

YEDA REINING PATTERN NRHA #5 OFFICIAL SCORE SHEET

(105) 111 Reining

fig 8



EXHB #	MANEUVER DESCRIPTION	L	4	R	4	L Lead Fast Circle Lead Change	Stop R Rollback	Stop L Rollback	Stop & Back	+3 to -3 Overall Ability	+3 to -3 HDD	Penalties	Final Score	Comments
		Circles 00o Stop	Spins Left	Circles 00o Stop	Spins Right									
	MANEUVER	1	2	3	4	5	6	7	8					
1	PENALTY	12		1111	1/2		2 1/2	1	1 2					more control @ fast circles
	SCORE	-1	0	-1	-1/2	-1	-1	-1/2	-1					
	Total	64		61	60	59	54	52 1/2	48 1/2	-1	+1	15 1/2	48 1/2	
2	PENALTY	1			1									more control @ fast circles
	SCORE	-1	-1	-1/2	-1	0	-1	-1/2	0					
	Total	68	67	66 1/2	64 1/2		63 1/2	63		-1	+1	2	63	
3	PENALTY													find center well laid out pattern
	SCORE	0	0	0	+1/2	-1/2	0	0	+1/2					
	Total	70	70	70	70 1/2	70			70 1/2	+2	+1	-	73 1/2	
4	PENALTY		1	1/2	1		1/2							sit down during stops & spins
	SCORE	0	0	-1/2	-1/2	-1/2	-1/2	0	0					
	Total	70	69	68	66 1/2	66	65	65	65	0	0	3	65	
5	PENALTY		1	1		1								find center pause before spins
	SCORE	-1/2	-1	-1	-1	-1	0	+1/2	-1					
	Total	69 1/2	67 1/2	65 1/2	64 1/2	62 1/2		63	62	-1	0	3	61	
6	PENALTY	2												find center quieter with spur
	SCORE	-1	-1/2	-1/2	0	-1/2	-1	0	+1/2					
	Total	67	66 1/2	66	66	65 1/2	64 1/2		65	-1	0	2	64	
7	PENALTY													
	SCORE													
	Total													
8	PENALTY													
	SCORE													
	Total													
9	PENALTY													
	SCORE													
	Total													

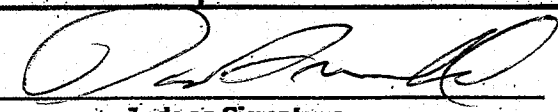
- Circled penalties are deemed due to horse not rider and will not appear in the final score.
- Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments.
- Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments
- Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower then other riders who stayed on pattern.

JUDGES SIGNATURE

Back #	Rider Comments	Overall Class Comments
1 1752	ride with the ball of your foot shorter reins	
2 1213	rider kept composure	
3 1451	good leg position heads down, shorter stirrups	
4 1756	keep left arm quiet relaxed cues	
5		
6		
7		
8		
9		
10		
11		


 Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	1057	good smile	
2	1704	confident rider	
3	805	good leg position	
4	1490	Confident rider	
5	796	heels down	
6	895	confident rider keep horse's attention	
7	1633	watch your spacing	
8	1231	chin / eyes up	
9			
10			
11			



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.

Class # 4
Sapphire ranch
1 of 2

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
- Starling 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 point increments

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

-3 + 3

Entry #	Maneuver Description	Walk	Trot	EX-Trot	Stop	360 ea. direction	Walk	Trot	Lope	EX-Lope	Change Leads	Lope	EX-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1 1515	Penalty																		lighter hands on spins
	Maneuver Score	+1/2	0	+1	+1/2	-1/2	0	0	-1	0	+1/2	0	0	0		0	+1	72	
	Totals				72	71 1/2								71					
2 697	Penalty																		quieter transitions
	Maneuver Score	-1/2	0	0	+1/2	0	0	-1/2	0	+1/2	+1/2	0	-1	0		0	+1	70 1/2	
	Totals				70			68 1/2		70	70 1/2		68 1/2						
3 927	Penalty					OP												OP	quieter cues on spins
	Maneuver Score	+1/2	-1	-1		-1 1/2	0	0	+1/2	+1/2	0	-1/2	-1	-1 1/2		+1	-1	65	
	Totals			68 1/2		67			68				65						
4 1101	Penalty			1				1											slow down your spins
	Maneuver Score	0	-1/2	-1	-1	-1	-1	-1	-1/2	0	-1/2	-1 1/2	-1	-1	2	0	-1	56	quieter cues
	Totals				66 1/2			62		59			57						
5 1250	Penalty																		apply even pressure on reins
	Maneuver Score	0	+1/2	-1/2	0	-1	0	-1	-1/2	-1	+1/2	0	+1/2	0		0	+1	68 1/2	
	Totals			0		69		68		66 1/2	67		67 1/2						
6 792	Penalty																		extend the walk
	Maneuver Score	-1/2	0	0	+1/2	+1/2	0	0	0	+1/2	+1/2	+1/2	+1/2	+1/2		0	+2	75	overall good run
	Totals				70					71		72	73						
7 222	Penalty	3						1		1									show more extension @ lope
	Maneuver Score	-1	0	0	+1/2	-1/2	0	-1/2	0	-1	0	+1/2	0	-1/2		0	0	62 1/2	
	Totals	66				66		64 1/2		62 1/2			62 1/2						
8 982	Penalty																		more leg, less rein
	Maneuver Score	+1/2	-1	-1	-1/2	-1	-1	-1	0	-1	0	0	0	-1		+1	-1	63	equal rein pressure
	Totals			68 1/2			66	65		64				63					

