YEDA REINING PATTERN NRHA #5 OFFICIAL SCORE SHEET

(lass #1 St plane Reining

YOU	TH EQUESTRIAN														, ,
DEVEC	DPMENT ASSOCIATION	MANEUVER DESCRIPTION	L Circles OOo Stop	4 Spins Left	R Circles OOo Stop	4 Spins Right	L Lead Fast Circle Lead Change	Stop R Rollback	Stop L Rollback	Stop & Back	Overall Ability	HDD	Penalties	Final Score	Comments
	EXHB#	MANEUVER	1	2	3	4	5	6	7	8			-		undi on Cot To
	0.0		2,2		Ц.		3	2,2	2	1.60				דינ	C lace disperse
1	802	SCORE	1/2	1/2		+42	-42	-42	0	-42 58	2	0	14	57	Work on Set-up for lead changes; control > speed
	000	Total	6542	66	61	6/2	61	57/2	5412	70					CONTROL
	2.0	PENALTY	1/2,1			¥2				-1/-	1	1	2	66	find Center in Circles Control Speed on Small Slows Pay attention to Center Cone; rodesmant
2	948	SCORE	-1/2		-42	42	-42	<u> - </u>	-42	-42	2	l	2	60	circles control sons
		Total	68	67	6642	6512	65	64	64h	63		1 31 - 11 - 15 - 16 - 16 - 16 - 16 - 16 - 16 - 16 - 1	<u> </u>		Speed on Bright geros
	11.00	PENALTY									1		· ·		by others so one
3	1178	SCORE	0	<u>o</u>	0	+42	0	42	0	0	2	0	0	72	cone; rodesmand,
		Total				7082		70					ļ		
	a	PENALTY		1/2	42		Î	42		42			1,	/	Stay 20 Feet from pail on stops to usid penalty 425
4	864	SCORE	0	0	0	142	0	0	0	0]]	0	4	60h	and Denastra 125
		Total		6942	69	6942	68/2	68		6742	'		ļ		access per and of the
	. 1	PENALTY		1	1									10	missed center; settle your horse in center when needed
5	412	SCORE	-1/2	4/2	-1	-42.	-42	0	+42	-1/2	2		2	68	your horse in center
		Total	(272	68	106	69h	65		68/2	65	0			<u> </u>	we recourt
· · · · · · · · · · · · · · · · · · ·		PENALTY					-							2011	missed center, slow hand down on Rul Bee
6	1120	SCORE	-42	0	0	0	0	0	1/2	+42	1)	0	0	1242	hand down on Rollinge
	1100	Total	bar							7042	2				,
		PENALTY													
7		SCORE									1				
		Total								<u></u>					
		PENALTY													
8		SCORE									_			1	
		Total													
		PENALTY													
9		SCORE												H 5	
		Total											<u> </u>		
	1		مستنسب		والمستونية والمستونية		والمنافعة المساوات		كالتناف بالمجالة بأرا						

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 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 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.

HIDGES SIGNATURE



YEDA Official Score Sheet - RAIL Class: #2 SROPM Pail

	DEVELOPM	TENT ASSOCIATION	Overall Class Comments
***************************************	Back #	Rider Comments	OACIGII CIGOO FOLIMICATION
L	11200	ball of foot on stirrup; Keep Neel in line with hip;	
2	1213	beautiful posture lengthen Stimps a bit;	
3	1451	lengthen Stimps abit;	
4	(156	rein hand-palm down	
5			
6	SAN STATE OF THE SAN ST		
7			
8			
9	THE SERVICE CONTROL OF THE SERVICE AND		
10	opposition and the control of the co		
11			11 1000



YEDA Official Score Sheet - RAIL Class: #3 TRISK Emerald Pail

	DEVELOPM	ENT ASSOCIATION	Overall Class Comments
	Back #	Rider Comments	OACI GH C1022 COLLEGE
1	1001	God posture;	
2	1704	Soften your hand (rein hand)	
3	805	God leg position	
4	1490	Keep heel in line with hip; good upper body and connection through seat	
5	796	Keep heels &; work on connection through Seat	
6	895	good posture;	
7	1633	hips near to be over heels;	
8	1231	work on staying connected through your seat elope;	
9			
10			
11			



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 12 point increments.

