

YEDA REINING PATTERN NRHA #5 OFFICIAL SCORE SHEET

Class #1 JK Plain
Reining



EXHB #	MANEUVER DESCRIPTION	L	4	R	4	L Lead	Stop R	Stop L	Stop	Overall Ability	HDD	Penalties	Final Score	Comments
		Circles OOo Stop	Spins Left	Circles OOo Stop	Spins Right	Fast Circle Lead Change	Rollback	Rollback	& Back					
	MANEUVER	1	2	3	4	5	6	7	8					
1	802													
	PENALTY	2,2		4		5	2,2	2		2	0	14	57	work on set-up for lead changes; control & speed
	SCORE	-1/2	+1/2	-1	+1/2	-1/2	-1/2	0	-1/2					
	Total	6 1/2	66	61	6 1/2	61	57 1/2	5 1/2	50					
2	948													
	PENALTY	1/2,1			1/2									find center on circles control speed on small slows
	SCORE	-1/2	-1	-1/2	-1/2	-1/2	-1	-1/2	-1/2		2	1	2	66
	Total	68	67	66 1/2	65 1/2	65	64	6 1/2	63					
3	1178													
	PENALTY													pay attention to center cone; rode smart
	SCORE	0	0	0	+1/2	0	-1/2	0	0	2	0	0	72	
	Total				70 1/2		70							
4	864													
	PENALTY		1/2	1/2		1	1/2		1/2					stay 20 feet from rail on stops to avoid penalty 1/2's
	SCORE	0	0	0	+1/2	0	0	0	0	1	0	4	68 1/2	
	Total		69 1/2	69	69 1/2	68 1/2	68		67 1/2					
5	412													
	PENALTY		1	1										missed center; settle your horse in center when needed
	SCORE	-1/2	-1/2	-1	-1/2	-1/2	0	+1/2	-1/2	2	1	2	68	
	Total	69 1/2	68	66	69 1/2	65		69 1/2	65					
6	1120													
	PENALTY													missed center, slow hand down on roll back
	SCORE	-1/2	0	0	0	0	0	+1/2	+1/2	2	0	0	72 1/2	
	Total	69 1/2							70 1/2					
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 _____

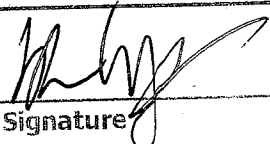


YEDA Official Score Sheet - RAIL

Class: #2 SROPal Rail

W/1

Back #		Rider Comments	Overall Class Comments
1	1752	ball of foot on stirrup; Keep heel in line with hip;	
2	1213	beautiful posture	
3	1451	lengthen stirrups a bit;	
4	1756	rein hand-palm down	
5			
6			
7			
8			
9			
10			
11			


Judges Signature



YEDA Official Score Sheet - RAIL Class: #3 JR/ISR Emerald Rail

Back #	Rider Comments	Overall Class Comments
1057	Good posture;	
1704	Soften your hand (rein hand)	
805	Good leg position	
1490	Keep heel in line with hip; good upper body and connection through seat	
796	Keep heels down; work on connection through seat	
895	Good posture;	
1633	hips need to be over heels;	
1231	work on staying connected through your seat @ lope;	


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 JKISK
Sapphire Ranch
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					
1	Penalty																		
	Maneuver Score	+1/2	0	+1	0	-1	+1/2	0	+1/2	+1/2	+1	0	+1/2	0		0	2	75 1/2	good control; nice pattern, ride smart
	Totals			7 1/2		70 1/2	71		71 1/2	72	73		73 1/2						
2	Penalty																		
	Maneuver Score	0	0	0	0	-1/2	0	0	+1/2	0	+1/2	0	0	-1/2		1	1	72	good control
	Totals					69 1/2			70		70 1/2			70					
3	Penalty																		
	Maneuver Score	+1/2	-1/2	0	0	-1/2	-1/2	0	0	0	-1/2	-1/2	-1/2	-1	OP	1	1	67 1/2	pause between elements
	Totals			70		68 1/2	68					67	66 1/2	65 1/2					
4	Penalty			3															
	Maneuver Score	+1/2	0	-1	0	-1	0	-1/2	0	0	0	-1/2	-1/2	-1/2	OP	1	1	64 1/2	needs control
	Totals	70 1/2		69 1/2		65 1/2		64				62 1/2	60	60 1/2					
5	Penalty																		
	Maneuver Score	+1/2	0	-1/2	0	-1	-1/2	-1/2	0	0	+1/2	+1/2	+1/2	0		0	1	70 1/2	slow down between elements
	Totals			70		69		68				68 1/2	69	69 1/2					
6	Penalty																		
	Maneuver Score	+1/2	0	0	0	+1/2	0	+1/2	+1/2	+1/2	0	0	+1/2	0		0	1	74	nice pattern; ride smart
	Totals							71 1/2	72		72 1/2		73						
7	Penalty																		
	Maneuver Score	0	+1/2	0	0	0	0	-1/2	0	0	+1/2	+1/2	+1/2	0		0	1	69 1/2	had a plan; good job
	Totals							67			67 1/2	68		68 1/2					
8	Penalty																		
	Maneuver Score	+1/2	-1/2	0	0	-1/2	0	0	0	0	+1/2	0	0	-1/2		1	1	71 1/2	do not post @ reg. trot
	Totals					69 1/2					70			69 1/2					