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Judges Signature

don't put trot

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.

Class 1110151
 Lot 2

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 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
9 1094	Penalty			11			1				3	3			9	+2	-1	50 1/2	shorter reins sit down during spin quicker transitions balance reins on spins
	Maneuver Score	-1	-1	-1	-1	-1	-1	-1/2	0	-1	-1	-1	-1	-1					
	Totals	69	68	65	64		61					52 1/2		49 1/2					
10 1246	Penalty			3									3		6	0	+1	63 1/2	5
	Maneuver Score	0	+1/2	-1	-1/2	-1	0	-1/2	+1/2	+1/2	+1/2	0	-1	+1/2					
	Totals				60	65		64 1/2		65 1/2	60		62	62 1/2					
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																		

[Signature]
 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.

C (125) ... Ranch

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.

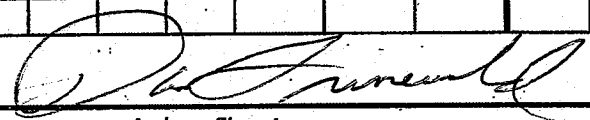
- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

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 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1	Penalty																		
	Maneuver Score	-1/2	-1/2	0	-1/2	-1/2	-1/2	0	0	-1/2	+1/2	0	-1/2	-1/2		0	+1	65 1/2	extend the walk
	Totals		68			67	65 1/2							64 1/2					
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																		



Judges Signature

#6 Sr Diamond

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

Scoring 0-100 with 70 denoting the average

Maneuvers are scored +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

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)

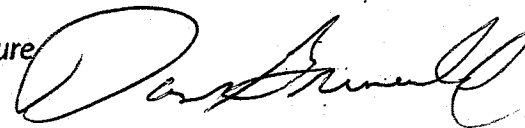
- Break of gait at lope out of lead or mislead for 1-2 strides
- Not performing gait or stopping when called for within 10' of designated area
- Incorrect lead
- Break of gait at a walk or jog for more than 2 strides

Severe Faults (-5 points)

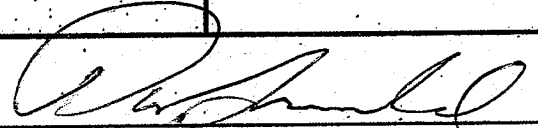
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work
- Holding saddle with either hand
- Cueing with end of romal
- Spurring in front of cinch

Entry #	Maneuver Description	Rail Work	Jog	Lope LL	O @ B Stop	90 L	Back	Jog Stop	F & E	HDD	Final Score	Comments
	Maneuver	RW	1	2	3	4	5	6				
1 1948	Penalty											
	Maneuver Score	+2	+1/2	+1/2	-1/2	0	-1/2	-1				quieter cues
	Totals			73			72	71	+1	0	72	
2 412	Penalty											
	Maneuver Score	+1	0	-1	-1	-3	-2	0				release rein @ stop
	Totals			70	69	66	64		0	+1	65	
3 1178	Penalty											
	Maneuver Score	+2	+1/2	+1	+1/2	+1/2	+1/2	+1/2				confident rider
	Totals				74		75	75 1/2	+2	0	77 1/2	
4 882	Penalty											
	Maneuver Score	+2	0	+1	+1/2	+1/2	-1/2	-1/2				rider kept good composure
	Totals					74		73	+1	+2	76	
5 884	Penalty											
	Maneuver Score	+1	0	+1	-1	-1	-1/2	-1				prepare for stop sooner
	Totals			72		70	69 1/2	68 1/2	0	+1	69 1/2	
6 1120	Penalty											
	Maneuver Score	+1	+1	+2	-1	-1	-1/2	+2				good rider
	Totals			74		72	71 1/2	73 1/2	+2	+1	76 1/2	
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judge's Signature