(1965) #4 JKISK Sapphire Ranch 10f2

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 ½ 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 ½ points increments

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

7	Entry #	Maneuver Description	Walk	Trot	X-Tr ot	Stop	360 ea. direction	Walk	Trot L 7	Lope LL 8	X-Lo pe	Change Leads 10	Lope 11	X- Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments	
1	1515	Maneuver Penalty Maneuver Score Totals	+1/2	2 /O	3 +1 71/2	0	5 -1 70/2	6 +½ 71	0	+ Y 2 7142		+1 73	Ο	4/2 73/2	0		0	2	15½	good control nice patter rolesmant	ر ر
2	697	Penalty Maneuver Score Totals	0	D	0	0	-1/2 6a1/2	0		+Y2 70	0	+42 7072	0	0	-1/2 70		-	1	72	good	,
3	927	Penalty Maneuver Score Totals	+1/2	-1/2	0	0	-112 6382	-42 68	0	0	0	-42	-42 67	-42 6672	- [65½	(D)	l		67/2	pause bets elements	reen
4	1101	Penalty Maneuver Score Totals	+42 1242	0	3 -1 642	0	-1 651/2	0	1- -42 64	0	0	0		-1Y2 60)	-72 60.12	9 9	1		G#2		,
5	1250	Penalty	+1/2	0	-1/2 70	0	-(69	-1/2	-42 68	0	0	+42 6812	H/2	4/2			0	-		Slow down between elements	-
6	792	Penalty Maneuver Score Totals	+1/2	0	0	0	+1/2	0		#2 72	1/2	0 1212	0	#2 73	0		0	9	1	nice patters vole smark	
7	222	Penalty Maneuver Score Totals	0	+1/2	0	O	0	0	3-1/2	. 0	Ø		+42	4/2	0 681/2		0	° CETOTETO DE	1	had a plan	1
8	982	Penalty Maneuver Score Totals	1/2	-1/2	0	Ö	-42 69.42	0	0	0	0	+Y2 70	0	0	-42 694-				71/2	do not post of reg. trat	•



YEDA Official Score Sheet - Ranch Horse Pattern # 5

Updated August 2022

Scoring 0-100 with 70 denoting the average. Maneuvers are secred -1 1/2 to -1 1/2 in 12 point increments.

(lass #4JRISP Supph Panch 2 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

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 ½ 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 ½ points increments

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

*Circled penalties are deemed due to tionse not ridd and with not appear at																				
	Entry #	Maneuver Description	Walk	Trot	X-Tr ot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lo pe	Change Leads	Lopc 11	X- Trot	Stop Back 13	Penalties	HDD	Overall Ability	Fina l Score	Comments
	,	Maneuver	1	2	3	4	5	6	7	8	9	10	1.1	14-	1		والمتاريخ والمتاريخ			Mainto
		Penalty			1,1												1			Manager
1	1094	Maneuver Score	-1/2	-1	_1	0	-1	1/2	-1/2	0	-42	-(_	-	1	!		· ·			a due a
	1014	Totals	,	-	6412		6442					62	bi	60	59			,		Course
		Penalty			30.2									1.					O.	maintain control
_	110	Maneuver Score	0	-12	0	-1/2	1/2	0	O	0	t1/2	442 6812	-40	-1	0				108	•
2	1246	Maneuver Score	<u> </u>	1 2410	<u> </u>	68	6712				12	1/2/12	62	620			١ ١	'		
	IV • ·	Totals	-	6812		100	0112			THE OWNER OF STREET	1/2	WUI U	100							
		Penalty		ļ			<u> </u>	<u> </u>			 		╁──						1	
3	1	Maneuver Score								<u> </u>		 	ļ. —		<u> </u>		1			
		Totals											 		ļ					
		Penalty									ļ	ļ	<u> </u>		ļ				1	
4		Maneuver Score						<u></u>					ļ	<u> </u>	ļ					
		Totals													ļ			-		
		Penalty										ļ	<u> </u>	<u> </u>	<u> </u>	<u> </u>				
5		Maneuver Score								<u> </u>			 		<u> </u>					
		Totals																		
-		Penalty											-	ļ	 	-				
6		Maneuver Score									<u> </u>	ļ	<u> </u>	 		4			1	
		Totals														ļ				
***************************************		Penalty											 	 		4				
7		Maneuver Score										_		 	-	4				
		Totals .																		
		Penalty						_	ļ	<u> </u>	<u> </u>	-	-	-	 	4				
8		Maneuver Score						<u> </u>	<u> </u>						 	4				
		Totals								1					 			_,l	1	



