+1/2	0	0	+2	0	76		
	Totals	70 1/2	71 1/2	72 1/2	73 1/2	74	74	74					
9	910	Penalty											
	Maneuver Score	0	+1/2	+1/2	0	-1/2	+1/2	-1/2	+1	+1	72 1/2		
	Totals	70	70 1/2	71	71	70 1/2	71	70 1/2					

[Signature]
 Judges Signature



YEDA Official Score Sheet – Diamond Pattern 6

Updated 2020

Class 17.1
SR Diamond
Pattern Hms
2 of 2

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

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Walk	Lope LL	X Jog	Stop	180 L	Walk	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1	Penalty											
	Maneuver Score	0	+1/2	0	0	0	0	+1/2	4	0	72	
	Totals	70	70 1/2	70 1/2	70 1/2	70 1/2	70 1/2	71				
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



CLASS 18: Inv. Cmp 27
 Alum Sapphire / Alumni Pattern 6
 Updated 2020
 Scoring 0-100 with 70 denoting the average.
 Manuevers 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.
- 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
- 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 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.

T101

Entry #	Maneuver	Maneuver Description										Penalty	Maneuver Score	Totals		
		Walk	Lope RL	Jog	Jog	Jog	X Jog	X Jog	Stop Back	F	E & Back				HDD	Total
1		-1/2	+1/2	+1/2	0	0	+1/2	+1/2	0	+1/2	+1/2	73				
2		0	-1/2	0	0	0	-3	-3	-3	0	0	0	0	0	0	0
3																
4																
5																
6																
7																
8																
9																

Judges Signature

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YEDA Official Score Sheet - Sapphire / Alumni Pattern 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) **Major Faults (-3 points)** **Severe Faults (-5 points)**

- 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

- 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

- 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
 Form & Effectiveness (F & E) of the rider 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.

1 of 2

SR Sapphire
 Pattern Hms

Class 19: Inv. Grp 17

Comments	Entry #	Maneuver	Maneuver Description	Maneuver										HDD	Total				
				1	2	3	4	5	6	7	F	E							
	1	1043	Walk	0	-1/2	-1	0	-1/2	0	-1	0	0	0	0	0	0	0	63	
	2	893	Lope RL	0	+1/2	+1/2	0	0	0	+1/2	-1	0	0	0	0	0	0	7 1/2	
	3	1084	Jog	0	-1	-1/2	0	-1/2	0	-1	0	0	0	0	0	0	0	67	
	4	783	Jog	0	-2	0	0	0	0	+1/2	0	0	0	0	0	0	0	65 1/2	
	5	412	Jog	+1/2	-2	0	+1/2	+1/2	0	+1/2	0	0	0	0	0	0	0	67	*Ktr
	6	1015	Lope RL	+1/2	-2	0	-1/2	0	-1/2	0	+1/2	0	0	0	0	0	0	64 1/2	
	7	982	Walk	0	-1/2	-1/2	0	0	0	0	+1/2	-1/2	0	0	0	0	0	69	
	8	697	Jog	+1/2	-2	0	-1/2	0	-1/2	0	0	0	0	0	0	0	0	63	*
	9	1584	Walk	0	-2	-1/2	-1/2	-2	-1/2	-2	-1/2	0	0	0	0	0	0	61	

Judges Signature

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YEDA Official Score Sheet - Sapphire / Alumni Pattern 6

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

Minor Faults (-1 point) **Major Faults (-3 points)** **Severe Faults (-5 points)**

- 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
- Break gait at lope, out of lead or missing lead for 1-2 strides.
- 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
- Loss of stirrup
- Break of gait at a walk, jog for more than 2 strides.
- Incorrect lead
- of designated area.
- Not performing gait or stopping when called for a pattern within 10'
- 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	Maneuver Description											HDD	Total	Comments		
		Walk	Lope	RL	Jog	Jog	Jog	X	X	Stop	F	E					
1	Penalty																
	Maneuver Score	+1	0	0	-3	0	0	0	0	+1/2	0	0	0	0	0	0	0
	Totals	71	71	71	106	106	106	106	106	106	107						
2	Penalty																
	Maneuver Score	0	0	0	0	+1/2	+1/2	+1/2	+1/2	+1/2							
	Totals	70	70	70	70	70	70	70	71	71							
3	Penalty																
	Maneuver Score	1	-3	-1	-1	-1/2	-1/2	-3	-1	-2							
	Totals	106	105	104	103 1/2	103	100	59									
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
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CLASS 20: Inv. Grp 9
SR Sapphire
Pattern Hms

YEDA Official Score Sheet - Ruby Pattern 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 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.
- 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
- 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.

