# YEDA REINING PATTERN NRHA #3 OFFICIAL SCORE SHEET

YOU	TH EQUESTRIAN														
	DPMENT ASSOCIATION	MANEUVER DESCRIPTION	Stop & L Roll Back	Stop & R Roll Back	R. Circles OOo & Lead Change	L. Circles OOo & Lead Change	Stop	Back	4 Spins Right	4 Spins Left	Overall Ability	НОО	Penalties	Final Score	- Comments
	EXHB#	MANEUVER	1	2	3	4	5	6	7	8					
		PENALTY									1				great seat
1	6.0	SCORE	0	41	41	+1	-1	0	0_	-1	+ 2/2	+1		744	great seat good hards
	802	Total		71	72	73	72	72		71	+ 42	, ,		1 1 7	0
		PENALTY	1/2	1.2	11	14 14	1				_				good Job riding a tough horse
2		SCORE	0	+1/2	- 1	O	0	O	-1	0		+2	3/2	69	a tough horse
	412	Total	691/2	70	67	67	ماما				+2	+ 4	312	60	
		PENALTY		V :											be a little more assurtive
3		SCORE	0	+1	O	D	١ ٠	b	0	0	1,,			-5	more assurtive
	948	Total		71	71	11	72	72		72	+2	+1		12	
		PENALTY			1		11/2								ride with hands
		SCORE	-142	+1	0	0	-11/2	-1	0	0	] ,				and legs
"	1120	Total		691/2				641/2			+\	+2	21/2	67/2	
	<u> </u>	PENALTY	48	6110	4012		100	. a., 5				e 2 e .		e de la companya	shorten reins for
		SCORE	- (	0	0	O	-1/2	0	O	+12	]		- 7	70	more control
5	864	Total		69	69	<del>                                     </del>		681/2		69	1+1	+2		72	
		2027		01		1,		40,2							horse had more
		PENALTY		0	+1	10	0	+1/2	0	+1/2	1		1	74	horse had more to give then you asked for
6	1178	SCORE	0	0	171	70	+	701/2		71	1+2	1+.]		17	asked for
	1110	Total			+ ''	10		10 12							· Carlos Marianos aprincipios de la companya de la
		PENALTY	<del>                                     </del>	1	-	<del> </del>	-				1				
7		SCORE		-		1					-				
		Total										-			
		PENALTY			<del> </del>	-			-	+	1 .				
8		SCORE	-		<del> </del>	+		1		+	1				
		Total			200			<del> </del>	+	+	+				
		PENALTY				<u> </u>		+			-				
9		SCORE		ļ	1	<del> </del>		+			+			1	
		Total												1	

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 fower then other riders who stayed on pattern.

JUDGES SIGNATURE



#### YEDA Official Score Sheet – Emerald Pattern 3

Emerall patt

((M) # ( )KISK

Updated 2020

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 1/2 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 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.

Γ	· · ·											Comments
		Maneuver Description	Walk	Jog	Lope RL	Walk	Stop	Back	F&E	HDD	Total	
٦	Entry #	Maneuver	1	2	3	4	5	6				
		Penalty										watch marke
1		Maneuver Score	41/2	+1/2	0	+1/2	0	0				for accuracy
'	895	Totals		71				7112	+2.	0	731/2	
		Penalty										pretty rider. good job usin
2	m.	.Maneuver Score	+1	41	+1	-1	0	+12				good job usin
_	1990	Totals		12.		72		721/2_	+2	41	75/2	arena
		Penalty				90 0						plan ahead
3		Maneuver Score	4/2	+1/2	0	0	0	D	1		/ . \	for transiti
J	1067	Totals		71		(61)			+:\	+2	164)	
	- ""	Penalty										don't want
4		Maneuver Score	0	O	+(	-3	+1/2	+1/2	1.			until Q con
4	805	Totals			71	188		69	<u> -                                    </u>	+2.	72	
estations.		Penalty				7						great job
5		Maneuver Score	4/2	0	+1	14	+1/2	0	]	ièm		planning but your pa
J	1200	Totals				721/2	73		+2	0	75	out your pa
:		Penalty										going to be a great red
6	امما	Maneuver Score	0	-1/2	О	-1	0	4/2				er great rai
O.	1231	Totals		1691/2		lesila		69	+	+1		When white
		Penalty			( UP	190						cue for the
7		Maneuver Score	0	0	70	-(	0	O			70	proper lead
•	1919	Totals				109	4		0	+1		
		Penalty			7							excellent.
8		Maneuver Score	0	+1	4	1.1	0	0	_	1		horsemanshi form
	1633	Totals			72	71		171	1+2_	+1.	74	TUKKII
		Penalty										
9		Maneuver Score									1	
_		Totals						<b>-</b>	11/		<b>/</b>	



