

YEDA REINING PATTERN NRHA #3 OFFICIAL SCORE SHEET

(Lay) #1 of class
Reining



EXHB #	MANEUVER DESCRIPTION	Stop & L Roll Back	Stop & R Roll Back	R. Circles OOs & Lead Change	L. Circles OOs & Lead Change	Stop	Back	4 Spins Right	4 Spins Left	Overall Ability	HDD	Penalties	Final Score	Comments	
		1	2	3	4	5	6	7	8						
1	802													great seat good hands	
	PENALTY														2
	SCORE	0	+1	+1	+1	-1	0	0	-1	+2 1/2	+1	-	74 1/2		
Total		71	72	73	72	72		71							
2	412													good job riding a tough horse	
	PENALTY	1/2		1		1									5
	SCORE	0	+1/2	-1	0	0	0	-1	0	+2	+2	3 1/2	69		
Total		69 1/2	70	67	67	66									
3	948													be a little more assertive	
	PENALTY														1
	SCORE	0	+1	0	0	+1	0	0	0	+2	+1	-	75		
Total		71	71	71	72	72		72							
4	1120													ride with hands and legs	
	PENALTY			1		1 1/2									6
	SCORE	-1 1/2	+1	0	0	-1 1/2	-1	0	0	+1	+2	2 1/2	67 1/2		
Total		68 1/2	69 1/2	68 1/2		65 1/2	64 1/2								
5	864													shorten reins for more control	
	PENALTY														4
	SCORE	-1	0	0	0	-1/2	0	0	+1/2	+1	+2	-	72		
Total		69	69			68 1/2		69							
6	1178													horse had more to give than you asked for	
	PENALTY				1										3
	SCORE	0	0	+1	0	0	+1/2	0	+1/2	+2	+1	1	74		
Total			71	70		70 1/2		71							
7															
	PENALTY														
	SCORE														
8															
	PENALTY														
	SCORE														
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

Stafford



YEDA Official Score Sheet – Emerald Pattern 3

Updated 2020

CLASS # 2 JK/SP
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) ³

- 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) ⁵

- 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) ¹⁰

- 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 RL	Walk	Stop	Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1 895	Penalty										watch markers for accuracy
	Maneuver Score	+1/2	+1/2	0	+1/2	0	0	+2	0	73 1/2	
	Totals		71				71 1/2				
2 1490	Penalty										
	Maneuver Score	+1	+1	+1	-1	0	+1/2	+2	+1	75 1/2	
	Totals		72		72		72 1/2				
3 1057	Penalty										
	Maneuver Score	+1/2	+1/2	0	0	0	0	+1	+2	64	
	Totals		71		61						
4 805	Penalty										
	Maneuver Score	0	0	+1	-3	+1/2	+1/2	+1	+2	72	
	Totals			71	68		69				
5 1704	Penalty										
	Maneuver Score	+1/2	0	+1	+1	+1/2	0	+2	0	75	
	Totals				72 1/2	73					
6 1231	Penalty										
	Maneuver Score	0	-1/2	0	-1	0	+1/2	+1	+1	71	
	Totals		69 1/2		68 1/2		69				
7 7914	Penalty										
	Maneuver Score	0	0	0	-1	0	0	0	+1	70	
	Totals			69	69						
8 11633	Penalty										
	Maneuver Score	0	+1	+1	-1	0	0	+2	+1	74	
	Totals			72	71		71				
9	Penalty										
	Maneuver Score										
	Totals										