	Back #	Rider Comments	Overall Class Comments
1	1643	bring lower leg back confident rider	<p style="text-align: right;">Great Job to All 😊</p>
2	1726	turn toes in	
3	1462	balance your reins	
4	1732	shorter reins space yourself out on rail	
5	1407	Confident rider, great smile	
6	1236	space yourself out on rail	
7	1357	lift inside rein	
8			
9			
10			
11			




Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	1805	even rein & leg pressure	
2	793	good departures	
3	812	confident rider	
4	1510	confident rider	
5	1207	more connection w/horse	
6	1038	confident rider	
7	1180	softer downward transitions	
8			
9			
10			
11			



Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	1755	Shorter rein / more contact quieter transitions	
2	43	Confident rider more contact	
3	11646	bring lower leg back Confident rider	
4			
5			
6			
7			
8			
9			
10			
11			


 Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 5
 Updated 2020

CLASS # 10
 SR Opal patt

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	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										quieter hands
	Maneuver Score	0	-1	-1	-1/2	-1	-1				
	Totals						65 1/2	-1/2	0	65	
2	Penalty										Show more extension @ trot
	Maneuver Score	0	0	0	0	-1	+1/2				
	Totals						69 1/2	0	0	69 1/2	
3	Penalty	OP	3			1	OP				Wrong side of cones
	Maneuver Score	-1	-2	0	0	-1/2	-3				
	Totals	69	64			62 1/2	59 1/2	-1	0	58 1/2	
4	Penalty										Smoother transitions
	Maneuver Score	0	-1/2	0	-1/2	-1	0				
	Totals						68	0	0	68	
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										

David M... [Signature]

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 core
- 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	Stop Back	Jog	X-Jog	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
4 1	Penalty		3								quicker cues
	Maneuver Score	-1/2	-2	-1	-1/2	0	-1				
	Totals	6 1/2		6 1/2	6 3		6 2	-1	+1	6 2	
2 2	Penalty										toes in round not square corner
	Maneuver Score	+1/2	+1/2	+1/2	-1/2	0	0				
	Totals				7 1		7 1	+1	0	7 2	
6 3	Penalty										softer cues
	Maneuver Score	0	-2	-3	-3	-1	-1				
	Totals		6 8	6 5	6 2		6 0	-1	+2	6 1	
7 4	Penalty				1	3					shorter reins
	Maneuver Score	0	0	-1/2	-1	-2	-1				
	Totals			6 1/2	6 1/2	6 2 1/2	6 1 1/2	-1	0	6 0 1/2	
5 5	Penalty		1			3					shorter reins
	Maneuver Score	0	-1	0	+1/2	-3	-2				
	Totals		6 8		6 8 1/2	6 2 1/2	6 0 1/2	-1	+2	6 1 1/2	
1 6	Penalty										confident rider quiet hands
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1/2	+1/2				
	Totals		7 1		7 3	7 3 1/2	7 3 1/2	+1	0	7 4 1/2	
3 7	Penalty										don't rush maneuvers
	Maneuver Score	0	-1/2	-1	-1/2	-2	-2				
	Totals			6 8 1/2	6 8	6 6	6 4	-1	0	6 3	
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

[Handwritten Signature]

Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 5
Updated 2020

Class #12
Elem. Pearl
Pattern

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	OP	3 OP		OP						Wrong Side Cones pattern
	Maneuver Score	-3	-3	0	-2	-1	-1	-2	0	OP 55	
	Totals		61		59		57				
2	Penalty			3							shorter reins back location
	Maneuver Score	+1/2	-1	-3	-1	-1	0	-1	0	60 1/2	
	Totals	76 1/2	68 1/2	63 1/2			61 1/2				
3	Penalty	1									strong rider
	Maneuver Score	-1/2	-1/2	0	+1/2	+1/2	+1/2	+2	+2	73 1/2	
	Totals	68 1/2	68			69	69 1/2				
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

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

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 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

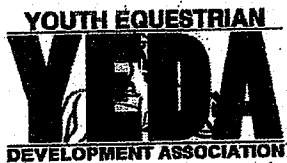
Severe Faults (-5 points)