YEDA Official Score Sheet - Ruby Pattern 3

Updated 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in ½ 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.

( luss #3 TRISA purt

- 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 % 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.

												Comments
		Maneuver Description	Walk	Jog	R Corner Lope RL	R Corner Walk	Jog	Stop Back	F&E	HDD	Total	
	Entry #	Maneuver	1-2	3	4	5	6	. 7			*	
		Penalty						9.8				excellent leg &
1	1038	Maneuver Score	+1/2	41/2	+	41	11/2	41/2		+1	78	hand position
	10.20	Totals		<i>FII</i>	72	73		74	+3	11	1 0	
		Penalty										look ahead
2	012	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	+1	1	+\	-,	where you're going a your budy will know
	812	Totals		71		711/2	72	73	+2_	+1	100	your vari noise
		Penalty										compute each part of pattern before
3	ions	Maneuver Score	+1/2	-1	0	<u> </u>	٥	-1				waring on
	1805	Totals				681/2		671/2	+	+/	691/2	
		Penalty										sit down in
4	823	Maneuver Score	+1/2	O	-1/2	0	0	4/12				soddle & do not lean forward
	1967	Totals			70			7042	11	4./	721/2	
(CALIFORNIA DE LA CALIFORNIA DE LA CALIF		Penalty										be more assertive
5		Maneuver Score	+/2	+1/2	()	+1/2.	+1	+1		1,		in your cues for
	1150	Totals		71			121/2	731/2	+2	7-1	76/12	1090
2:324R0W		Penalty	3						11			Shorten reus for more commi
6		Maneuver Score	-1	+1/2	+1/2	+1	+1/2	0				for more control
	1207	Totals	66	1061/2	67	18	6812		1+2	+1	711/2	
		Penalty				3						use hands &
7	1,,,	Maneuver Score	10	1:0	0	0	0	0	]			legs in unison
"	1510	Totals	10	170		WY.		167	1+1	+	69	for cues
		Penalty		เสียงอยุกะสราธิเกต	AND DESCRIPTION OF THE PARTY.	n Contraction of the		A Alley's				
		Maneuver Score		1	1	1	1		1			
8	1	Totals	1						1			
		Penalty	-		╁──	1	<del> </del>		<del>                                     </del>	1	<del>                                     </del>	
				<b></b>	<del> </del>	<u> </u>	<b>-</b>	<del> </del>	-		1	
9		Maneuver Score						1				
	]	Totals			1							



# YEDA Official Score Sheet - Ranch Horse Pattern # 3

(lass #4 JRISP sapph raner

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.

