

EXHB #	MANEUVER DESCRIPTION	MANEUVER								Overall Ability	HDD	Penalties	Final Score	Comments	
		1	2	3	4	5	6	7	8						
1	20	PENALTY													
		SCORE	0	-1/2	0	-5	-1/2	0	0						
		Total	70	69 1/2	68 1/2	67 1/2									
2	1537	PENALTY													
		SCORE	+1/2	+1/2	0	0	+1/2	+1/2	-1/2						
		Total	70	71	70 1/2	70 1/2	71	71 1/2	70						
3	1309	PENALTY													
		SCORE	0	-1/2	+1/2	0	-1	-1 1/2	-1 1/2						
		Total	70	69 1/2	67	66	66	65 1/2	64						
4	673	PENALTY													
		SCORE	-1/2	-1/2	-1/2	0	0	+1/2	+1/2						
		Total	67 1/2	65 1/2	64 1/2	64	64	65 1/2	65 1/2						
5	412	PENALTY													
		SCORE	+1/2	-1/2	-1/2	0	+1/2	+1/2	+1/2						
		Total	70 1/2	70	68 1/2	68 1/2	69	68 1/2	70						
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 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

Caroline ...

CLASS 2

YEDA Official Score Sheet - Ranch Horse Pattern # 10

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	Lope	Change	Lope	X Lope	X Trot	Trot	Stop	Walk	Stop	Penalties	HDD	Overall Ability	Final Score	Comments	
		1	2	3	4	5	6	7	8	9	10	11						
1	375	Penalty				-3												
		Maneuver Score	0	+1	+1	0	+1	+1 1/2	+1	+1	+1 1/2	+1	+1 1/2					
		Totals	70	71	72	69	70	70 1/2	71 1/2	72 1/2	73	74	74 1/2					
2	392	Penalty				-3												
		Maneuver Score	+1 1/2	+1 1/2	-1 1/2	0	-1 1/2	+1	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2					
		Totals	70 1/2	71	70 1/2	70 1/2	70	71	72	72 1/2	73	73 1/2	74					
3	1249	Penalty				-3												
		Maneuver Score	0	-1 1/2	-1 1/2	0	+1 1/2	+1 1/2	+1	0	-1 1/2	0	0					
		Totals	70	69 1/2	69	66	66 1/2	67	68	68	67 1/2	67 1/2	67 1/2					
4	548	Penalty				-3												
		Maneuver Score	-1 1/2	0	+1 1/2	-1 1/2	+1 1/2	0	0	+1 1/2	-1	0	-1 1/2					
		Totals	69 1/2	69 1/2	70	66 1/2	67	67	68	68	67 1/2	66 1/2	66					
5	703	Penalty				-3												
		Maneuver Score	+1 1/2	+1 1/2	+1 1/2	-1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	0	+1 1/2	0					
		Totals	70 1/2	71	71 1/2	69	69 1/2	70	71 1/2	71	71	71 1/2	71 1/2					
6		Penalty																
		Maneuver Score																
		Totals																
7		Penalty																
		Maneuver Score																
		Totals																
8		Penalty																
		Maneuver Score																
		Totals																

Courtney Spemann
 Judges Signature



CLASS 8

YEDA Official Score Sheet – Sapphire/Alumni Pattern 10

Update

Scoring 0-100 with 70 denoting the average

Maneuvers are scored +3 to -3 in 1/2 point increments

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	Lope LL	Stop 180 L	Lope RL	Stop 180 L	Back	Jog	X Jog	Stop	F & E	H D	Total	Comments		
																Maneuver	1-2
1	548	Penalty															
		Maneuver Score		+1	+1	-1 1/2	+1	0	+1 1/2	+1	+1	+1 1/2			2	1	78 1/2
		Totals			72	71 1/2	72 1/4		73	74	75						
2	703	Penalty															
		Maneuver Score		0	+1 1/2	0	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	0			2	1	76
		Totals		70	70 1/2		71		72	72	73						
3	375	Penalty															
		Maneuver Score		+1	0	+1 1/2	+1	+1 1/2	0	+1	+1	0			2	1	78
		Totals		71	71		72 1/4	73		74	75						
4	392	Penalty															
		Maneuver Score		-3	0	+1 1/2	+1	+1 1/2	+1 1/2	+1	+1	0			2	1	75
		Totals				68	69		70	71	72						
5	1249	Penalty															
		Maneuver Score		0	+1 1/2	0	-1	-1 1/2	0	0	1	-1 1/2	0		1	1	65 1/2
		Totals			69 1/2		68 1/2	68	68	68	68	68 1/2					
6		Penalty															
		Maneuver Score															
		Totals															
7		Penalty															
		Maneuver Score															
		Totals															
8		Penalty															
		Maneuver Score															
		Totals															
9		Penalty															
		Maneuver Score															
		Totals															

ilts (-1 point)

