

**YEDA Official Score Sheet – Diamond Pattern 2**

Updated 2022

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

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	Walk	Jog	Stop 360 R	Lope LL OL	Simple Lead Change	Stop Back	F & E	HDD	Final Score	Comments
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											
	Maneuver Score											
	Totals											

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

- Break of gait at lope out of lead or missin 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



# YEDA Official Score Sheet - RAIL Class:

2 - Softly Open

Back #	Rider Comments	Overall Class Comments
1	Soft. leg got →	good class
2	good upper. leg →	work on solid legs
3	soft flex. good leg. good upper.	very soft riders !!!
4	reins long walk. good seat	U
5	soft. head/neck in crms. tongue →	- keep upper body strong
6		
7		
8		
9		
10		
11		

JR

Judges Signature





# CLASS 3

## YEDA Official Score Sheet – Sapphire/Alumni Pattern 2

Updated 2022

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

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	Walk	Jog	X Jog	Stop 360 L	Lope LL	Lead Change RL	Stop	F & E	HDD	Total	Comments								
														Maneuver	1	2	3	4	5	6	7
1	546	RW	1	2	3	4	5	6	7	+1	0	67.5	Soft effective used space level								
														Maneuver Score	+1	+1/2	-2	0	0	0	0
														Totals	71	72	72.5	70.5	106.5		
														Penalty							
2	375	RW	1	2	3	4	5	6	7	+1	0	81.5	Soft effective used space level								
														Maneuver Score	+1	+1	+2	+2	+2	+1/2	+1
														Totals							
														Penalty							
3	252	RW	1	2	3	4	5	6	7	+1	0	77	Soft pretty								
														Maneuver Score	+1	+1	+1	+1/2	+1/2	+1	+1
														Totals							
														Penalty							
4	830	RW	1	2	3	4	5	6	7	0	0	67	1,1,3								
														Maneuver Score	0	+1	0	0	+1	0	0
														Totals		71			72	67	
														Penalty							
5	759	RW	1	2	3	4	5	6	7	-3	0	81	81								
														Maneuver Score	0						
														Totals							
														Penalty							
6	1249	RW	1	2	3	4	5	6	7	+1	0	63	3								
														Maneuver Score	+1	0	0	-2	0	-1	-1
														Totals	71			64		67	
														Penalty							
7	1296	RW	1	2	3	4	5	6	7	+2	0	78	Soft effective								
														Maneuver Score	+2	0	-1/2	+1	+1	+2	0
														Totals							
														Penalty							
8	392	RW	1	2	3	4	5	6	7	-3	0	65 1/2	6								
														Maneuver Score	0	+1/2	0	-1/2	+1	+1	-1
														Totals	67	67.5	64.5	64	65	66	65
														Penalty							
9		RW	1	2	3	4	5	6	7												
														Maneuver Score							
														Totals							
														Penalty							

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

- Break of gait at lope out of lead or missin lead for 1-2 strides
- Not performing 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

*[Handwritten Signature]*



YEDA Official Score Sheet – RAIL Class:

4 Blom. Pearl

Back #	Rider Comments	Overall Class Comments
1 1212	upps	good class great potential!
2 403	upps ->	
3 426	upps ->	
4 1411	soft - good seat stay proud.	
5 51	legs -> sit deeper solid seat	
6 730	Stiff m.	
7 110	good seat legs ->	
8 25	sit deeper legs ← good hand	
9 887	soft. good seat legs ->	
10		
11		



Judges Signature



YEDA Official Score Sheet – RAIL Class:

5

JR Emer

Back #	Rider Comments	Overall Class Comments
1 1208	snb legs → Soft seat	good class soft riders!
2 361	legs pinned gets behind mds	
3 290	good upper soft pretty broke checked leads	
4 477	grading. soft seat head to arms horse & collect	work on upper body
5 818	grading soft	
6 1183	sn → leg → soft hands	
7 420	legs → gets behind soft hands	
8		
9		
10		
11		

Judges Signature







23

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

60

JR OPAL

Back #	Rider Comments	Overall Class Comments
1	pretty positive good profile leg got weak	good class
2	hands	
3	legs → knees →	-work on upper -body & legs
4	str → strong under good leg	
5	legs →	
6	strong strong seat & legs	-soft & ! strong seats
7	legs →	
8		
9		
10		
11		