- 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

Entry #	Maneuver Description	Rail Work	Walk			Lope			Change Leads	Lope LL	Stop Back	F & E	HDD	Final Score	Comments
			1-2	3	4	5	6	7							
2 1 927	Penalty		1												more connection
	Maneuver Score	+2	-1	-1/2	+1	+1/2	+1/2	+1							
	Totals		70				71			72 1/2	+1	+1	74 1/2		
7 2 1515	Penalty					3									more leg & lope
	Maneuver Score	+1	+1/2	0	-1	+1/2	0	+1/2							
	Totals		71 1/2			67 1/2	68			68 1/2	+1	0	69 1/2		
3 3 1101	Penalty					(5)									softer ques
	Maneuver Score	+1	+1	+2	0	-1	-1	-1							
	Totals			74						70	+1	+2	74		
9 4 222	Penalty					(3 or)									check leads
	Maneuver Score	+2	+1/2	0	-3	0	0	+1/2							
	Totals		72 1/2			66 1/2				67	-1	0	66		
10 5 1044	Penalty					3			3						way to keep composure
	Maneuver Score	+1	+1/2	+1/2	-2	-1	-3	-1/2							
	Totals			72		67	66	40	59 1/2	+1	+1		61 1/2		
4 6 1250	Penalty														guiding to the stop
	Maneuver Score	+1	+1	+2	-1/2	-1/2	-1	0							
	Totals			74			73	72	72	+1	0		73		
1 7 792	Penalty														good transitions
	Maneuver Score	+1	+1/2	+1/2	+1	+2	+1	+1							
	Totals			72				76	77	+2	+1		80		
5 8 1246	Penalty					(3)									good job riding through it
	Maneuver Score	-1	0	0	+1/2	-1	0	+1/2							
	Totals					68 1/2			69	+2	+1		72		
8 9 982	Penalty														inside leg @
	Maneuver Score	+1	0	+1/2	+1	-1	-3	(-3 or)							
	Totals					72 1/2	71 1/2	68 1/2	69 1/2	+1	+1		67 1/2		

Judge's Signature





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

2 of 2

Entry #	Maneuver Description	Rail Work	Walk	Jog	Lope	Change Leads	Lope	Stop Back	F & E	HDD	Final Score	Comments
		RW	1-2	3	4	5	6	7	E			
10 697	Penalty				5							way to work thru it
	Maneuver Score	+1	0	-2	0	-1/2	-1/2	0	+1	+2	71	
	Totals			69								
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 1/8 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 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

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

Alum Sapphir

Entry #	Maneuver Description	Rail Work	Walk	Jog	Lope O RL	Change Leads	Lope LL	Stop Back	F & E	HDD	Final Score	Comments
		RW	1-2	3	4	5	6	7				
1 <i>288</i>	Penalty											<i>find location on lead change confident rider</i>
	Maneuver Score	<i>+1</i>	<i>+1/2</i>	<i>0</i>	<i>+1</i>	<i>-1/2</i>	<i>+1/2</i>	<i>+1/2</i>	<i>+1</i>	<i>+2</i>	<i>76</i>	
	Totals				<i>72 1/2</i>	<i>72</i>		<i>73</i>				
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 1/8 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 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

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YEDA Official Score Sheet – Emerald Pattern 5
Updated 2020

(CLASS # 15)
JR/SR Emerald patt.

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)

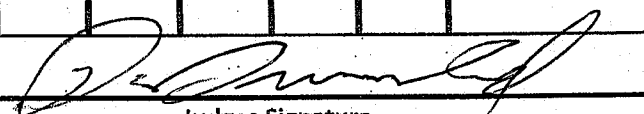
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Walk	Jog	Lope LL	Lope	Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
4 1 796	Penalty					1					✓ more contact
	Maneuver Score	-1/2	-1	-1	-1	-1/2	0				
	Totals						65	-1	+1	65	
6 2 1633	Penalty			3							✓ trans to lope
	Maneuver Score	+1/2	+1/2	-3	-1	-1	-1				
	Totals		71	65			62	-1	0	61	
3 3 1057	Penalty					3					✓ keep horse engaged
	Maneuver Score	0	+1/2	+1	+1/2	-1	-1/2				
	Totals				72	68	67 1/2	0	0	67 1/2	
8 4 1490	Penalty					OP					Shorten reins quieter cues
	Maneuver Score	0	-2	-3	-3	-3	-1				
	Totals						58	-2	0	56	
2 5 1704	Penalty										✓ transition location
	Maneuver Score	0	+1/2	+1	+1	0	0				
	Totals				72 1/2			+1	0	73 1/2	
5 6 805	Penalty					3					✓ softer cues
	Maneuver Score	0	0	-1	-1/2	-1	-1				
	Totals			69	68 1/2		43 1/2	-1	0	62 1/2	
1 7 895	Penalty										✓ transition location
	Maneuver Score	0	+1/2	+1	+1	-1/2	+1/2				
	Totals					72	72 1/2	+2	0	74 1/2	
7 8 1231	Penalty					3					softer cues
	Maneuver Score	0	-1	-1	-1	-3	-2				
	Totals					61	59	-1	0	58	
9	Penalty										
	Maneuver Score										
	Totals										