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 12 point increments.

Class #5 Alumni Sapph Yunch

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 ½ 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 ½ 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-Tr ot 3	Stop 4	360 ea. direction	Walk 6	Trot L 7	Lope LL 8	X-Lo pe	Change Leads	Lope 11	X- Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
1	958	Maneuver Penalty Maneuver Score Totals	¥2		0		-42	Ø-		+1/2	1/2 71	+1	0	0	0		0	ĺ	731	Sit down in Stop-not low Dod Contra
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																		



YOUTH EQUESTRIAN PEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – Diamond Pattern 5

Updated 2022

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

(101) # 6 DE NOMORE (111.9

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 score

Minor Faults (-1 point)

Ent	-	Maneuver Description Maneuver	Rail Work RW	Jog 1	Lope LL 2	O @ B Stop 3	90 L 4	Back 5	Jog Stop 6	F & E	HDD	Final Score	Comments	Beak gait at walk or jog for up to 2 strides Over/under turn from 1/2 to 1/4
1	gift.	Penalty Maneuver Score Totals	[ty2	+42	-Y2	-42 71	-42 7012	-1/h)	· •	0	7(2		Ticking or hitting cone Obviously looking down to check leads
2	ψЯ	Penalty Maneuver Score Totals	ا ا	0	-42	-1/2 70	-2 68	-1/2 (67/2	0	١	0	62/2	planahea Look up	Major Faults (-3 points) Break of gait at lop out of lead or missir lead for 1-2 strides
3	1/19	Penalty · Maneuver Score Totals	1	+42	+Y2 72	0	+1/2 121/2	0	tyz 13		Ò	74	fighten tower	out of lead or missir lead for 1-2 strides Not preforming gait or stopping when
4	26g	Penalty Maneuver Score Totals	2 72	Ð	0	0	0	-YZ	-42 71	-1		13	ę	called for within 10' of designated area Incorrect lead
5	864	Penalty Maneuver Score Totals	2 72	+1	+72	-Y2 73	0	0	12	2	l l	15	Good expression	Break of gait at a walk or jog for more than 2 strides Loss of stirrup
6	1120	Penalty	71	<u>ي</u> د	tV2	-Y2>	-1 70	-1/2	0		O	70/2	more connection	Severe Faults (-5 points) Loss of rein
7		Penalty Maneuver Score Totals		-										 Use of either hand to instill fear or praise while on pattern or rail work
8		Penalty Maneuver Score Totals												Holding saddle with either handCueing with end of
9		Penalty Maneuver Score Totals												romal Spurring in front of cinch





YEDA Official Score Sheet - RAIL Class: #7 TR Opul Puil

		ENT ASSOCIATION Rider Comments	Overall Class Comments
	Back#		
1	1643	bring feet back - in line of hip	
2	1726	good form j good line to bit	·
3	1462	Keep reins even and in one-hand	
4	1132	bring feet back - in line of hip; shorten reins/more contract=	
5	1236	Verp straight line from elbow to bit lower hands	
6	1407	balanced, good seat	
7	1357	kephip over heeks	
8			
9	(Spanish and Spanish and S		
10			
11			