JR

Judges Signature





4/11/11

# YEDA Official Score Sheet - RAIL Class:

7

JR/SR RUBY

Back #	Rider Comments	Overall Class Comments
1	461 good job	<p>good class</p> <p>work on transitions &amp; collection</p>
2	685	
3	244 ranch.	
4	475 gee.	
5	1710 good job.	
6	1365 good rider needs confidence.	
7	1079	
8	493 strong rider	
9		
10		
11		

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Judges Signature





YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

WJ/11

# YEDA Official Score Sheet - RAIL Class:

Senior High Emerald Rail  
Horsemanship

Back #	Rider Comments	Overall Class Comments
1	281 Gaspardie Strong rider.	
2	42 leg → Clean	
3	64 arm → good work.	
4	765	
5	33 leg ↑ Clean ride	
6	219 arm → Solid ride	
7	1323 leg → Strong rider w/ strong lead	
8	1276 leg → good work	
9	510 hand ↓ Clean ride	
10	167 nose ← longer leg Strong rider Neatly clear cues.	
11		

JR  
Judges Signature



**YEDA Official Score Sheet - Opal / Pearl Pattern 2**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurting 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
		1	2	3	4	5				
1	Maneuver	Penalty	Maneuver Score	Totals						
1	1212	-1/2	0	-1/2	-1/2	0	0	0	68.5	7
2	403	-1/2	0	-1/2	0	0	0	0	66	3
3	887	+1/2	0	+1/2	-1/2	+1/2	+1/2	0	72 1/2	1
4	730	0	0	0	-1	0	0	0	69	2
5	110	0	-1/2	-1/2	+1/2	+1/2	+1/2	0	70 1/2	5
6	1411	0	0	+1/2	0	+1/2	+1	0	72	2
7	426	0	+1/2	+1/2	+1/2	0	0	0	71.5	3
8	51	0	-1/2	0	-1	0	0	0	65.5	5
9	85	+1/2	0	0	0	0	+1/2	0	71	4

Judges Signature

*[Handwritten Signature]*

CLASS 9

**YEDA Official Score Sheet - Opal / Pearl Pattern 2**

Updated 2020

CLASS 10

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

**Severe Faults (-5 points)**

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

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

Entry #	Manuever	Manuever Description					F & E	HDD	Total	Comments
		Walk	Jog	Walk	Jog	Stop Back				
1	128 <sup>9</sup>	Totals								
		Manuever Score	+1/2	+1/2	0	0	-1/2	0	70.5	
		Penalty								
2	46	Totals								
		Manuever Score	-1/2	-1/2	OP NO WALK	-2	-2	-1	0	NO WALK
		Penalty								
3	154 <sup>1</sup>	Totals								
		Manuever Score	-1/2	-1/2	CS	-1/2	-1/2	0	67.5	
		Penalty								
4	94 <sup>1</sup>	Totals								
		Manuever Score	+1/2	+1/2	CS	+1/2	+1/2	+2	74.5	good riders?
		Penalty								
5	78 <sup>0</sup>	Totals								
		Manuever Score	+1/2	+1/2	CS	0	+1/2	+2	74	
		Penalty								
6		Totals								
		Manuever Score								
		Penalty								
7		Totals								
		Manuever Score								
		Penalty								
8		Totals								
		Manuever Score								
		Penalty								
9		Totals								
		Manuever Score								
		Penalty								

Judges Signature

*[Handwritten Signature]*



**YEDA Official Score Sheet - Emerald 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 1/2 to 3/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