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 4 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	Lope LL Stop	1 ½ Spin R	Lope RI o slow R	Change Leads	Lope O Fast L	Stop Back 6 6	1 ¼ Spin L 7	X Trot	Stop 9	Penalties	HDD	Overall Ability	Final Score	Comments
1	697	Maneuver Penalty Maneuver Score	+ 1	0 71	3 O	+1/2	+'/2 72	-1 -1	0	+1	0	eganth .	+1	+\	74	keep legs back under you
2	927	Totals Penalty Maneuver Score Totals	0	+1/2	0	11/2 11/2	+1/2	0	-1 701/2		O		+.2	<b>+!</b> .	731/2	pretty vider
3	1515	Penalty  Maneuver Score  Totals	0	0	0	-1/2 191/2	+1	0	0	4/2	0		+2	+2_	15	take more time between maneuvers
4	222	Penalty  Maneuver Score  Totals	3 -1	0	13	-1/2	Ō	0	-12	3 -1 56	0	10	4:1	+2	59	Shorten reals for more control
5	192	Penalty  Maneuver Score  Totals	0	11/2	1/2	+1	1/2	0	0	+1/2	11/2 11/12		+2	+1	746	U.S. 11
6	1246	Penalty  Maneuver Score  Totals	+12	+12	+1/2	*12 12,	+1	0	+1/2	412 74	+1/2 741/2		+2	+1	771/2	great job using hands releas
7	1094	Penalty  Maneuver Score  Totals	0	-1/2	+1/2 10	4-1	+1	+1/2	0	11/2	14		+2	+2_	78	great job using tegs to quide no back
8	982	Penalty  Maneuver Score  Totals	-112_	-'h 109	1/2	O	0	(-1/2. (0)8	)-1 -27	0	0 67		+1	+2	70	



# YEDA Official Score Sheet – Ranch Horse Pattern # 3

Updated August 2022

Scoring 0-100 with 70 denoting the average. Maneuvers are scored ±1 1/2 to ±1 1/2 in ½ point increments.

Class #4 JHSF Surph vanch 20f2

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

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 4 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.

						Carried p	characs are c	ecinea auc to										1
,	Entry #	Maneuver Description	Lope LL Stop	1 ½ Spin R	Lope RI o slow R	Change Leads	Lope O Fast L	Stop Back 6	1 ¼ Spin L	X Trot	Stop 9		Penalties	HDD	Overall Ability	Final Score	Comments	
,	лину #	Mancuver	1	2	3	4	5	6	7	8	9						Study pattern	
		Penalty			UP/		\ 00x		1 OP				-				Study pattern	
1	1	Maneuver Score		-(	-3	0	-3	-3	-3	-3	0			0	0	54/		1
	1101	Totals	()				1	60		24							a recorde wait	ng
		Penaity					11		\ <u>`</u>	$\langle \cdot \rangle$			-				appreciate wait on horse study pattern	1
2	1250	Maneuver Score	412	O	4/2	0	-1	-3	-3_	1-3 59	0_		1	0	0	59	study pattern	W
	/m/	Totals			11		82			152								
		Penalty											<u> </u>					
3		Maneuver Score								<u> </u>		<del> </del>	-					
		Totals																
		Penalty								1	<u> </u>	1						
4		Maneuver Score						ļ		<b></b>		<del> </del>	-					
		Totals																
		Penalty										<del> </del>	-					
5		Maneuver Score											-					
		Totals					<u> </u>						-					
		Penalty										<b></b>	4					
6	-	Maneuver Score								<u> </u>			-					
		Totals														1		
		Penalty										-	-					
7		Maneuver Score											-					
		Totals									_							
-		Penalty								1:	_		-					
8		Maneuver Score											$\dashv$					
		Totals				<u>. L</u>	1	<u> </u>						1	/ /			
													1 A	· h/	7/	1		



YEDA Official Score Sheet - Ranch Horse Pattern # 3

Updated August 2022

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +1 1/2 to -1 1/2 in ½ point increments.

1 - point penalty

Rider allows horse to go too slow.

Break of gait out of the walk or trot of 2 strides.

3 - point penalty

Break of gait from walk or trot more than 2 strides

Break of gait at the lope

Starting on the incorrect lead, out of lead or cross canter during lead change

Trotting excessive strides during simple lead change

Too loose of rein

Faults incurring a score of 0: Must be placed under rider/s without or not incurring faults.