YEDA Official Score Sheet - RAIL Class: #8 JRISR Ruby Pail

		BE BEST SET TO LOCATION	месон это это это ответственно не объекты по не объекты на при не
HI TANOBETTANO	Back #	Rider Comments	Overall Class Comments
		lengthen storyes on the	
2	•	Ibbd posture	
3		Vid with more obstact	THE WINDLESS AND ADDRESS AND A
4	1610/	good posture	
5	1207	good lady position; Red more contact w) lot	
6	1038/	Keep straight line from Shoulder, hip, need don't let your hose rock you back	
7	1180/	Keep showders over hips;	
8	g gerekk mannet grefet framse et de krie fan de fan de E		
9	35 May 19 Ma		
10			
11	on the control of the		



YEDA Official Score Sheet - RAIL Class: #9 Elem Perl Pail

DEVE	OPMENT ASSOCIATION	Overall Class Comments
Back	Rider Comments	And an arrangement of the second of the seco
1769	Apod posture; good Seat	
2 43	good posture; good Seat	
3 1046	feet a little forward; great contact of bit	
4		
5		
6		
7		
8		
9		
10		
11		



YEDA Official Score Sheet - Opal / Pearl Pattern 5

Updated 2020

(luss # 10 SR Opal patt

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ 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 dear or praise while on pattern or rail work.
- · Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments

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

I					4 15 5	Milk to				The state of the s	77 J V 844	Comments
	-	Maneuver Description	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F&E	HDD	Total	Commence
	Entry #	Maneuver	1	2	3	4	5	6				
		Penalty							Y	,		keephands
1	n510	Maneuver Score	0	0	\circ	-1/2	-/:	3		0/	Ways	low dquiet
	1104	Totals						654	`	1		keephonds low a quiet (one op)
	. 0	Penalty					The same of the sa					did not
2	1213	Maneuver Score	4/2	0	\bigcirc	\circ	- /	0		Ó	69/2	increase
		Totals					68/2		ļ		0 112	spend at oxt
		Penalty										unonsside
3	147	Maneuver Score	1-3	-42	42	1/2		3	N.	0	613	cone, -
	11/	Totals	67		60	65/2	63/2	60/2	1			1918 top 00)
		Penalty										WONLON
4	1162	Maneuver Score	0		0	-42	-42	0	4	\Diamond	70	guide-
	1752	Totals				Whe	(09		\$			Omninuncati
		Penalty	T									
5		Maneuver Score		1]			
		Totals									<u> </u>	
		Penalty										
6		Maneuver Score										
		Totals										
3044000000		Penalty										
7		Maneuver Score									Ì	
		Totals							1			
		Penalty										
8		Maneuver Score]			
		Totals										
		Penalty]			
9		Maneuver Score					<u> </u>					
	ļ.	Totals			<u> </u>	<u> </u>		<u> </u>	<u>,L</u>	<u> </u>	<u> </u>	



YEDA Official Score Sheet - Opal / Pearl Pattern 5

Updated 2020

Class # 11 TROPAL PATT

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ 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 dear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

