



YEDA Official Score Sheet – Diamond Pattern 5

CLASS 1

Updated 2022

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

Form & Effectiveness (F&E) of the rider is 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

Entry #	Maneuver Description	Rail Work	Jog	Lope			90 L	Back	Jog Stop	F & E	HDD	Final Score	Comments
				1	2	3							
1	Penalty				5				3				
	Maneuver Score	+1	+1/2	-3	-2	0	-1/2	0	-1			59	Seat connection
	Totals	-1	71.5		69.5		69						
2	Penalty												
	Maneuver Score	+1	-1/2	-3	-1				0, -1			59 1/2	Seat connection
	Totals		58 1/2										
3	Penalty												
	Maneuver Score	+1	0	0	+1/2	0	+1/2	0	+1/2			74.5	Seat connection
	Totals		70		70.5		70.5		71.5				
4	Penalty												
	Maneuver Score												
	Totals												
5	Penalty												
	Maneuver Score	+1	+1	0	0	-1	+1	+1/2	+1/2			75.5	Risk
	Totals	-1	72		72		71		72.5				
6	Penalty												
	Maneuver Score												
	Totals												
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

Judge's Signature

Major Faults (-3 points)

- Break of gait at lope out of lead or misin lead for 1-2 strides
- Not performing gait or stopping when called for within 10' of designated area
- Incorrect lead
- Break of gait at a walk or 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 end of romal
- Spurring in front of cinch



YEDA Official Score Sheet -- RAIL Class: Sr. Open End

Class 2

Back #	Rider Comments	Overall Class Comments
1	1289 stumps too short / core strength	
2	780	780
3	941	1289
4	780	941
5	sit up / core strength	780
6	short stumps / sit back / sit down	1541
7		
8		
9		
10		
11		



 Judges Signature



YEDA Official Score Sheet – Sapphire / Alumni Pattern 5

02/15/22

CLASS 3

Updated 2022
 Scoring 0-100 with 70 denoting the
 Maneuvers are scored +3 to -3 in ½ poi
 Form & Effectiveness (F&E) of the rider is scored from -3 to +3 in ½ point increments
 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
 *Circled penalties are deemed due to horse not rider, and will not appear in the final

Entry #	Maneuver Description	Rail Work	Walk	Jog	Lope O RL	Change Leads	Lope LL	Stop Back	F & E	HDD	Final Score	Comments
1	Penalty	3.5									560P	
	Maneuver Score	-3	-1	0	0	-3	-2	0	1	-1		
	Totals		59	59			54	54				
2	Penalty										590P	NO BACK
	Maneuver Score	+1	0	+1/2	-2	0	-3	3				
	Totals		71	72	65	65	620P	650P				
3	Penalty										851	sit ambn hand sol ten
	Maneuver Score	+2	+2	+2	+2	+1	+1	+2	3	0		
	Totals		72	74	76	78	79	80	82			
4	Penalty										510P	SNOUT SHIRRS NO LV
	Maneuver Score	+1	0	0	-1	-3	-3	-2	0	0		
	Totals		71	71	71	70	62	59	57			
5	Penalty										101	
	Maneuver Score	+1	0	0	-3	0	-2	0	0	0		
	Totals		71	71	63	63	61	61				
6	Penalty										640P	
	Maneuver Score	+1	+1	+2	0	-1	-3	-2	2	0		
	Totals		71	73	73	73	72	64	62			
7	Penalty										660P	
	Maneuver Score	+1	+1	+1	-1	-3	-3	-3	1	1		
	Totals		71	72	73	-12	690P	660P	640P			
8	Penalty										67	
	Maneuver Score	+2	+1	+1	+2	+2	-1	0	3	0		
	Totals		64	65	66	68	70	64	64			
9	Penalty											
	Maneuver Score											
	Totals											

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 within 10' of designated area
- Incorrect lead
- Break of gait at a walk or jog for more than 2 strides
- Loss of stirrup

Severe Faults (-5 points)

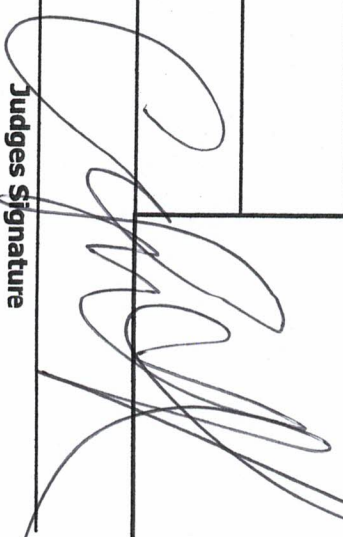
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work
- Holding saddle with either hand
- Cueing with end of romal
- Spurring in front of cinch