Comments	Maneuver Description	Maneuver							Entry #	Maneuver Score	Penalty	Totals
		Walk	Jog	Lope LL	Walk	Stop Back	Walk	F & E				
OP did not walk	Walk	0	-1/2	-1/2	0	0	0	-2	0	0	0	1305
	Jog	0	-1/2	-1/2	0	0	0	-1	0	0		
	Lope LL	0	-1/2	-1/2	0	0	0	-3	0	0		
	Walk	0	0	0	0	0	0	0	0	0	0	2
	Jog	0	-1/2	-1/2	0	0	0	-1	0	0		
	Lope LL	0	-1/2	-1/2	0	0	0	-1	0	0		
	Walk	0	0	0	0	0	0	0	0	0	0	3
	Jog	0	-1/2	-1/2	0	0	0	0	0	0		
	Lope LL	0	-1/2	-1/2	0	0	0	0	0	0		
	Walk	0	0	0	0	0	0	0	0	0	0	4
	Jog	0	-1/2	-1/2	0	0	0	0	0	0		
	Lope LL	0	-1/2	-1/2	0	0	0	0	0	0		
	Walk	0	0	0	0	0	0	0	0	0	0	5
	Jog	0	-1/2	-1/2	0	0	0	0	0	0		
	Lope LL	0	-1/2	-1/2	0	0	0	0	0	0		
	Walk	0	0	0	0	0	0	0	0	0	0	6
	Jog	0	-1/2	-1/2	0	0	0	0	0	0		
	Lope LL	0	-1/2	-1/2	0	0	0	0	0	0		
	Walk	0	0	0	0	0	0	0	0	0	0	7
	Jog	0	-1/2	-1/2	0	0	0	0	0	0		
	Lope LL	0	-1/2	-1/2	0	0	0	0	0	0		
	Walk	0	0	0	0	0	0	0	0	0	0	8
	Jog	0	-1/2	-1/2	0	0	0	0	0	0		
	Lope LL	0	-1/2	-1/2	0	0	0	0	0	0		
	Walk	0	0	0	0	0	0	0	0	0	0	9
	Jog	0	-1/2	-1/2	0	0	0	0	0	0		
	Lope LL	0	-1/2	-1/2	0	0	0	0	0	0		

Judges Signature: *[Signature]*

CLASS 21: Inv. Grp 8
5/2 Ruby
Pattern Hms

YEDA Official Score Sheet - Ruby Pattern 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 1/2 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.

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 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.

Final 100

Entry #	Maneuver	Maneuver Description							F & E	HDD	Total	Comments
		Walk	Jog	Lope	LL	Walk	Stop	Walk				
1	386	0	-1/2	-1/2	0	0	-1/2	0	0	0	69	*the 2
2	1101	+1/2	0	-1	+1/2	-1	0	0	0	0	69	
3	1045	0	0	-1/2	+1/2	0	+1	+1/2	0	0	71 1/2	
4	1024	+1/2	0	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	71	
5	1444	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	+1	+1	73	
6	1146	+1/2	+1	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	73 1/2	
7	788	-1/2	-1/2	0	-1/2	-1/2	0	-1/2	-1/2	-1/2	65	
8	1035	0	0	-2	-2	-1	0	0	0	0	67 1/2	
9	600	+1	0	0	0	+1/2	+1/2	+1/2	+1	+1	74	

Judges Signature

[Handwritten Signature]

Class 22: Inv. Grp 16

S2 Ruby Pattern Hms.

2 of 3