• Performing maneuvers other than in the specified order

Inclusion of maneuvers not specified

Running away or failure to guide where it becomes impossible to discern whether rider is on pattern

Forgetting or leaving out maneuvers

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

((as) #5 Allimn, sapph ranch

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 Maneuver	Lope LL Stop	1 ½ Spin R	Lope RI o slow R	Change Leads	Lope O Fast L	Stop Back 6	1 ¼ Spin L 7	X Trot	Stop 9		Penalties	HDD	Overall Ability	Final Score	Comments
1		Penalty  Maneuver Score	+1/2	0	0	0	41	G	+1/2	+1	+1/2						ride horse a 1446 more forward
-	1056	Totals	1 1 2		- Control	U			72		731/2			+	+2	76/2	more torward
		Penalty							100	78647						A	great job ridung a difficult home. Overspun
2	100	Maneuver Score	0	+1/2	+1/2	0	41	+\	-3		+1		<u> </u>	+2	+3	1177	riding a difficulty
	98	Totals			71		72	73	10/		72			72	TO		noice. Oversour
		Penalty															
3		Maneuver Score				<u></u>		ļ				ļ	ļ	are en en e			And the second of
		Totals								<u> </u>							
		Penalty								-			1				
4		Maneuver Score		<u></u>	ļ	ļ			<u> </u>			<del> </del>	4				
		Totals									-					<del>                                     </del>	
		Penalty	ļ				ļ				<u> </u>	<del> </del>	1				
5		Maneuver Score			ļ			<u> </u>			<del>                                       </del>	-	4				
54		Totals -						ļ			-					1	
		Penalty					ļ	ļ		<b>_</b>		<del> </del>	-				
6		Maneuver Score		<b></b>				<u> </u>	<b></b>	<u> </u>		<del> </del>	-				
		Totals							<b>_</b>			-				+	
		Penalty											-			ľ	
7		Maneuver Score										-	4				
		Totals												-			
		Penalty										-	4				
8		Maneuver Score		-								ļ.	-				
		Totals										<u> </u>		1 1		<u> </u>	



Minor Faults (-I-point)

• Over/under turn from 1/4 to 1/4

Ticking or hitting cone

• Beak gait at walk or jog for up to 2 strides

Obviously looking down to check leads

YEDA Official Score Sheet - Opal / Pearl Pattern 3

Updated 2020

Scoring 0-100 with 70 denoting the average.

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

### 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.

(lass #6 TRISK Opan put

- 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  $\frac{1}{2}$  points increments

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

Maneuver   Description   Walk   Jog   Jog   Walk   Walk   Stop   Back   F&E   HDD   Total														
Entry #   Maneuver   1   2   3   4   5   6   7   7   7   7   7   7   7   7   7		F		Walk	Joa		Joa	Walk	Walk					Comments
1		Entry #									F&E	HDD	Total	
Penalty		City#		1		S	4	3	- 0					creat 100
Penalty					<i>P</i>	. Vla		13/	13/2	4-11-				sitting rough
Penalty	1	1451			U	+ 12-	+12	T 12	1		1)	L)	المارا	309
Maneuver Score   O   O   +1/2   +1/2   O   O   O   O   O   O   O   O   O	AREA DESTALABATE		Penalty						1 2	14.86	• •	<u>                                     </u>	1017	more bend
Totals	1 1			0		Ma		41/2	21/2					to elbouss
Penalty	2	1751	Totals	l-Ŭ-		1114			1 12		14	+2	74/2	
Maneuver Score   -1/2   O   +1/2   -1   O   O   O   O   O			Penalty				3							relax lea
Totals	3		Maneuver Score	1/2	0	41/2		0	0	0	1			on hone
Penalty		11943	Totals	3 600			166				+1	+2.	69	
4   407			Penalty			1						11.00		utilize
Penalty	4		Maneuver Score	+1/2	+1/2		+1/2	+1/2	+1	+1				area.
Totals	,	1907	Totals		71	69		70	71	172	+2	+1	15	
Totals			Penalty											lower to
Penalty	5		Maneuver Score	0	0	0	4/12		0			١.		tenerthen
Totals   L9 L8   L9 H   Totals   L9 L8   L9 H   Totals   L9 L8   L9 L9 H   Totals   L9 L9 L9 H   Totals   L9	ļ.,	14105	Totals					71		10	+1	41	172	rwj
Totals   L9 L8   L9 H   Totals   L9 L8   L9 H   Totals   L9 L8   L9 L9 H   Totals   L9 L9 L9 H   Totals   L9			Penalty											use legs
Totals	6	1267	Maneuver Score	-1/2	0	-1/2	1	0	+1/2					and hards
Maneuver Score		1100	Totals			49	68			69	+1	4/	11	
Totals			Penalty											
Penalty	7		Maneuver Score											
8			Totals											
Totals  Penalty  Maneuver Score	102-1011-0011-0		Penalty							<u> </u>				
Penalty  Maneuver Score	8	1	Maneuver Score						<u> </u>					
9 Maneuver Score			Totals											
9			Penalty							1				
Totals	9		Maneuver Score							1	_			
			Totals	•						1	<u> </u>	<u> </u>	1	· <u>L</u>