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 JR/SP
 Sapph Ranch
 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 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			1.1															maintain contact & control
	Maneuver Score	-1/2	-1	-1	0	-1	-1/2	-1/2	0	-1/2	-1	-1	-1	-1		1	1	61	
	Totals			65/10		64/12	64			63	62	61	60	59					
2	Penalty		1										1						Good
	Maneuver Score	0	-1/2	0	-1/2	-1/2	0	0	0	+1/2	+1/2	-1/2	-1	0		1	1	68	
	Totals		68/12		68	67/12				68	68/12	68	66						
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

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 #5
 Alumni Sapph
 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.

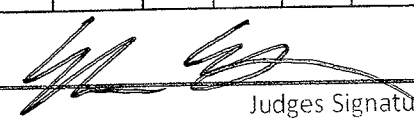
- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 point increments. "Easy" horse would receive a 0 or - score, where a horse who is a challenge would receive a + if the rider handled it well.

Overall Ability: is a consideration of the riders form and effectiveness scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description Maneuver	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	958															0	1	77 1/2	Sit down in stop, not back Good Control				
	Penalty																						
	Maneuver Score	1/2	0	0	-1/2	-1/2	0	0	+1/2	+1/2	+1	0	0	0									
	Totals					70				71	72												
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

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

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 lop out of lead or missir 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)

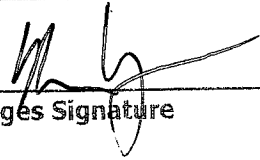
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work
- Holding saddle with either hand
- Cueing with end of romal
- Spurring in front of cinch

Entry #	Maneuver Description	Rail Work	Jog	Lope LL	O @ B Stop	90 L	Back	Jog Stop	F & E	HDD	Final Score	Comments
		RW	1	2	3	4	5	6				
1	Penalty								1	0	71½	
	Maneuver Score	1	+½	+½	-½	-½	-½	-½				
	Totals	71				71	70½	70				
2	Penalty								1	0	68½	Plan ahead look up
	Maneuver Score	1	0	-½	-½	-2	-½	0				
	Totals	71			70	68	67½					
3	Penalty								1	0	74	tighten lower leg
	Maneuver Score	1	+½	+½	0	+½	0	+½				
	Totals	71		72		72½		73				
4	Penalty								1	1	73	
	Maneuver Score	2	0	0	0	0	-½	-½				
	Totals	72					71½	71				
5	Penalty								2	1	75	Good expression of confidence
	Maneuver Score	2	+1	+½	-½	0	0	-1				
	Totals	72	73		73			72				
6	Penalty								1	0	70½	More connection
	Maneuver Score	1	0	+½	-½	-1	-½	0				
	Totals	71			71	70						
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 feet back - in line w/ hip	
2	1726	good form; good line to bit	
3	1462	keep reins even and in one-hand	
4	1732	bring feet back - in line w/ hip; shorten reins/more contact = control;	
5	1236	keep straight line from elbow to bit, lower hands	
6	1407	balanced, good seat	
7	1357	keep hips over heels	
8			
9			
10			
11			


 Judges Signature



YEDA Official Score Sheet - RAIL Class: #8 JR/SR Ruby Pail

Back #		Rider Comments	Overall Class Comments
1	1805 ✓	lengthen stirrups and ^{two} notch	
2	793 ✓	Good posture	
3	812 ✓	ride with more contact	
4	1510 ✓	good posture	
5	1207 ✓	good body position; need more contact w/ bit	
6	1038 ✓	Keep straight line from shoulder, hip, heel - don't let your horse rock you back	
7	1180 ✓	Keep shoulders over hips;	
8			
9			
10			
11			


Judges Signature



W 11
YEDA Official Score Sheet - RAIL Class: #9 Elem: Pearl Rail

Back #		Rider Comments	Overall Class Comments
1	1755	heels down! hands down	
2	43	good posture; good seat	
3	1646	feet a little forward; great contact w/ bit	
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 of gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	Penalty										
	Maneuver Score	0	0	0	-1/2	-1	-3	1	0	66 1/2	keep hands low & quiet (circ. op)
	Totals									65 1/2	
2	Penalty										
	Maneuver Score	1/2	0	0	0	-1	0	1	0	69 1/2	did not increase speed at get
	Totals									68 1/2	
3	Penalty										
	Maneuver Score	-3	-1/2	-1/2	-1/2	-1	-3	1	0	61 1/2	wrong side cone - no stop (circ. op)
	Totals									60 1/2	
4	Penalty										
	Maneuver Score	0	0	0	-1/2	-1/2	0	1	0	70	work on guide - communicate
	Totals									69 1/2	
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										