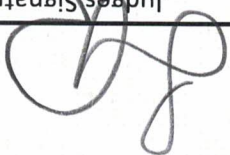
**Severe Faults (-5 points)**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the 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							HDD	Total	Comments	
		1	2	3	4	5	F & E	HDD				
	Maneuver	W	Jog	LL	Lope	Cont	Stop	F & E	HDD	Total	Comments	
		W	Jog	LL	Lope	Cont	Stop					
1	818	+1/2	+1/2	0	0	+1/2			+1/2	0	73	
2	361	-1	0	-1/2	-1/2	0			0	0	68	
3	477	+1/2	0	0	0	+1/2			0	0	71	
4	1208	+1/2	0	0	-1/2	0			-1/2	0	69.5	
5	270	-1	-1	0	0	+1/2			+1			Ride
6	420	+1/2	+1/2	0	-1/2	-1/2			0	0	67	
7	1183	0	0	-1/2	-1	-1/2			-1/2	0	67.5	
8	270	0	0	0	-1/2	-1/2			0	0	66	
9	270											

Judges Signature



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 leads
- Over/under turn from 1/4 to 1/2
- Ticking or hitting cone
- Obviously looking down to check

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

Entry #	Manuever Description	Manuever					F & E	HDD	Total	Comments	
		1	2	3	4	5					
1	Manuever	0	0	-1/2	0	0	0	0	0	69.5	3
	Manuever Score	0	0	-1/2	0	0	0	0	0	69.5	3
	Totals										
2	Manuever	0	0	0	+1/2	+1/2	+1	0	0	72	5
	Manuever Score	0	0	0	+1/2	+1/2	+1	0	0	72	5
	Totals										
3	Manuever	-1/2	-1/2	0	-1/2	-1/2	0	0	0	68	5
	Manuever Score	-1/2	-1/2	0	-1/2	-1/2	0	0	0	68	5
	Totals										
4	Manuever	-1/2	0	-1/2	-1/2	-1/2	-1/2	0	-1/2	68.5	5
	Manuever Score	-1/2	0	-1/2	-1/2	-1/2	-1/2	0	-1/2	68.5	5
	Totals										
5	Manuever	0	+1/2	0	-1/2	-1/2	-1/2	0	-1/2	69	5
	Manuever Score	0	+1/2	0	-1/2	-1/2	-1/2	0	-1/2	69	5
	Totals										
6	Manuever	+1/2	0	0	-1/2	0	0	0	0	70	5
	Manuever Score	+1/2	0	0	-1/2	0	0	0	0	70	5
	Totals										
7	Manuever	-1/2	-1	-1/2	-1	-1/2	-1	-1	-1	64 1/2	5
	Manuever Score	-1/2	-1	-1/2	-1	-1/2	-1	-1	-1	64 1/2	5
	Totals										
8	Manuever										
	Manuever Score										
	Totals										
9	Manuever										
	Manuever Score										
	Totals										

Judges Signature

*[Handwritten Signature]*



**YEDA Official Score Sheet - Ruby 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 leads
- Over/under turn from 1/2 to 1/2
- Ticking or hitting cone
- Obviously looking down to check

**Major Faults (-3 points)**

- Break of gait at walk, jog for more than 2 strides.
- Loss of stirrup
- 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
- White on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

**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.

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	1079	Penalty	0	0	0	0	0	0	0	0	OP
		Maneuver Score	0	0	0	0	0	0	0	0	OP
		Totals	0	0	0	0	0	0	0	0	OP
2	475	Penalty	0	0	-1/2	0	+1/2	0	0	0	70
		Maneuver Score	0	0	-1/2	-1	0	0	-1/2	0	70
		Totals	0	0	-1/2	-1	0	0	-1/2	0	70
3	685	Penalty	0	0	-1/2	-1/2	0	0	0	0	67.5
		Maneuver Score	0	0	-1/2	-1/2	0	0	0	0	67.5
		Totals	0	0	-1/2	-1/2	0	0	0	0	67.5
4	264	Penalty	0	0	-1	-1/2	0	0	0	0	66.5
		Maneuver Score	0	0	-1	-1/2	0	0	0	0	66.5
		Totals	0	0	-1	-1/2	0	0	0	0	66.5
5	1710	Penalty	0	0	-1	-2	0	0	0	0	OP
		Maneuver Score	0	0	-1	-2	0	0	0	0	OP
		Totals	0	0	-1	-2	0	0	0	0	OP
6	1365	Penalty	0	0	+1/2	0	0	0	0	0	74
		Maneuver Score	0	0	+1/2	0	0	0	0	0	74
		Totals	0	0	+1/2	0	0	0	0	0	74
7	493	Penalty	0	0	+1/2	+1	+1/2	0	+1	0	73.5
		Maneuver Score	0	0	+1/2	+1	+1/2	0	+1	0	73.5
		Totals	0	0	+1/2	+1	+1/2	0	+1	0	73.5
8	461	Penalty	0	0	0	0	0	0	0	0	OP
		Maneuver Score	0	0	0	0	0	0	0	0	OP
		Totals	0	0	0	0	0	0	0	0	OP
9	Totals	Maneuver Score									
		Penalty									
		Totals									