jι	10	lges	5	igi	na	tu	re
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# YEDA Official Score Sheet - Opal / Pearl Pattern 3

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in ½ point increments Class #7 TRISKOPUL putt

# 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.

10

- 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.

							4			•	المسارك	1977	
г	· · · · · · · · · · · · · · · · · · ·												Comments
		Maneuver Description	Walk	Jog	Jog O	Jog	Walk	Walk	Stop Back	F&E	нрр	Total	
	Entry #	Maneuver	1	2	. 3	4	5	6	. 7				64
		Penalty		1	3								Softer
		Maneuver Score		· \	-N	-1	0	41/2	0				Softer with your legs
1	1732	Totals				62		102/12		+1	42.	451/2	
		Penalty	1	1									use hands
	-61	Maneuver Score	0	\		-1	D	+1/2	0				independtly. Do not cross over withou
2	1357	Totals	<u> </u>	V8	67	66		1012		+1	+1	6812	over withou
		Penalty											excellent:
		Maneuver Score	11/2	+1/2.	+1	0	41	+1/2	+1/2				Jub guiday
3	123p	Totals	7 6	71	72		73	131/2	74	+3	+2	19	a relución
		Penalty	-	11	3	<del>                                     </del>		13 12	<del>                                     </del>			A PROPERTY OF	wore
		Maneuver Score		+1/2.	0	1/2	41/2	1+1	+1/2	1			ran
4	127	Totals	0	7 12.	1-2-	108	, 1	1,,	70	+2	+2	74	contact
						T W &		<del>                                     </del>		† <u> </u>			Shorter reus
		Penalty		41	0	10	4/2	+1/2	+12	1			
5	1213	Maneuver Score		+1/2_	-	<b>├</b> ─	171	FIL	172	141	+2	175	circles not
		Totals	.		<b>-</b>	-	+	-	-		1		good Jos
		Penalty			-	+-,-	+	+1/2	+1/2	1			Controlling
6	490	Maneuver Score	0	0	0	69	-	716	10	+1	+2	73	a farmara
		Totals			<b></b>	10-1		<del></del>	+ "				1,0130
		Penalty			<b>_</b>	<u> </u>				-			
7		Maneuver Score		<u> </u>	<b></b>	<b></b>	-	<del>- </del>	-	-			
		Totals						4		4			
STREET, STREET,		Penalty								_			
В		Maneuver Score								-			
		Totals											
		Penalty											
٩	, C	Maneuver Score								_			
		Totals		<u> </u>	<u> </u>							l	
		the state of the s											