Staffer

Judges Signature

YEDA Official Score Sheet – Ruby Pattern 3
 Updated 2020

(class #3 JR/SA
 Ruby patt

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the 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	R Corner Lope RL	R Corner Walk	Jog	Stop Back	Stop Back				
1	1038	Penalty										excellent leg & hand position
		Maneuver Score	+1/2	+1/2	+1	+1	+1/2	+1/2				
		Totals		71	72	73		74	+3	+1	78	
2	812	Penalty										look ahead where you're going & your body will send horse
		Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	+1				
		Totals		71		71 1/2	72	73	+2	+1	76	
3	1805	Penalty										Complete each part of pattern before moving on
		Maneuver Score	+1/2	-1	0	-1	0	-1				
		Totals				68 1/2		67 1/2	+1	+1	69 1/2	
4	823	Penalty										Sit down in saddle & do not lean forward!
		Maneuver Score	+1/2	0	-1/2	0	0	+1/2				
		Totals			70			70 1/2	+1	+1	72 1/2	
5	1180	Penalty										be more assertive in your cues for lope
		Maneuver Score	+1/2	+1/2	0	+1/2	+1	+1				
		Totals		71			72 1/2	73 1/2	+2	+1	76 1/2	
6	1207	Penalty	3									Shorten reins for more control
		Maneuver Score	-1	+1/2	+1/2	+1	+1/2	0				
		Totals	66	66 1/2	67	68	68 1/2		+2	+1	71 1/2	
7	1510	Penalty				3						use hands & legs in unison for cues
		Maneuver Score	0	0	0	0	0	0				
		Totals	70	70		67		67	+1	+1	69	
8		Penalty										
		Maneuver Score										
		Totals										
9		Penalty										
		Maneuver Score										
		Totals										

Staffa

 Judges Signature

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 1/2 point increments.

Class # 4 JK15K Sapph ranch
1 of 2

1 – point penalty

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.

3 – point penalty

- Break of gait from walk or trot more than 2 strides
- Break of gait at the lope
- 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	Lope LL	1 1/2	Lope RI	Change	Lope O	Stop	1 1/4	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
		Stop	Spin R	o slow R	Leads	Fast L	Back 6	Spin L	8	9					
	Maneuver	1	2	3	4	5	6	7							
1	697														
	Penalty														
	Maneuver Score	+1	0	0	+1/2	+1/2	-1	0	+1	0	-	+1	+1	74	Keep legs back under you
	Totals		71		71 1/2	72	71		72						
2	927														
	Penalty														
	Maneuver Score	0	+1/2	0	+1/2	+1/2	0	-1		0	-	+2	+1	73 1/2	pretty rider
	Totals				71	71 1/2		70 1/2	70 1/2						
3	1515														
	Penalty														
	Maneuver Score	0	0	0	-1/2	+1	0	0	+1/2	0	-	+2	+2	75	take more time between maneuvers
	Totals		70		69 1/2			70 1/2		71					
4	222														
	Penalty	3		1 3					3						
	Maneuver Score	-1	0	-1	-1/2	0	0	-1/2	-1	0	10	+1	+2	59	shorten reins for more control
	Totals	66		61	60 1/2			60	56						
5	792														
	Penalty														
	Maneuver Score	0	-1 1/2	+1/2	+1	+1/2	0	0	+1/2	+1/2	-	+2	+1	74 1/2	use more leg
	Totals		68 1/2	69	70				71	71 1/2					
6	1246														
	Penalty														
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1	0	+1/2	+1/2	+1/2	-	+2	+1	77 1/2	great job using hands & legs
	Totals		71		72	73			74	74 1/2					
7	1094														
	Penalty														
	Maneuver Score	0	-1/2	+1/2	+1	+1	+1/2	0	+1/2	+1		+2	+2	78	great job using legs to guide
	Totals			70		72			73	74					
8	982														
	Penalty														
	Maneuver Score	-1/2	-1/2	+1/2	0	0	-1/2	-1	0	0		+1	+2	70	no back
	Totals		69				68			67					

Stalpa
Judges Signature

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 1/2 point increments.

(las) #4 JK/SK Sapp
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	Lope LL	1 1/2	Lope RI	Change	Lope O	Stop	1 1/4	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
		Stop	Spin R	o slow R	Leads	Fast L	Back 6	Spin L							
	Maneuver	1	2		4	5	6	7	8	9					
1	1101														
	Penalty			OP		OP		OP	OP						Study pattern ☺
	Maneuver Score		-1	-3	0	-3	-3	-3	-3	0		0	0	54	
	Totals						60		54						
2	1250														
	Penalty					11									Appreciate waiting on horse study pattern ☺
	Maneuver Score	+1/2	0	+1/2	0	-1	-3	-3	-3	0		0	0	59	
	Totals			11		68			59						
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 *Stafford*

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 1/2 point increments.