Beak 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 for check leads
 ilts (-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

ilts (-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

Christina Johnson



YEDA Official Score Sheet - Emerald Pattern 10
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 1/8 to 3/8
- 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 strapup

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.

Entry #	Maneuver	Maneuver Description						Penalty	Maneuver Score	Totals	Penalty	Maneuver Score	Totals
		Walk	Jog	Lope RL	Lope OR	Jog	Stop Back						
1		0	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	0	+1/2	0	75
2		-1/2	+1/2	+1/2	-1/2	-1/2	0	-1/2	+1/2	0	+1/2	0	70 1/2
3		+1/2	+1/2	+1	+1	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	77
4		0	+1/2	-1	-1	0	0	0	0	0	0	0	67 1/2
5		-1/2	0	+1/2	+1/2	+1/2	+1/2	-1/2	0	-1/2	+1/2	0	74 1/2
6		0	+1/2	+1/2	+1	-1/2	+1/2	0	+1/2	0	+1/2	0	74
7													
8													
9													

Judges Signature
Cynthia Sporn

CLASS 10 JUNIOR



YEDA Official Score Sheet - Ruby Pattern 10

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 1/2
- 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 strapp

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	Maneuver						Penalty	Maneuver Score	Totals	Penalty	Maneuver Score	Totals
		Walk	Jog	Lope RL	O RL	Jog	Stop 360 R						
1	403		+1/2	+1	-1/2	-1/2	71						
		Maneuver Score											
		Totals											
2	1365		+1	+1	+1/2	+1	73 1/2						
		Maneuver Score											
		Totals											
3	461		+1/2	+1/2	+1/2	+1/2	72						
		Maneuver Score											
		Totals											
4	264		+1/2	+1/2	+	+1/2	71						
		Maneuver Score											
		Totals											
5	403 885		+1/2	0	-1/2	0	71						
		Maneuver Score											
		Totals											
6	1039		+1/2	-3	-1	+1/2	67						
		Maneuver Score											
		Totals											
7													
		Maneuver Score											
		Totals											
8													
		Maneuver Score											
		Totals											
9													
		Maneuver Score											
		Totals											

Comments

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 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 atlope, 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 either hand to instill dear or praise while on pattern or all work.
- Holding saddle with either hand
- Cueing with the end of the reins
- Spurting in front of the cinch.
- Loss of rein

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	6	7	F & E			
			Walk	Jog	Jog OL	X-Jog	Walk	Stop Back				
1	1289		+1/2	-1/2	70	0	+1/2	71	70 1/2	1	72 1/2	conservative
2	1400		0	-1	+1/2	-1	+1/2	-1	67	1	69	looks down
3	780		+1	+1	71	-1	0	+1/2	69 1/2	2	73 1/2	natural
4	841		+1/2	+1/2	71	0	0	-1/2	71	1	73	
5	291		+1/2	-1	+1/2	+1	+1/2	-1/2	68	1	71	
6	941		+1	+1	72	+1	+1/2	74	74 1/2	1	77 1/2	
7												
8												
9												

Concours Performance

Judges Signature

CLASS 12



YEDA Official Score Sheet - Emerald Pattern 10

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.
- 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.