Judges	Signatu	re
Juurics	JIKHUCU	, ,



### YEDA Official Score Sheet - Diamond Pattern 3

Updated 2022

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

DEAR	LOPMENT A	SOUGHION		- · · · · · · · · · · · · · · · · · · ·							-	£3			and the second second
	Entry #	Maneuver Description	Rail Work	Walk	Jog	Stop 180 L	Lope	log	Stop 180 R	X Jog	F & E	H D D	Total	Comments	Minor Faults (-1 point)  ■ Beak gait at walk or j for up to 2 strides
		Maneuver	RW	1	2	3	4	5	6	7				,	Over/under turn fror
		Penalty											<b>~</b>	close lower	⅓ to ⅓  Ticking or hitting con
1	Min	Maneuver Score	+1	4/2	+1/2	+12.	+1	+1	0	+1/2		+1	79	leg	Obviously looking
	ones	Totals			72_	nh		141/2		75	+3	41	171		down to check leads
		Penalty												heels down	
2	120	Maneuver Score	+1	0	0	0	+1/2	+1/2	0	0_	+1	+1	74		Major Faults (-3 points)
	1120-	Totals			71			12			171	1 1			● Break of gait at lope
		Penalty		1	1			1					V	no daylight	out of lead or missing
3	<u>_</u>	Maneuver Score	+2	0	-1	0	+1/2	-1	-1/2	0		+3	72	the credition	lead for 1-2 strides
	412	Totals		71	109		691/2	47'12	67	67	+2_	72	'-	16	<ul> <li>Not preforming gait or stopping when</li> </ul>
		Penalty		<u> </u>		1					-		\ \ \	good form	called for within 10'
4	6.11	Maneuver Score	+2	0	+1/2	412	+1/2	+1/2	+1/2	+12	1.,	+2.	791/2		· of designated area
	864	Totals				15.4.	14		15	751/2	+2		1912		● Incorrect lead
Mary and Address of the Lot of th		Penalty			<u> </u>	1		1	-	1	-		ľ	great leg	<ul> <li>Break of gait at a walk or jog for more</li> </ul>
5	Or O	Maneuver Score	+2	+1/2	+1/2	+1	+1/2	+1/2		0	1.7	+2	781/2		than 2 strides
-	805	Totals				74		75	1512	7412	+2	17 2	1012		Loss of stirrup
		Penalty									-		)	-excellent form	Severe Faults (-5 points)
б	1200	Maneuver Score	+2	0	11/2	+1/2	+1/2	+1	+1	+ 1	+3	+2	811/2		<ul><li>Loss of rein</li></ul>
	116	Totals				13			+	76/12	<del> *</del> J	172	0112	-	Use of either hand
		Penalty							-		<b>-</b>	•			instill fear or praise
7		Maneuver Score			<u> </u>	<u> </u>	<u> </u>				-				while on pattern or rail work
		Totals			<b>_</b>										Holding saddle with
	·	Penalty				1 .		-			-				either hand
8		Maneuver Score						-		-	-	1			<ul> <li>Cueing with end of romal</li> </ul>
********		Totals	<u> </u>		-						+	+			Spurring in front of
		Penalty									-				cinch
9		Maneuver Score													
		Totals						<del></del>				54		lo-l'	<b></b>

Staffort Judge's Signature



# YEDA Official Score Sheet - Opal / Pearl Pattern 3

Updated 2020

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

ents

Severe Faults (-5 points)

• Loss of rein

 Use of either hand to instill dear or praise while on pattern or rail work.

( (ass #9

flam. Pearl

Holding saddle with either hand

Cueing with the end of the romal

Spurring in front of the cinch.

#### 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

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.

-		· · · · · · · · · · · · · · · · · · ·		التناسي	ونسو						* * * * * * * * * * * * * * * * * * * *		Comments
		Maneuver Description	Walk	Jog	Jog O	Jog	Walk		Stop Back	F&E	HDD	Total	·
	Entry #	Maneuver	1	2	3	4	5	6	7				
***************************************		Penalty		<u> </u>									do not cras
1 5		Maneuver Score	Ó	+1/2		0	0	+1/2	0	,		L	hards over withers
, 200	16410	Totals			71			711/2		+2	+1	14:17	MIANOLZ
***************************************		Penalty							<u></u>	1			heels down
2	1	Maneuver Score	O	7.1	0	0	+1/2		0	1	1.,		Don't put
-	1755	Totals		69				10		+1	+2	73	heels down Don't puct food-through Strong
		Penalty											STIVING
		Maneuver Score						<u> </u>					
3		Totals	1										
		Penalty	1		1								•
4		Maneuver Score		1									
4		Totals											
		Penalty											
5		Maneuver Score	1					<u> </u>		_			
٥		Totals									<del> </del>	<del></del>	
	1	Penalty		T					<u> </u>	_			
6		Maneuver Score								_			`
		Totals											
	1	Penalty								_			
7		Maneuver Score								_			
,		Totals											
PROTECTION		Penalty											
a		Maneuver Score											
		Totals											
93092571		Penalty								_   '			
9	<b>a</b>	Maneuver Score									]		
		Totals						E			<u></u>		



Penalty

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3

2

Maneuver

Description

Maneuver

Maneuver Score

### YEDA Official Score Sheet - Sapphire / Alumni Pattern 3

Updated 2022

Jog

Ž.