Judge's Signature

Class 4

YEDA Official Score Sheet – RAIL Class: Elementary Pony Paw

Back #	Rider Comments	Overall Class Comments
1 1411 *	keep leg on.	③ ① 1411 1887
2 110	nail space.	110 ②
3 730	sit down.	730
4 51	sit down	25
5 1212	over strength	403
6 887	better hand.	730
7 25	nail space.	25
8 403	sit down.	1212
9 424	lengthen straps	424
10		
11		

Judges Signature 

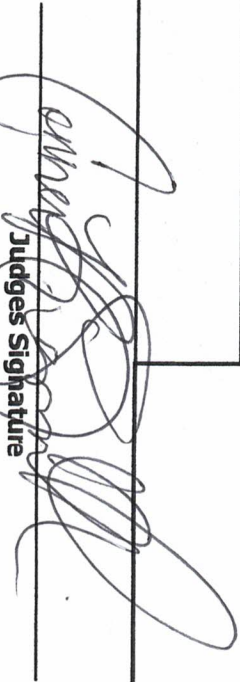
Class 5

Back #	Rider Comments	Overall Class Comments
1	361 broken wrist / core strength	
2	1208 wtl. PL	420 870.
3	420 narrow shoulders / great lower leg.	
4	477 shoulder nuts	
5	270 lengthen straps	301 818-WL
6	1183 wtl down on legs.	
7	818. great! / manage @ slope - don't hang w/ hand	477-WL 1208-WL 1183
8		
9		
10		
11		

 Judges Signature

YEDA Official Score Sheet – RAIL Class: #10 Jr High Open Rail

Back #	Rider Comments	Overall Class Comments
1	4109 Attemps to sheet.	② 717
2	717 stay soft in hand. voice over @ walk.	① 4109
3	291 rounded shoulders.	② 841
4	58 stretch over in leg.	
5	72 sit back.	58.
6	21 BG (left)	291
7	841	
8		72
9		21
10		
11		


 Judges Signature

YEDA Official Score Sheet – RAIL

Class: 7D or 18r Every Rail

Back #	Rider Comments	Overall Class Comments
1	904 pull leg back under hip	
2	1710 cross strength	475 — 1345 685
3	13105 keep leg on	
4	4101 feet elbows / on	1079
5	4913 lower leg ←	1345 2105
6	1079 straps too short	
7	lenses straps too short.	
8	685 great ride - more confidence	493
9	475 excellent - stay soft	1710 lenses (1374) 4101
10		
11		



Judges Signature

YEDA Official Score Sheet - RAIL Class: Sr. Emerald

Class 8

Back #	Rider Comments	Overall Class Comments
1	83 straps too short. - DR 2 rounds on a 1 hand horse	781
2	219 feel across.	1107 - WL
3	49. pick up arms	
4	04. stay connected w/ hand. -WL	1323 510
5	1276 lower ears	1276
6	781. open shoulders / left side	781
7	705. sit down / arched back.	1107 510
8	1323 looking down is a sign of lack of confidence. BT CONFIDENT.	705 1323
9	1107. good profile	219 - WL
10	510. arched back.	1323 - BG. 04 - WL
11		

Emerald
 Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 5

CLASS 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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	426										
	Penalty										
	Maneuver Score	0	+1/2	-1/2	0	+1/2	+1/2	1	0	72.5	
	Totals	70	70.5	70	70	70.5	71				
2	51										
	Penalty			(OP)							
	Maneuver Score	0	-1/2	0-3	-2	-3	-2	0	0	(OP) 59.5	
	Totals	70	69.5	(66.5)	64.5	61.5	59.5				
3	25										
	Penalty										
	Maneuver Score	0	0	-1/2	+1/2	-1	0	2	0	71	
	Totals	70	70	69	70	69	69				
4	1212										
	Penalty					5					
	Maneuver Score	0	-1/2	-1/2	-1	-2	-1	0	0	59	
	Totals	70	69.5	68	67	60	59				
5	887										
	Penalty										
	Maneuver Score	0	+2	-1	+1	0	-2	0	0	68	
	Totals	70	72	71	70	70	68				
6	730										
	Penalty		3			3					
	Maneuver Score	0	-1/2	-1/2	+1/2	-1	0	0	0	67.5	
	Totals	70	67.5	67	66.5	62.5	62.5				
7	110										
	Penalty		5		3						
	Maneuver Score	0	-2	-1/2	-1	0	-1	0	0	58.5	
	Totals	70	63	63.5	59.5	59.5	58.5				
8	403										
	Penalty			(OP)		5.5					
	Maneuver Score	-1/2	0	3	-1	-3	-1	0	1	(52)	
	Totals	69.5	69.5	66.5	65.5	52	51				
9	1411										
	Penalty										
	Maneuver Score	0	+1/2	+1	+2	+3	+2	4	0	82	
	Totals	70	70.5	71	73	76	78				