CLASS 13 Senior

Entry #	Maneuver Description	Maneuver						HDD	F & E	Total	Comments
		Walk	Jog	Lope RL	Lope OR	Jog	Stop Back				
1	1234	Penalty	+1	+1	-1	-1	0	1	1	OP inconsistent lower leg	
		Maneuver Score	72	72	65	65	65	65			
		Totals									
2	167	Penalty	+1/2	+1	0	-1/2	-1/2	1	1	inconsistent	
		Maneuver Score	72	72	72	72	72	72			
		Totals									
3	1323	Penalty	+1/2	+1	+1/2	+1	+1/2	2	1	lower leg	
		Maneuver Score	71	71	71	71	71	71			
		Totals									
4	1270	Penalty	+1/2	+1/2	-1/2	+1/2	-1/2	2	1	74	
		Maneuver Score	72	72	72	72	72	72			
		Totals									
5	219	Penalty	+1	+1	-1	-1	+1/2	1	1	RR GP	
		Maneuver Score	72	72	72	72	72	72			
		Totals									
6		Penalty									
		Maneuver Score									
		Totals									
7		Penalty									
		Maneuver Score									
		Totals									
8		Penalty									
		Maneuver Score									
		Totals									
9		Penalty									
		Maneuver Score									
		Totals									

Judges Signature
 [Signature]



YEDA Official Score Sheet - Opt / Pearl Pattern 10
 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 come
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait atlope, 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 strap

Severe Faults (-5 points)

- Loss of rain
- 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
- 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	Maneuver							HDD	Total	Comments
		Walk	Jog	Jog OL	X-Jog	Walk	Stop Back	F & E			
1	887	+1	+1/2	+1/2	73	+1/2	74	74 1/2	1	77 1/2	
2	426	+1/2	+1/2	+1/2	+1/2	+1/2	72	73	1	75	
3	1166	0	0	-1	64	0	64	63	-1	63	
4	492	+1/2	-1/2	0	+1/2	+1/2	71	73	1	73	
5	1212	0	+1/2	-1/2	0	0	+1/2	1	1	72 1/2	heads
6	403	-1/2	-1/2	-1/2	0	0	0	0	1	67 1/2	heads
7		Penalty	Maneuver Score	Totals							
8		Penalty	Maneuver Score	Totals							
9		Penalty	Maneuver Score	Totals							

Charles Brown
 Judges Signature

Class 14

Class 1

YEDA REINING PATTERN NRHA #2 OFFICIAL SCORE SHEET



EXHIB #	MANEUVER DESCRIPTION	R. Circles 000 & Lead Change		L. Circles 000 & Lead Change		Stop & R. Roll Back	Stop & L. Roll Back	Stop	Back	4 Spins Right	4 Spins Left	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4											
1	PENALTY	0	0	-1/2	-1	-1	0	0	0	0	0	+1	+1		68 1/2	elbow
	SCORE	0	0	-1/2	-1	-1	0	0	0	0	0	+1	+1			
	Total		69													
2	PENALTY	+1/2	-1/2	0	0	-1/2	0	-1/2	0	0	0	+2	+2		73 1/2	Use inside leg to hold shoulder in circles
	SCORE	+1/2	-1/2	0	0	-1/2	0	-1/2	0	0	0	+2	+2			
	Total	70 1/2	70			69 1/2										
3	PENALTY	+1/2	0	0	0	0	0	+1/2	-1/2	0	0	+3	+2 1/2		77	
	SCORE	+1/2	0	0	0	0	0	+1/2	-1/2	0	0	+3	+2 1/2			
	Total	70 1/2	71 1/2			72		71 1/2								
4	PENALTY	2	-1/2	-1/2	0	0	0	0	0	0	-1/2	0	+1		67 1/2	legs off = back up
	SCORE	0	-1/2	-1/2	0	0	0	0	0	0	-1/2	0	+1			
	Total	68	67 1/2	67							66 1/2					
5	PENALTY	0	0	-1	+1 1/2	0	0	0	0	0	0	+2	+2		71 1/2	make sure you complete a stop before the roll back
	SCORE	0	0	-1	+1 1/2	0	0	0	0	0	0	+2	+2			
	Total			67	67 1/2											
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 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

Casey B

YEDA Official Score Sheet - Ranch Horse Pattern # 2

Scoring 0-100 with 70 denoting the average. Maneuvers are scored + 1/2 to - 1 1/2 in 1/2 point increments.
 Updated August 2022