41/2

10

1/2

+1/2

72.12

+1/2

+1/2

0

+1/2

74

73

41/2

Stop

270 R

1091/2

0

72

+1/2

73

0

69

+12

+11/2

15

72

OKY

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 fro

HDD

+2

+2

+2

+ 1

4.

+2

+2

+ 1

Stop

Back

4/12

71

11/2

73

7112

+1/2

+1

74

+1/2

7412 +1

Lope

LL

5

+1/2

41

0

11/2

+1

741/2

7/2

1912

4/2

41/2

13

5

F

8

E

+2

+2

14

+2

+1

+2

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

got X

2

+12

۱4

711/2

O.

412

+1/2

13

-

10

4/2

73

ابد

41/2

73

Walk

1

O

+12

0

0

+1/2

O

-1/2

4/12

412

Rail

Work

RW

4

42

+3

+2

42

+1

+3

+2

42

\*Circled penalties are deemed due

((10) to 1 tist out in

om -3 to +	deration of the t 3 in ½ point incr	ements	
e to horse sco	, not rider, and v	vill not ap	pear in the final
SCUI		Min	or Faults (-1 point)
Final Score	Comments	•	Beak gait at walk or jog for up to 2 strides  Over/under turn from
7	learn to lengthen/Sha	(len	1/s to 1/4  Ticking or hitting cone
16	reins while work on to	ing.	Obviously looking down to check leads
19th	position . Smile U		Major Faults (-3 points)
	excellent use of corners		<ul> <li>Break of gait at lope, out of lead or missing lead for 1-2 strides</li> </ul>
14/2	engage lower leg	•	<ul> <li>Not preforming gait or stopping when called for within 10' of designated area</li> </ul>
6/2			<ul> <li>Incorrect lead</li> </ul>
71/2	choice to saddle ho	^′	<ul> <li>Break of gait at a walk or jog for more than 2 strides</li> </ul>
	Sheady		<ul> <li>Loss of stirrup</li> </ul>
721/2	hards or rail		Severe Faults (-5 points)
	give mor	Ų.	<ul> <li>Loss of rein</li> </ul>
18	rein lower nam		<ul> <li>Use of either hand to instill fear or praise white on pattern or</li> </ul>
79	a 1+4+e	crecut	rail work  Holding saddle with either hand
70	ride deepe	of pari	<ul> <li>Cueing with end of romal</li> </ul>

Spurring in front of

cinch

ludge's<sub>I</sub>Signature



Totals

# YEDA Official Score Sheet - Sapphire / Alumni Pattern 3

Updated 2022

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

2 of 2

entry #	Maneuver Description	Rail Work	Walk	X log	Stop 270 R	Jog 4	Lape LL 5	Stop Back 6	& & E	HDD	Final Score	Comments
4.5	Maneuver	RW	1	2		**	3		-			thick ho
	Penalty					201	4	0	1.			trust ho
مير ا	Maneuver Score	+2	10	4/2	0	+42	1e9	0_	+1	+2	72	
N	Totals					13	169					· · · · · · · · · · · · · · · · · · ·
	Penalty				<u> </u>	<u> </u>	<del> </del>	ļ	-			
2	Maneuver Score							-	-			
	Totals											
	Penalty							<u> </u>	4			
1	Maneuver Score							<u> </u>	_			
	Totals											
	Penalty		1.12									
4	Maneuver Score				· .				_			
	Totals	. was the second	it will a									
	Penalty	14 14 Ta							4			
5	Maneuver Score		1.						]			
	Totals											
_	Penalty								_			
6	Maneuver Score								_			
•	Totals										<u> </u>	
	Penalty								_			
7	Maneuver Score					1.						ľ
2	Totals		<del> </del>		1			1				
	Penalty											
n	Maneuver Score			1						1		
8				<del> </del>	+	1						
_	Totals			+								
	Penaity		+		1		+	1	_	1.		
9	Maneuver Score		_							i	-1	