Judges Signature

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)

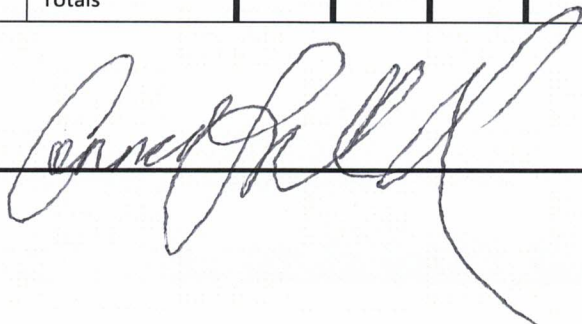
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Stop Back	Jog	X-Jog	Stop				
1	Penalty										* Re-ride * from class 8
	Maneuver Score	-1	+1/2	-2	0	-1/2	+1/2	1	0	65.5	
	Totals	69	68.5	66.5	66.5	66	65				
2	Penalty										class to begin
	Maneuver Score	0	+1	+1	+1/2	-1/2	0	1	0	74	
	Totals	70	71	72	72.5	73	73				
3	Penalty										LUNA 80
	Maneuver Score	0	+1/2	-1/2	+1/2	+1	+2	3	2	76.5	
	Totals	70	69.5	68	68.5	69.5	71.5				
4	Penalty			(OP-3)							46
	Maneuver Score	0	-1/2	-1/2	-1/2	-1/2	-2	0	0	(62 OP)	
	Totals	70	69.5	65	64.5	64	62				
5	Penalty										1541
	Maneuver Score	0	+1/2	-1/2	0	0	+1/2	1	1	72.5	
	Totals	70	70.5	70	70	70	70.5				
6	Penalty										1289
	Maneuver Score	0	-1/2	+1	-1/2	-1/2	+1/2	1	0	70	
	Totals	70	69.5	70.5	70	69.5	69				
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										



Judges Signature

YEDA Official Score Sheet – Emerald Pattern 5

Updated 2020

JR
CLASS 11

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 1/4 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.

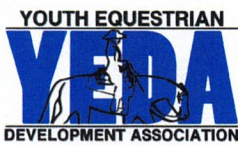
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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	Lope LL	Lope	Jog	Stop Back				
1	Penalty			5	5						
	Maneuver Score	0	0	-2	-3	-1	+1/2	0	0	54.5	
	Totals	70	70	63	55	54	54.5				5
2	Penalty										
	Maneuver Score	0	+1/2	+1/2	0	+1	+1	2	0	75	1
	Totals	70	70.5	71	71	72	73				
3	Penalty					3					
	Maneuver Score	0	+1/2	-1/2	-1/2	-1/2	-1/2	1	0	67.5	Connection in Seat.
	Totals			70	69.5	66	66.5				
4	Penalty										
	Maneuver Score	0	+1/2	+1/2	0	0	0	1	0	72	leaned left
	Totals		70.5	71	71	71	71				2
5	Penalty										
	Maneuver Score	0	-2	+1/2	0	0	-1/2	1	0	69	
	Totals		68	67.5	67.5	67.5	69				4
6	Penalty		5								
	Maneuver Score	0	-2	-1/2	-1	0	+1/2	1	1	64	6
	Totals		63	62.5	61.5	61.5	62				
7	Penalty										
	Maneuver Score	0	+1/2	-2	0	+1	+1/2	1	0	71	
	Totals		70.5	68.5		69.5	70				3
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Conner [Signature]
 Judges Signature