Maneuver Maneuver	ſ	T								1 × 1 × 1		2 · . · · · · · · · · · · · · · · · · ·	Comments
Penalty			Maneuver Description	Walk	Jog		Jog	X-Jog	Stop	F&E	HDD	Total	
Totals		Entry #	Maneuver	1	2	3	4	5	6				
Totals			Penalty								X.	17	great smile
Totals	1	1407	Maneuver Score	\bigcirc	0	-1/2	\bigcirc		$-\sqrt{\nu}$	Contract of		71/2	,
3 770		1 10 .	Totals					70	an			į	
3 770			Penalty				L					٠.	and
3 770	2	11726	Maneuver Score	+1	+1	\Diamond	+/2	7 0	+1/2	2.	0	1/0	on the st
3 770	~	IVIU	Totals		92		721/2	72/2	74			70	Consider
3 770			Penalty										typer-cuod.
Totals	2	1972	Maneuver Score	0	-1	-27	-1	9	timeron)	1 \	()	65	
A		1100	Totals	1	69		65		64	1	ľ		
4	22015W7000		Penalty	İ				5					mare contra
1090 Totals		16.12	Maneuver Score	1-1/2	-W2_		3	-2	0	١ ،	2		douden
Penalty	*	MYO	Totals	1		(08	05			appendix.	α	91	rein
Totals	-		Penalty					5					mart
Totals	-	1001	Maneuver Score	10	1/1/2	0	2/2	-2	0		12	42	Smile?
Penalty) 3	1076	Totals		Win						10	())	Jivia
Penalty			Penalty										and of
Penalty		17/1	Maneuver Score	11	0	242	14/2	142	1/2,	1 /		74	0000
Penalty	Ь	1701	Totals							1 (\ ' \	700
8		<u> </u>	Penalty	2 4	1	1	1				1		no loack
8	_	1112			+42	6	-1/2	-1/2	1/2	1 \	6	69	steps @.
8	'	1960	Totals						_	1 '		,	end
Totals Penalty Maneuver Score			Penalty	- 	10,0		1						
Penalty Maneuver Score			Maneuver Score	-		1		†		1		1	
9 Maneuver Score	8		Totals	†	†	1				1			
		1	Penalty										
	۵		Maneuver Score				1			1			
	"		Totals	1				1	1.1	1,		1	,



YEDA Official Score Sheet - Opal / Pearl Pattern 5

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in 1/2 point increments Class # 12 Elem Pearl par

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 dear or praise while on pattern or rail work.
- Holding saddle with either hand
- · Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

		8.5	res 1								71. H. F. 7.3	Comments
		Maneuver Description	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6				
		Penalty										wrong side
1	1755	Maneuver Score		C3/	0	(-3	4/2	0		()	636.	9-03-C
	1112	Totals	109	66		63	6V2		ŀ			wong side of core opx2
		Penalty			5							Shorten
2	1646	Maneuver Score	+1/2	1/20	-2	-1.	-2	42		\cap	60/2	reins
		Totals			63	62	60	59/2	1			
		Penalty	1								11	a little more ga control sa
3	43	Maneuver Score	4/2	-42	6	0	1-1/2	0	2	0	69/2	more 1902
		Totals	68/2	68			67/2			\subseteq	, ,	control Ja
****		Penalty										/
4		Maneuver Score]	1		
· ·		Totals										
		Penalty										
5		Maneuver Score]			
		Totals										
		Penalty										
6		Maneuver Score]			
		Totals										
Salve Brain		Penalty										
7		Maneuver Score										
		Totals										
		Penalty										
8		Maneuver Score										
Ĺ		Totals										
		Penalty							_			
9		Maneuver Score										
		Totals						41		<u> </u>		



Scoring 0-100 with 70 denoting the average Maneuvers are scored +3 to -3 in ½ point increments 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 $\frac{1}{2}$ point increments