Judges Signature

*[Handwritten Signature]*

CLASS 13

DR/SR

**YEDA Official Score Sheet - Emerald 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 1/2 to 3/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

Entry #	Maneuver Description	Maneuver										HDD	F & E	Total	Comments			
		1	2	3	4	5	Stop	Cont	Lope	Jog	W							
1	1323	0	+1/2	0	0	-1												
2	167	0	0	0	0	-1/2												
3	64	+1/2	-1/2	-1/2	-1	-1/2												
4	781	+1/2	0	+1/2	+1	-1												Stop maneuvers with a carrier
5	42	-1/2	-1/2	-1/2	-1	-1/2												
6	33	-1/2	-1	-1/2	-1/2	0												
7	1276	-1	-1/2	-1/2	0	-1/2												
8	219	0	-1/2	-1	+1/2	0												
9	510	0	+1/2	0	0	-1												
10	765	0	+1/2	-1/2	-1/2	0												

Judges Signature

*[Handwritten Signature]*

CLASS 14

SR



**YEDA Official Score Sheet - Ranch Horse Pattern # 2**

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	Lope RL	X-Lope RL	Change Leads	Lope LL	X-Trot	Stop 360 X2	Back	Penalties	HDD	Overall Ability	Final Score	Comments
1	Maneuver Score	-1/2	-1/2	-1/2	-1	-1	-1	-1	-1	0	-1/2		0	-1	62	X (6)
	Totals															
2	Maneuver Score	0	0	+1/2	+1/2	3	0	0	-1/2	-1	-1/2	3	0	0	66.5	(4)
	Totals															
3	Maneuver Score	-1/2	-1/2	-2	0	3	0	3	-1	-1	-1		0	-2	50	(8)
	Totals															
4	Maneuver Score	0	-1	-1/2	0	-1/2	+1/2	0	-1/2	0	+1/2		0	+1	69.5	(2)
	Totals															
5	Maneuver Score	0	+1/2	+1	+1/2	+1	0	0	-1	+1	+1/2	3	0	+2	72.5	(1)
	Totals															
6	Maneuver Score	+1/2	0	0	0	+1/2	-1/2	+1/2	-1/2	+1/2	+1/2	3	0	+1	69.5	(3)
	Totals															
7	Maneuver Score	+1/2	0	0	0	+1/2	0	0	-1/2	-1/2	0		0	0	64	(5)
	Totals															
8	Maneuver Score	0	0	0	-1	-1	0	0	-1/2	-1	-1/2	3	0	-1	62	(2)
	Totals															

Judges Signature



# YEDA REINING PATTERN

2

# OFFICIAL SCORE SHEET

EXHB #	MANEUVER DESCRIPTION	MANEUVER								Overall Ability	HDD	Penalties	Final Score	Comments	
		1	2	3	4	5	6	7	8						
1	412	PENALTY												70.5	
		SCORE	0	0	0	0	-1/2	0	0						
		Total									+1	0	0		
2	1309	PENALTY												Reride	
		SCORE	-1/2												
		Total													
3	673	PENALTY												72	
		SCORE	0	0	+1/2	0	0	0	0						
		Total									+1 1/2	0	0		
4	1304	PENALTY												54.5	
		SCORE	-1/2	0	0	0	1	5	-1						
		Total									+1	0	14		
5		PENALTY													
		SCORE													
		Total													
6		PENALTY													
		SCORE													
		Total													
7		PENALTY													
		SCORE													
		Total													
8		PENALTY													
		SCORE													
		Total													
9		PENALTY													
		SCORE													
		Total													

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

Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments.

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