YEDA Official Score Sheet - Opal / Pearl Pattern 5

CLASS 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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	Penalty										
	Maneuver Score	0	-1/2	+1/2	0	+1/2	+1/2	2	0	73	
	Totals			70		70.5	71				
2	Penalty			(OP)							
	Maneuver Score	0	0		-3	-1	0	0	0	(OP 66)	
	Totals										
3	Penalty										
	Maneuver Score	-1/2	-2	-1	-1	-2	-1	0	0	62.5	
	Totals		68.5								
4	Penalty										
	Maneuver Score	0	+1	0	+1/2	+1	1	2	0	75.5	
	Totals		71								
5	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	0	+1/2	1	0	72.5	
	Totals		70.5		71						
6	Penalty										
	Maneuver Score	0	+1/2	-2	0	0	+1/2	1	0	71	
	Totals			72							
7	Penalty					5					
	Maneuver Score	0	+1/2	-2	-1	-3	0	0	0	59.5	
	Totals		70.5								
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Conroy Brown

Judges Signature

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 3/4 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	Lope RL	Jog	Jog OL	Lope LL	Stop Back				
1	Penalty										
	Maneuver Score	0	+1	+2	+2	+1	+2	3	0	81	①
	Totals										
2	Penalty										
	Maneuver Score	0	+1/2	-1/2	-1/2	-1/2	0	1	0	70	Core Strength ③
	Totals			70							
3	Penalty										
	Maneuver Score		0	+1/2	+1/2	+1/2	+1/2	1	0	72	③
	Totals										
4	Penalty					5,5					
	Maneuver Score	0	0	+1/2	+1/2	-3	0	2	0	60	⑥
	Totals										
5	Penalty		OP			OP	OP				
	Maneuver Score	0	-3	-1	-1	-3	-3	0	0	OP 59 OP	⑧
	Totals		67	66	65	62	59				
6	Penalty										
	Maneuver Score	0	-1/2	+1/2	0	0	0	1	0	71	Lift Chin ④ ⑤
	Totals										
7	Penalty										
	Maneuver Score	0	-1/2	+1/2	+1/2	0	-1/2	2	0	71.5	Connect seat at lope ③ ④
	Totals					70	69.5				
8	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1/2	2	0	74	Sit back ②
	Totals										
9	Penalty		OP								
	Maneuver Score	0	-3	-2	-1	-1	0	1	1	OP 65	⑦
	Totals		67								

Connect Powell
Judges Signature

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 1/4 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

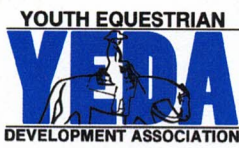
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1	Penalty										
	Maneuver Score	0	-3	-3	-1	-2	-2	0	0	53	
	Totals									OP	
2	Penalty										
	Maneuver Score	0	+1/2	+1/2	0	-1/2	-1/2	1	0	71	(4)
	Totals			71			70				
3	Penalty										
	Maneuver Score	-1	+1/2	+1/2	-1/2	-1/2	+1/2	1	0	70.5	(5)
	Totals	69		70		69					
4	Penalty										
	Maneuver Score	0	-3	0	0	+1/2	+1/2	0	0	68	WRONG side of cone (8+)
	Totals		67			68				OP	
5	Penalty										
	Maneuver Score	0	+1	+1	+1	+1	+1	3	0	78	(2)
	Totals										
6	Penalty										
	Maneuver Score	0	0	+1/2	-3	-1	0	0	0	66.5	(9H)
	Totals									OP	
7	Penalty										
	Maneuver Score	0	+2	+1	+1	+2	+1	3	0	80	Reride (1)
	Totals										
8	Penalty										
	Maneuver Score	0	+1/2	0	0	+1/2	+1/2	1	0	72.5	(3)
	Totals										
9	Penalty										
	Maneuver Score	0	+1	-3	-1/2	+1/2	0	0	0	68	(6)
	Totals		71								

ut

0 -1/2 -1/2 -1/2 -1 0
69 68 67 1/2

Judges Signature



YEDA Official Score Sheet – Emerald Pattern 5

Updated 2020

Reride

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 1/4 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	Lope LL	Lope	Jog	Stop Back				
1	Penalty										67 1/2 (7)
	Maneuver Score	0	-1/2	-1/2	-1/2	-1	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										

Cory L. Smith

Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 5

Updated August 2022

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +1 1/2 to -1 1/2 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. "Easy" horse would receive a 0 or - score, where a horse who is a challenge would receive a + if the rider handled it well.