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

Ent		Maneuver Description	Rail Work	Walk	Jog	Lope O RL	Change Leads	TT Tobe	Stop Back	F & F	HDD	Final Score	Comments	•	Beak gait at walk or jog for up to 2 strides
		Maneuver	RW	1-2	3	4	5	6	7	E			/	•	Over/under turn from 1/8 to 1/4
	ns.	Penalty	.1.	1110	+42	5)	0	-1	()		2	720			Ticking or hitting cone
1	QA Q	Maneuver Score Totals	1	+1/2	72	70		69				101		•	Obviously looking
		Penalty	1	1 2 3 4 4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		1		***					<i>f</i>		down to check leads
2	VE	Maneuver Score	-1	-1	-4/2	0	0	0	-42	2		67	mainta	Majo	r Faults (-3 points)
-	A.C.	Totals	68	66	65/2				65	0			sar	_	
		Penalty	1	47 9 4 W								111		,	Break of gait at lope, out of lead or missing
3	C 15	Maneuver Score	-1	442	0	0	-1/2	+1/2		12	0	blu			lead for 1-2 strides
		Totals	(18	6842										•	Not preforming gait
		Penalty		<u> </u>				$\left(\begin{array}{c} \end{array} \right)$		١,		(70)			or stopping when called for within 10'
4	780	Maneuver Score	-	41/2	445	+	0	(3)	69		0	10			of designated area
		Totals	71			73		70	001	-			Brech	•	Incorrect lead
l _		Penalty	3	 	41	2	-42	 ,	-1/7	1		66	great	•	Break of gait at a
S	MDI	Maneuver Score Totals	60	t _	68	104	62/2	62/2	102	2	2	6	Smile		walk or jog for more than 2 strides
		.Penalty	100		60	3	0.0	CHEST CO			ş		J.	•	Loss of stirrup
6	أأدا	Maneuver Score		1/2	0	-11/2		-1/2	0	1 1		64/2		Sava	re Faults (-5 points)
2	194	Totals	68	68/2		64	63	6246		<u> </u>	1	1000		Jeve	e faults (5 points)
		Penalty	L. C.									arris I	Control		Loss of rein
7	\$ C	Maneuver Score	1	+1	0	-			0			1/1/	lope	•	Use of either hand to
	Ø.	Totals	71	72		71		70						4	instill fear or praise while on pattern or
		Penalty			<u> </u>		<u> </u>		 				no Right	lead	rail work
8	12/	Maneuver Score	2	4-1	+1	3	-3	+1	+	$\left\{ \left(\right) \right\}$	0	(70)	LIO KYDYN K	March 1	Holding saddle with either hand
	SI .	Totals	72	73	74	71	100	69	73					┥ .	Cueing with end of
	,	Penalty			1/2	3.	-12	3	-	-	12		aproof.		romal
9	19	Maneuver Score		0	10/2	65h		60	59	- \	10	60.	1	•	Spurring in front of
	ľ.	Totals		1	WHU	1.0 2/5		00			ı	Į.	1	,1	cinch

Minor Faults (-1 point)

Updated 2027

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

2 of 2 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

 (ω)

*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
	⅓ 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 preforming 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

Ent:	-	Maneuver Description Maneuver	Rail Work RW	Walk 1- Z	Jog 3	Lope O RL 4	Change Leads 5	Lope LL 6	Stop Back 7	8 E	HDD	Final Score	Comments
	6	Penalty	37.44						+42			nu 11	apal
1/	PA	Maneuver Score Totals	171	72	+1/2	13	42	442 74	7442	خفتته شايته دا	0	75/2	Patter
		Penalty											
2		Maneuver Score											
		Totals											
		Penalty											1
3		Maneuver Score		<u> </u>			 						
		Totals											
		Penalty			ļ	 							
4		Maneuver Score		ļ	<u> </u>	 							
-		Totals	ļ		 	<u> </u>		1					
		Penalty	ļ	<u> </u>		<u> </u>						1	
S		Maneuver Score		ļ			ļ.		-				
	<u> </u>	Totals				<u> </u>							
	İ	Penalty		<u> </u>		 		 	-	1			
5		Maneuver Score				 				1			
	ļ	Totals											
		Penalty		-	<u> </u>	 		-		1			
7		Maneuver Score	 	 		 	+			1			
	<u> </u>	Totals				1							
_		Penalty	 		-	 	1	-	-	1			
8		Maneuwer Score	-	 	-	-	+	 		1			
	\vdash	Totals		-	+		<u> </u>						
		Penalty				 			+	-			
9		Maneuver Score	-		-	-	-	+	+	1			-
		Totals				1				┙ ・	1	1	1