Judge's Signature

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

Class # 11
 JR 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	1407											
	Penalty											great smile
	Maneuver Score	0	0	-1/2	0	+1/2	-1/2	1	1	71 1/2		
	Totals					70	69 1/2					
2	1726											
	Penalty											good control
	Maneuver Score	+1	+1	0	+1/2	+1	+1/2	2	0	76		
	Totals		92		72 1/2	73 1/2	74					
3	1732											
	Penalty											over-cued.
	Maneuver Score	0	-1	-3	-1	0	-1	1	0	65		
	Totals		69	66	65		64					
4	1643											
	Penalty					5						more contact
	Maneuver Score	-1/2	-1/2	-1	0	-2	0	1	2	61		shorter rein.
	Totals		69	68	65	58						
5	1236											
	Penalty					5						great smile.
	Maneuver Score	0	-1/2	0	+1/2	-2	0	1	0	63		
	Totals		69 1/2		69	62						
6	1357											
	Penalty											good job
	Maneuver Score	+1	0	+1/2	+1/2	+1/2	+1/2	1	0	74		
	Totals	71		71 1/2	72		73					
7	1462											
	Penalty					1						no back steps @ end
	Maneuver Score	0	+1/2	0	-1/2	-1/2	+1/2	1	0	69		
	Totals		70 1/2		69	68 1/2	68					
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 pat

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 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										
	Maneuver Score	-1	-3	0	-3	-1/2	0	1	0	63 1/2	wrong side of cone OPX2
	Totals	69	66		63	62 1/2					
2	Penalty			5							
	Maneuver Score	+1/2	-1/2	-2	-1	-2	-1/2	1	0	60 1/2	Shorten reins
	Totals			63	62	60	59 1/2				
3	Penalty	1									
	Maneuver Score	-1/2	-1/2	0	0	-1/2	0	2	0	69 1/2	a little more control
	Totals	68 1/2	68			67 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

lot 2

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	Penalty				5				1	2	72	
	Maneuver Score	1	+1/2	+1/2	-2	0	-1	0				
	Totals	71		72	70		69					
2	Penalty	1	1						2	0	67	maintain gait
	Maneuver Score	-1	-1	-1/2	0	0	0	-1/2				
	Totals	68	66	65 1/2				65				
3	Penalty	1							2	0	71 1/2	
	Maneuver Score	-1	+1/2	0	0	-1/2	+1/2	0				
	Totals	68	68 1/2									
4	Penalty								1	0	70	
	Maneuver Score	1	+1/2	+1/2	+1	0	-1	-1				
	Totals	71			73		70	69				
5	Penalty	3			3				2	2	66	great smile
	Maneuver Score	-1	+1	+1	-1	-1/2	-1	-1/2				
	Totals	66		68	64	63 1/2	62 1/2	62				
6	Penalty	1			3				1	1	64 1/2	
	Maneuver Score	-1	-1/2	0	-1 1/2	-1	-1/2	0				
	Totals	68	68 1/2		64	63	62 1/2					
7	Penalty								1	0	71	Control @ lope
	Maneuver Score	1	+1	0	-1	0	-1	0				
	Totals	71	72		71		70					
8	Penalty				3				0	0	70	no right lead
	Maneuver Score	2	+1	+1	-3	-3	+1	+1				
	Totals	72	73	74	71	68	69	70				
9	Penalty				3				1	0	60	
	Maneuver Score	1	0	-1/2	-2	-1/2	-2	-1				
	Totals	71		68 1/2	65	60	59					

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)

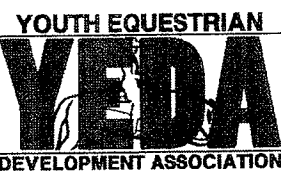
- Break of gait at lope, out of lead or missing lead for 1-2 strides
- Not performing gait or stopping when called for within 10' of designated area
- Incorrect lead
- Break of gait at a walk or jog for more than 2 strides
- Loss of stirrup

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

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	Penalty											
	Maneuver Score	1	+1	+1/2	+1/2	+1/2	+1/2	+1/2	1	0	75 1/2	Good pattern
	Totals	71	72		73		74	74 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											
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

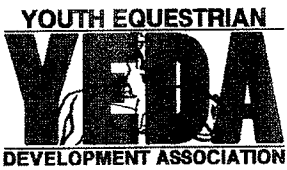
Major Faults (-3 points)

- 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 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