Overall Ability: is a consideration of the riders form and effectiveness scored from -3 to +3 in 1/2 points increment
*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 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
1	830	Maneuver Score	0	-1/2	-1/2	-1/2	0	-1/2	0	+1/2	-1	-1/2	0	0	3	0	2	68.5	too close to rail (8)
		Totals																	
2	159	Maneuver Score	0	-1/2	-1/2	0	-1	0	0	+1/2	-1/2	+1/2	+1/2	0	0	0	2	71.2	too close to rail (5)
		Totals																	
3	152	Maneuver Score	0	-1/2	0	0	-1	-1/2	0	-1/2	-1	0	0	0	0	0	1	68.5	too close to rail (5) Rende
		Totals																	
4	375	Maneuver Score	0	+1/2	+1/2	0	+1/2	0	0	+1/2	0	+1/2	+1/2	0	0	0	3	76	Great layout (2)
		Totals																	
5	1296	Maneuver Score	0	+1/2	+1/2	0	+1/2	0	0	0	+1/2	+1/2	+1/2	0	0	0	2	75	(3)
		Totals																	
6	392	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	0	0	+1/2	0	0	3	79	0.
		Totals																	
7	1246	Maneuver Score	0	-1/2	0	0	-1/2	0	0	+1/2	+1/2	0	-1/2	-1	0	0	2	71.5	(1)
		Totals																	
8	598	Maneuver Score	0	0	-1	0	-1/2	0	0	+1/2	-1/2	-1/2	-1/2	-1	3	0	2	68.5	Rende
		Totals																	

JR/SR

CLASS 15

Judges Signature *[Signature]*

YEDA Official Score Sheet – Ranch Horse Pattern # 5

Updated August 2022

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +1 1/2 to -1 1/2 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. "Easy" horse would receive a 0 or - score, where a horse who is a challenge would receive a + if the rider handled it well.

Overall Ability: is a consideration of the riders form and effectiveness 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 ca. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments		
																				1	2
1	548	Penalty																			
		Maneuver Score	0	+1/2	+1/2	0	-1	0	0	0	0	0	+1/2	+1/2	+1/2			2	72.5	(H)	
		Totals																			
		Penalty																			
2		Maneuver Score																			
		Totals																			
		Penalty																			
		Maneuver Score																			
3		Maneuver Score																			
		Totals																			
		Penalty																			
		Maneuver Score																			
4		Maneuver Score																			
		Totals																			
		Penalty																			
		Maneuver Score																			
5		Maneuver Score																			
		Totals																			
		Penalty																			
		Maneuver Score																			
6		Maneuver Score																			
		Totals																			
		Penalty																			
		Maneuver Score																			
7		Maneuver Score																			
		Totals																			
		Penalty																			
		Maneuver Score																			
8		Maneuver Score																			
		Totals																			
		Penalty																			
		Maneuver Score																			

Judges Signature 

Perdue

YEDA REINING PATTERN

OFFICIAL SCORE SHEET

Class 16

EXHB #	MANEUVER DESCRIPTION	MANEUVER								Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	SSR ORT	1	2	3	4	5	6	7	8	3			175.0	Greer Folmer
		Penalty	0	+1/2	+1/2	0	+1/2	0						
		Score	+1/2	0	+1/2	+1/2	0	+1/2	0					
2	SSR	1	2	3	4	5	6	7	8	2			174.5	
		Penalty	0	+1/2	+1/2	0	+1/2	+1/2						
		Score	+1/2	0	+1/2	+1/2	0	+1/2	+1/2					
3	SSL	1	2	3	4	5	6	7	8	2		1	169.5	Find the Center
		Penalty	0	-1/2	-1/2	-1/2	0	0	0					
		Score	0	-1/2	-1/2	-1/2	0	0	0					
4	Off R+	1	2	3	4	5	6	7	8					
		Penalty												
		Score												
5	Off L+	1	2	3	4	5	6	7	8					
		Penalty												
		Score												
6	LRB	1	2	3	4	5	6	7	8					
		Penalty												
		Score												
7	RRB	1	2	3	4	5	6	7	8					
		Penalty												
		Score												
8	SB	1	2	3	4	5	6	7	8					
		Penalty												
		Score												
9	Total	1	2	3	4	5	6	7	8					
		Penalty												
		Score												

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