- 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	Penalty															
	Maneuver Score	0	0	+1 1/2	+1 1/2	0	+1 1/2	-1 1/2	0	0	0		0	-2	73 1/2	
	Totals					71		71 1/2	71 1/2							
2	Penalty															
	Maneuver Score	+1 1/2	0	0	-1 1/2	0	0	0	-1 1/2	0	0		0	-1	69 1/2	use all of the space for your pattern
	Totals	70 1/2			70				69 1/2							
3	Penalty															
	Maneuver Score	+1	+1	+1	+1 1/2	+1	0	+1 1/2	0	0	0		0	+3	78	get straight before lead change
	Totals			73	73 1/2	74 1/2		75								
4	Penalty															
	Maneuver Score	0	0	-1 1/2	0	0	0	0	-1	0	0		+1	+1 1/2	68	vide horse into bndle
	Totals								11							
5	Penalty															
	Maneuver Score	0	0	0	-1 1/2	0	+1 1/2	0	0	0	0		+1	+1 1/2	61 1/2	unsure if back before turns was horse or rider
	Totals					3										
6	Penalty															
	Maneuver Score															
	Totals															
7	Penalty															
	Maneuver Score															
	Totals															
8	Penalty															
	Maneuver Score															
	Totals															

Judges Signature *Cassidy A*

Class C

YEDA Official Score Sheet - Diamond Pattern 2

Updated 2022

Entry #	Maneuver Description	Rail Work	Walk	Jc	360 R	O L	Change	Back	E	HDD	Final Score	Comments
1	Penalty											
	Maneuver Score	+1	+1/2	0	0	+1/2	0	-1/2	+2	+1	73 1/2	
	Totals		70 1/2			71		70 1/2				
2	Penalty											
	Maneuver Score	0	0	+1/2	-1	-1/2	+1/2	+1	+2	0	69 1/2	
	Totals					68		67 1/2				
3	Penalty											
	Maneuver Score	+2 1/2	+1	+1	+1	0	-1 1/2	-1 1/2	+1	+2	74 1/2	
	Totals					75 1/2		71 1/2				
4	Penalty											
	Maneuver Score	+2	0	+1/2	+1/2	+1	+1/2	+1/2	+1 1/2	0	70 1/2	good use of pattern space
	Totals					73		75				
5	Penalty											
	Maneuver Score	+2 1/2	+1	+1	+1/2	+1	+1	+4/2	+3	0	80 1/2	
	Totals					74 1/2		77 1/2				
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Railwork

20 - Break on rail

1537 - poor leg placement

1309 - looses leg @ lope

673 - inner leg loose

412 - quiet start



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

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 score

Cassey H

Minor Faults (-1 point)



Class 8

VEDA Official Score Sheet - Sapphire/Alumni Pattern 2

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

Update 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	H D D	Total	Comments
1	Penalty												
	Maneuver Score	-1	+1/2	0	0	0	-1/2	3	0	0	0	0	
	Totals											67	
2	Penalty												
	Maneuver Score	+2	+1/2	+1/2	0	+1/2	+1/2	0	0	0	0	2	
	Totals											78	
3	Penalty												
	Maneuver Score	+1 1/2	+1/2	+1/2	+1/2	-1/2	+1/2	+1	+1/2	0	0	1	
	Totals											74 1/2	
4	Penalty												
	Maneuver Score	+2	0	-1 1/2	0	-1/2	+1/2	+1/2	0	0	0	1	
	Totals											73	
5	Penalty												
	Maneuver Score	+2	+1/2	+1/2	0	-1/2	+1/2	-1/2	+1/2	0	0	2	
	Totals											74	
6	Penalty												
	Maneuver Score												
	Totals												
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

Judge's Signature

Christina

- Beak 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 short lands
- Penalty (-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
- Penalty (-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



JR High Class 10

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 1/4 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.
- 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	Con't Lope	Stop Back				
1	477									
	Penalty									
	Maneuver Score	0	+1/2	0	+1/2	0	+1	0	72	✓
	Totals									
2	301									
	Penalty									
	Maneuver Score	0	0	0	-1/2	0	+1/2	+1/2	70 1/2	✓
	Totals									
3	420									
	Penalty									
	Maneuver Score	+1/2	+1/2	-1/2	0	0	+1/2	0	71	✓
	Totals	70 1/2								
4	1183									
	Penalty			3						
	Maneuver Score	0	0	-2	0	0	0	+1	66	✓
	Totals			65						
5	1208									
	Penalty			1						
	Maneuver Score	-1/2	-1/2	-1/2	0	0	-1/2	+1	68	✓
	Totals		69	68 1/2						
6	270									
	Penalty									
	Maneuver Score	+1/2	+1	0	0	+1	+1/2	0	74	✓
	Totals									
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									

Cassidy H.