#### 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 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 - RAIL Class: # 11 JP | SP Opal Pail A

	DEVELOPA	TENT ASSOCIATION	and the state of t
	Back #	Rider Comments	Overall Class Comments
1	1756	quiet in your hands Iceep eyes up/forward	
2	1643	do not brace off your feet	
3	1732	keep legs underneath yourself	A LI CALLER AND THE C
4	1407	reep heels down	
5	1726	look up/forward	
6	1213	guod control on difficult horse	
7			
8			
9			
10			A. A
11			



# YEDA Official Score Sheet - RAIL Class: #12 TR ISR the raid Rail

DEVELOP	AENT ASSOCIATION	
Back #	Rider Comments	Overall Class Comments
1 895	relax keep hollow out of back	
<sup>2</sup> 1490	great form. Byes up	
³ 805	excellent form. Use more leg	
4 1057	engage upper thigh more	
5 1231	keep lower leg engaged	
6 1633	legs back/hands down	
7796	use ugs to push forward	
° 1704 8	don't use spurs constantly	
9		
10		
11		



# YEDA Official Score Sheet - RAIL Class: #13 flem. Perl Pail

	DEVELOPMENT ASSOCIATION										
	Back #	Rider Comments	<b>Overall Class Comments</b>								
1	1755	Keep legs engaged more									
2	1646	lower hands, do not cross over withers									
3											
4											
5											
6											
7											
8											
9											
10											
11											



# YEDA Official Score Sheet - RAIL Class: #14 Jk/Sk Puly Pail

	DEVELOPA	AENT ASSOCIATION	
	Back #	Rider Comments	Overall Class Comments
1	812	rendan squunb	
2	1510	engage legs more	
3	1805 8	Covordinate hands & legs more	
4	2 290	cluse calf more	
5	823	do not wan focuard	
6	1180	greation looking ahead 3 getting position	THE REAL PROPERTY OF THE PROPE
7	1038	excullent had transitions	
8	5 1207	great you on difficult home	
9	enneduciones vicentis en la manesta de la constante de la constante de la constante de la constante de la cons		
10	ekan man koronomi na mengelekan kelanda kama		
11			



# YEDA Official Score Sheet - RAIL Class: #15 JR 15R Oyal Puil B

	Rider Comments	Overall Class Comments
Back #		
	Snoulders back	
1451	laction of the second of the s	
2 1100	legs back, more contect	
1990		
<sup>3</sup> 357	we hards to gurde	
1001	enial her stal	
1236	enjays her ride positive attitude	
1440	leg under you more	
5 1462		
4	bring legs under you more	and the second of the second o
6 1752		
7		
		·
8		
9		
10		
11		



# YEDA Official Score Sheet - Sapphire / Alumni Pattern 3

Updated 2022

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)

((W) # 16 HIMM JOHN,

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/6 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 preforming galt 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

Enti		Maneuver Description	Rail Work RW	Walk 1	X Jog	Stop 270 R	log 4	Lape LL S	Stop Back 6	F & E	HDD	Final Score	Comments
100	<b>%</b>	Maneuver Penalty Maneuver Score Totals	+2	0	+'/2	+1/2	+1/2.	+1	4/12	+3	+1	79	execulent engagement of lower
ر رود	K	Penalty Maneuver Score Totals	+2_	0	0 72	+`12.	0_	+12 73	41	+2	+2	78	bright poise
3		Penalty Maneuver Score Totals											***************************************
4		Fenalty Maneuver Score Totals									_	,	
5		Penalty Maneuver Score Totals											
6		Penalty Maneuver Score Totals	2										
7		Penalty Maneuver Score Totals											
8		Penalty Maneuver Score Totals											
9		Penalty Maneuver Score Totals											