YOUTH EQUESTRIAN

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

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 score

Entr	Ą	Maneuver Description Maneuver	Rail Work RW	Walk	Jog 3	Lope O RL	Change Leads 5	Lope LL 6	Stop Back 7	H 88 H	НОО	Final Score	Comments
		Penalty	\$1,20	<u> </u>							and the second section		arry
1 1	A	Maneuver Score	2	0	0	+1/2	+42	+1/2	0	2		76/2	1 Upp 1
	KV.	Totals	122			112	73	73/2			1	10.0	UN
	_	Penalty	105										
2		Maneuver Score											
		Totals											
		Penalty											
3		Maneuver Score										,	
		Totals	1										
		Penalty										ļ.	
4		Maneuver Score											
		Totals											
		Penalty								1			
5		Maneuver Score]			
		Totals											
		Penalty								4			
6		Maneuver Score								_	ŀ		
		Totals											
		Penalty							ļ	4	-		
7		Maneuver Score					ļ						
		Totals								ļ		<u> </u>	
		Penalty			ļ	<u> </u>			<u> </u>	-			
8		Maneuver Score	, i						<u> </u>	-			
		Totals											
		Penalty						ļ		4			
9		Maneuver Score							 	4			
		Totals								,	I	l	i .

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅓ 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 preforming 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 - Emerald Pattern 5

Updated 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in ½ point increments

JRISR Emerald
PArt

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

ſ								·				Comments
		Maneuver Description	Walk	Jog	Lope LL	Lope	Jog	Stop Back	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6				
		Penalty										watch dista
1	ani. I	Maneuver Score				-1	-42	0	*		107/2	Watch dista From Conos
	796	Totals			ŧ.	66	65/2		. 1	8		*
		Penalty		3								1000
2	1633	Maneuver Score	0	-3	*******	-		-1/2			61/2	luer ling i
-	10/1	Totals		loss	63	62	61	COYZ		`	0-12	
		Penalty	Î				il.					Work on
3	1067	Maneuver Score	+1/2	0	()	-YZ	-2		1	i	68	dounward
3	1001	Totals				70	67	66		- Tark	00	Work on downward transitions
	1490	Penalty	i –			3	7			,		no 100
4		Maneuver Score	0	-1	-2	-2	(-3)	- A			(59)	
-+		Totals		60	67	62	EA	51	1		2	,
	1704	Penalty									-	N 3
5		Maneuver Score	10	\Box	0	0	0	0	-	0		Met.
5		Totals	N. O.						,		Į į	Mile pattern.
		Penalty								T		antiel
6	905	Maneuver Score	10	0	-42	- V2	-1/2	-42		0	69	HOW SA
ŭ	000	Totals						68	-			11 8 2 2 2 1 2 3 1
		Penalty										areat
7	895	Maneuver Score	1-1/2	4-1	-	+1	the			0	74/2	great
′	070	Totals	601/2	70/2	71/2	744		7.3%				
		Penalty	T			1					1 110	more
8	1231	Maneuver Score	0	-42		rows 2	-3/	0		0	1/2	more Control.
	10.21	Totals		6972	6842	06/2	L3%	2			114	The street was the street of
		Penalty										
9		Maneuver Score										
		Totals				<u> </u>			1	1,		<u> </u>



YEDA Official Score Sheet – Ruby Pattern 5

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in \mathcal{V}_2 point increments

(luss # 16 trisk kuby part

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 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 dear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments

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

		Maneuver										Comments
		Description	Walk	Lope RL	Jog	Jog O L	Lope LL	Stop Back	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6				
		Penalty					3					
1	1997	Maneuver Score	0	0	0	0	-1.	\circ		\bigcirc	67	,
		Totals		, , , , , , , , , , , , , , , , , , ,			66		,			
		Penalty									,	good contact with bit
2	1809	Maneuver Score	0	0	+1/2	4/2	-f- 1.	\circ	2	0	14	Kith bit
	(0,	Totals				71	72					7 **
and the second		Penalty										Close Diese
3	812	Maneuver Score	5	1/2	٥	1/2	-42	-12	1 /	D	70	close fingers
J		Totals		69/2				69	1 `	(mad		
		Penalty	1									
4	1038	Maneuver Score	10	1-3	-1	1		1-1	1 1	\mathcal{D}	64	(OP) .
	1070	Totals		67	66	65	64	63	1 '		KO I	A
essamatran	Del	Penalty					13.3					a LAL land
5		Maneuver Score	0	-a_			2	for	1	-	58	no left lead
-		Totals		68	67	66	57		\	1	130	(DP)x2(revi
		Penalty							İ	i -		
6	15/6	Maneuver Score	0	+1/2	4/2	H/2	1-1	0	1,		73/2	
		Totals		1	71		<u> </u>	72/2	, (b	10/2	·
-		Penalty			3				1			Shocken reins
7	290	Maneuver Score	0	-1/2	1-1/2,	-1/2.	1	-42	1	0	65	Shorten reins for more contro
'	0070	Totals		1 10	60	65/2	6442	104	1 '		00	
Contractivity		Penalty	1	Ì	W.C.	100,0			1	1		
	1100	Maneuver Score	10	0	442	+42	1-2/	41/2				worksid
8	1180	Totals	1	\vdash	110		68	681/2	1	0	(Ah)	wongsid cone.
		Danille.			 	//	00	0016	1		\leq	
1		Penalty							1 1			1, maid
9/	1/20-1	Maneuver Score	0	0	0	0	3			101	68	wings
/	.,	Totals					67		1 '	- \		wrongisdy,
								1/1	5	In		-
										daes Sig	in ature	and the second of the second o



Totals

YEDA Official Score Sheet - Diamond Pattern 8

Updated 2022

Scoring 0-100 with 70 denoting the avera Maneuvers are scored +3 to -3 in ½ point incr

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

									• •			6.	F	Н			Minor Fa	aults (-1 point)
	F-4. 45	Maneuver	Rail	Walk	Jog	Stop	1	Stop	Х	Stop	Lope	Stop Back	&	D	Total	Comments	•	Beak gait at walk or jo
	Entry #	Description	Work			360 L	LL	180 R	Jog	180 L	LL	Dack	E	D			•	for up to 2 strides Over/under turn from
		Maneuver	RW	1	2	3	4	5	6	7	8	9						16 to 16
		Penalty														what plan	•	Ticking or hitting cone
1	412	Maneuver Score		0	41	-1/2	+1	-12	+1	1/2	+1	0	2	1	7/2	which plants	heller	Obviously looking down to check leads
	11//	Totals						72	73	72/2	73/2			,	Nax	Oricoras		
	0.1	Penalty .														good	Major l	Faults (-3 points)
2	864	Maneuver Score		+1/2	+	0	+1/2	th	+42	0	4-1	WV	2	100	171/2	l Y	•	Break of gait at lope
	_	Totals					72	72/2	13		74	74/2	O.	1	1116	transitions	*	out of lead or missir lead for 1-2 strides
	_	Penalty									,					wa-	•	Not preforming gait
3	1178	Maneuver Score		th	+/2	Ô	+1/2	+1	+1	+1/2	+1	11/2	2		786	JOK .		or stopping when called for within 10'
	1110	Totals			71		71/2	72/2	78/2	74	75	75/2			192	inst .	چ <i>ا</i> ر	of designated area
		Penalty														De Win	•	Incorrect lead
4		Maneuver Score														1	•	Break of gait at a walk or jog for more
		Totals																than 2 strides
		Penalty															•	Loss of stirrup
5		Maneuver Score											1				Sayara	Faults (-5 points)
<u> </u>		Totals															Jevere	Taults (3 points)
		Penalty															•	Loss of rein
6		Maneuver Score										ļ					•	Use of either hand to instill fear or praise
		Totals									-		ļ		 			while on pattern or
		Penalty									ļ	-	-					rail work
7		Maneuver Score									ļ		1					Holding saddle with either hand
		Totals									-					·		Cueing with end of
		Penalty								<u> </u>	-		1					romal
8		Maneuver Score								 		-	-				•	Spurring in front of cinch
		Totals	0,000							ļ	-		 	 	 			
	}	Penalty	DT A STATE OF THE							 	-		1					
9	1	Maneuver Score						ļ <u>.</u>					-					