Judges Signature

YEDA Official Score Sheet - Ruby Pattern 5
 Updated 2020

CLASS #16
 JK/SR Ruby patt.

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 roman
- 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 RL	Jog	Jog OL	Lope LL	Stop Back	F & E	HDD	Total	Comments
3 1	Penalty					3					✓ more leg to finish
	Maneuver Score	0	+1	+1/2	+2	-1	+1/2				
	Totals				73 1/2	69 1/2	70	+1	+1	72	
4 2	Penalty										✓ Cleaner departures
	Maneuver Score	-1	-1	0	+1/2	+1/2	+1/2				
	Totals		68		68 1/2	69	69 1/2	+1	+1	71 1/2	
2 3	Penalty										✓ transitions
	Maneuver Score	0	0	0	+1	+1/2	+1				
	Totals			70	71		72 1/2	0	0	72 1/2	
7 4	Penalty						3				Wrong side B Shorter rein softer cues,
	Maneuver Score	0	OP -3	-2	-2	0	-1				
	Totals		67		63		59	-1	0	58	
8 5	Penalty						OP 3				location cones
	Maneuver Score	0	OP -3	0	-1/2	-1/2	-3				
	Totals		64		63 1/2	63	60	-1	0	59	
1 6	Penalty										✓ confident rider
	Maneuver Score	+1/2	+1	+1	+1	+1	+1/2				
	Totals					74 1/2	75	+1	0	76	
5 7	Penalty										✓ shorter reins softer cues.
	Maneuver Score	0	-1/2	-1/2	-1/2	-1	-1				
	Totals			68	67 1/2		65 1/2	-1	0	64 1/2	
6 8	Penalty										Wrong side D transitions.
	Maneuver Score	0	-1	0	-1/2	-1	OP -3				
	Totals		69		68 1/2	67 1/2	64 1/2	-1	0	63 1/2	
9	Penalty										
	Maneuver Score										
	Totals										

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Judges Signature

#17 Sr Diamond Elite

Elite

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

Entry #	Maneuver Description	Rail Work	Walk	Jog	Stop 360 L	Lope LL	Stop 180 R	X Jog	Stop 180 L	Lope LL	Stop Back	F & E	H D D	Total	Comments
1 948	Penalty														
	Maneuver Score		0	+1/2	+1/2	0	-2	-1/2	-1	0	-2	0	+1	60 1/2	Stopping location quicker stops
	Totals					71		69	68 1/2	67 1/2		65 1/2			
2 864	Penalty														
	Maneuver Score		0	+1/2	0	0	-1/2	+1	-1/2	+1	-1	-1	+1	70 1/2	softer cues
	Totals						70	71	70 1/2		70 1/2				
3 1178	Penalty														
	Maneuver Score		+1/2	+1	+1/2	-1	-1/2	+2	+1	0	-1	+1	0	73 1/2	lope departures
	Totals						71	70 1/2		73 1/2		72 1/2			
4 412	Penalty														
	Maneuver Score		0	+1/2	+1/2	+1/2	+1/2	+1	-1/2	0	-1	-1	+1	71 1/2	softer cues
	Totals					71		72	73	72 1/2		71 1/2			
5 1120	Penalty						3	3		3					back @ D
	Maneuver Score		0	0	+1/2	-3	-3	0	-1	-3	-2	-1	+1	49 1/2	softer cues
	Totals				70 1/2	64 1/2	58 1/2		57 1/2	51 1/2	49 1/2				
6 802	Penalty														
	Maneuver Score		0	-1	-2	0	-1/2	-1/2	-1	-3	-1	-1	+1	61	location of 360 leads
	Totals				67		66 1/2	66	65	62	61				
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 1/4 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 misir 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 romanal
 - Spurring in front of cinch

Judge's Signature

[Handwritten Signature]