Entry #	Maneuver Description	Rail Work	Walk	Jog	Lope O RL	Change Leads	Lope LL	Stop Back	F & E	HDD	Final Score	Comments
	Maneuver	RW	1-2	3	4	5	6	7				
1	Penalty								2	1	76½	Good Job
	Maneuver Score	2	0	0	+½	+½	+½	0				
	Totals	72				73	73½					
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 ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

Judge's Signature

YEDA Official Score Sheet – Emerald Pattern 5
 Updated 2020

Class # 13
 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)

- 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	Walk	Jog	Lope LL	Lope	Jog	Stop Back	F & E	HDD	Total	Comments	
		1	2	3	4	5	6					
1	7916											
	Penalty											
	Maneuver Score	-1	-1	-1	-1	-1/2	0		1	1	67 1/2	watch distance from cones
	Totals				66	65 1/2						
2	1633											
	Penalty		3									
	Maneuver Score	0	-3	-1	-1	-1	-1/2		1	1	62 1/2	keep smiling
	Totals		60	63	62	61	60 1/2					
3	1057											
	Penalty						1					
	Maneuver Score	+1/2	0	0	-1/2	-2	-1		1	1	68	work on downward transitions
	Totals				70	67	66					
4	1490											
	Penalty				3							
	Maneuver Score	0	-1	-2	-2	(-3)	-2		1	1	(59)	no jog
	Totals		69	67	62	59	57					
5	1704											
	Penalty											
	Maneuver Score	0	0	0	0	0	0		1	0	71	nice pattern
	Totals											
6	805											
	Penalty											
	Maneuver Score	0	0	-1/2	-1/2	-1/2	-1/2		1	0	69	polish transition
	Totals						68					
7	895											
	Penalty											
	Maneuver Score	-1/2	+1	+1	+1	+1/2	+1/2		1	0	74 1/2	great pattern
	Totals	69 1/2	70 1/2	71 1/2	70 1/2	73 1/2	73 1/2					
8	1231											
	Penalty											
	Maneuver Score	0	-1/2	-1	-2	(-3)	0		1	0	64 1/2	more control
	Totals		69 1/2	68 1/2	66 1/2	63 1/2						
9												
	Penalty											
	Maneuver Score											
	Totals											

[Signature]
 Judges Signature

YEDA Official Score Sheet – Ruby Pattern 5

Updated 2020

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

(Class # 16)
JR 18R Ruby
pat

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.

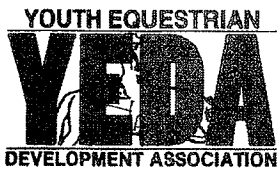
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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	Lope RL	Jog	Jog OL	Lope LL	Stop Back				
1	793										
	Penalty										
	Maneuver Score	0	0	0	0	-1	0	1	0	67	
	Totals									66	
2	1805										
	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	+1	0	2	0	74	good contact with bit
	Totals									71 72	
3	812										
	Penalty										
	Maneuver Score	0	-1/2	0	+1/2	-1/2	-1/2	1	0	70	close fingers on reins
	Totals		69 1/2							69	
4	1038										
	Penalty										
	Maneuver Score	0	-3	-1	-1	-1	-1	1	0	64	(OP)
	Totals		67	66	65	64	63				
5	1207										
	Penalty										
	Maneuver Score	0	-2	-1	-1	-3	0	1	1	58	no left lead (OP)x2 (re-ride)
	Totals		68	67	66	57					
6	1516										
	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	+1	0	1	0	73 1/2	
	Totals									71 72 1/2	
7	290										
	Penalty										
	Maneuver Score	0	-1/2	-1/2	-1/2	-1	-1/2	1	0	65	shaken reins for more control
	Totals									66 68 1/2 64 1/2 64	
8	1180										
	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	-3	+1/2	1	0	68 1/2	wrong side cone
	Totals									71 68 68 1/2	
9	1207										
	Penalty										
	Maneuver Score	0	0	0	0	-3		1	0	68	wrong side cone OP x 2
	Totals									67	

[Signature]
Judges Signature



YEDA Official Score Sheet – Diamond Pattern 8

Updated 2022

Class #11 JK Manure Elite

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

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	Total	Comments
		RW	1	2	3	4	5	6	7	8	9				
1	Penalty														
	Maneuver Score		0	+1	-½	+1	-½	+1	-½	+1	0	2	1	76½	could plan position on cones better
	Totals								72	73	72½	73½			
2	Penalty														
	Maneuver Score		½	+1	0	½	½	½	0	+1	½	2	1	77½	good transition
	Totals								72	72½	73	74	74½		
3	Penalty														
	Maneuver Score		½	½	0	½	+1	+1	½	+1	½	2	1	78½	nice job - best turns!
	Totals								71	71½	72½	73½	74	75	75½
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 ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lopp out of lead or missir 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