Judges Signature

Class 11

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 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.
- 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

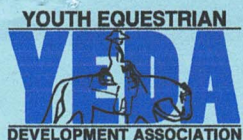
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*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	X-Jog	Stop 270 R	Lope RL	Jog	Stop Back				
1 685	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	0	+1 1/2	0	73 1/2	exit at jog
	Totals				72						
2 493	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	0	+1	0	73	exit at jog
	Totals				72						
3 1356	Penalty										
	Maneuver Score	+1/2	+1/2	0	0	+1	0	+1	0	72	✓
	Totals		71								
4 401	Penalty										
	Maneuver Score	0	-1/2	0	+1/2	+1/2	+1/2	+1/2	0	71 1/2	exit at jog
	Totals						71				
5 204	Penalty		3 3	1 1	3						
	Maneuver Score	-1/2	-2	-2	-1	-2	0	-2	+1/2	50	✓
	Totals						51 1/2				
6 1679	Penalty		3		3						
	Maneuver Score	0	-1	-1/2	-3	+1/2	0	0	+1/2	60 1/2	✓
	Totals				59 1/2	60					
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Casey D

Judges Signature



Class 1a

YEDA Official Score Sheet – Opal / Pearl 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)

- 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	Walk	Jog	Stop Back				
1	Penalty									
	Maneuver Score	0	-1	0	-1/2	0	-1/2	0	64	
	Totals		69		64 1/2					
2	Penalty									
	Maneuver Score	0	+1/2	-1/2	+1/2	0	-1/2	0	69	
	Totals				70 1/2	69 1/2				
3	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1	0	73 1/2	
	Totals		71		72					
4	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1/2	0	72	
	Totals			71						
5	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	72	bring lower leg back
	Totals			71		72			72 1/2	
6	Penalty									
	Maneuver Score	+1/2	0	+1/2	+1/2	0	0	0	71 1/2	late transitions
	Totals			71						
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Cassey A

Judges Signature

Senior High Class 13

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 3/4 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.
- 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	Jog	Lope LL	Con't Lope	Stop Back	F & E	HDD	Total	Comments
1	1270									
	Penalty									
	Maneuver Score	+1/2	+1/2	-1/2	-1	0	0	+1/2	70	heels down lost position at lope
	Totals	70 1/2			69 1/2					
2	219									
	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	0	0	+1	0	72 1/2	
	Totals		71							
3	107*									
	Penalty		1							
	Maneuver Score	0	-1/2	-1/2	-1/2	0	+1	+1/2	70	broke tie with F & E
	Totals			68	67 1/2					
4	1234									
	Penalty									
	Maneuver Score	0	0	0	0	0	0	+1	71	
	Totals									
5	1323									
	Penalty									
	Maneuver Score	+1/2	-1/2	0	+1/2	+1/2	+1	0	72	
	Totals									
6										
	Penalty									
	Maneuver Score									
	Totals									
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									

Casey

Judges Signature

YEDA Official Score Sheet – Opal / Pearl 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)

- 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	Jog	Walk	Jog	Stop Back				
1	Penalty									late transition
	Maneuver Score	0	0	-1/2	0	+1/2	+1/2	0	70 1/2	
	Totals									
2	Penalty									eyes up
	Maneuver Score	0	0	0	0	0	0	+1	71	
	Totals									
3	Penalty									reins too long poor pattern placement
	Maneuver Score	+1/2	0	-1	-1	0	-1/2	+1/2	68 1/2	
	Totals	70 1/2			68 1/2					
4	Penalty					13				✓
	Maneuver Score	0	0	0	0	0	0	0	66	
	Totals				66					
5	Penalty									relax arms
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1/2	+1	0	74	
	Totals		71		72 1/2	73				
6	Penalty									
	Maneuver Score	0	0	+1/2	+1/2	0	+1/2	0	71 1/2	
	Totals				71					
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Casey D

Judges Signature