Class #5 Alumn.
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 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	Lope LL	1 1/2	Lope RI	Change	Lope O	Stop	1 1/4	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
		Stop	Spin R	o slow R	Leads	Fast L	Back 6	Spin L	8	9					
	Maneuver	1	2	3	4	5	6	7	8	9					
1	Penalty														
	Maneuver Score	+1/2	0	0	0	+1	0	+1/2	+1	+1/2		+1	+2	71 1/2	ride horse a little more forward
	Totals							72		73 1/2					
2	Penalty														
	Maneuver Score	0	+1/2	+1/2	0	+1	+1	-3	+1	+1		+2	+3	77	great job riding a difficult horse. overspun !!
	Totals			71		72	73	70		72					
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 *Staffal*

YEDA Official Score Sheet – Opal / Pearl Pattern 3
 Updated 2020

(Class #6
 JR/SR Opal pattern
 A

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

Minor Faults (-1 point) ³

- 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) ⁵

- 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) ¹⁰

- 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.

Staff

Entry #	Maneuver Description	Walk	Jog	Jog O	Jog	Stop Walk	Walk	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1 1451	Penalty											great job sitting rough jog
	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1/2	+1/2				
	Totals						72	72 1/2	+2	+2	76 1/2	
2 1750	Penalty											more bend to elbows
	Maneuver Score	0	0	+1/2	0	+1/2	+1/2	0				
	Totals					71		71 1/2	+1	+2	74 1/2	
3 11043	Penalty				3							relax leg on horse
	Maneuver Score	-1/2	0	+1/2	-1	0	0	0				
	Totals			70	66				+1	+2	69	
4 1407	Penalty			1								utilize arena. Bigger circle
	Maneuver Score	+1/2	+1/2	-1	+1/2	+1/2	+1	+1				
	Totals		71	69		70	71	72	+2	+1	75	
5 1462	Penalty											lower stirrup to lengthen leg
	Maneuver Score	0	0	0	+1/2	+1/2	0	-1				
	Totals					71		70	+1	+1	72	
6 1752	Penalty											use legs and hands
	Maneuver Score	-1/2	0	-1/2	-1	0	+1/2	+1/2				
	Totals			69	68			69	+1	+1	71	
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 3

Updated 2020

Class #7
TRISK Opal patt
B

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

Minor Faults (-1 point) 3

- 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) 5

- 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.

Staffal

Entry #	Maneuver Description	Walk	Jog	Jog 0	Jog	Walk	Walk	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1	Penalty		1	3								Softer with your legs
	Maneuver Score	-1	-1	-1	-1	0	+1/2	0				
	Totals				62		62 1/2		+1	+2	65 1/2	
2	Penalty		1									use hands independently. Do not cross over withers
	Maneuver Score	0	-1	-1	-1	0	+1/2	0				
	Totals		68	67	66		66 1/2		+1	+1	68 1/2	
3	Penalty											excellent. job guiding a reluctant job
	Maneuver Score	+1/2	+1/2	+1	0	+1	+1/2	+1/2				
	Totals		71	72		73	73 1/2	74	+3	+2	79	
4	Penalty			3								more rein contact
	Maneuver Score	0	+1/2	0	+1/2	+1/2	+1	+1/2				
	Totals				68			70	+2	+2	74	
5	Penalty											shorter reins circles not ovals
	Maneuver Score	0	+1/2	0	0	+1/2	+1/2	+1/2				
	Totals					71		72	+1	+2	75	
6	Penalty											good job controlling a forward horse
	Maneuver Score	0	0	0	-1	0	+1/2	+1/2				
	Totals				69			70	+1	+2	73	
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature

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

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

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

Entry #	Maneuver Description	Rail Work	Walk	Jog	Stop 180 L	Lope	Jog	Stop 180 R	X Jog	F & E	H D D	Total	Comments
		RW	1	2	3	4	5	6	7				
1	Penalty												✓ close lower leg
	Maneuver Score	+1	+½	+½	+½	+1	+1	0	+½	+3	+1	79	
	Totals			72	72½		74½		75				
2	Penalty												✓ heels down
	Maneuver Score	+1	0	0	0	+½	+½	0	0	+1	+1	74	
	Totals			71			72						
3	Penalty		1	1			1						✓ srt deeper - no daylight
	Maneuver Score	+2	0	-1	0	+½	-1	-½	0	+2	+3	72	
	Totals		71	69		69½	67½	67	67				
4	Penalty												✓ good form
	Maneuver Score	+2	0	+½	+1	+½	+½	+½	+½	+2	+2	79½	
	Totals					74		75	75½				
5	Penalty								1				✓ great leg contact
	Maneuver Score	+2	+½	+½	+1	+½	+½	+½	0	+2	+2	78½	
	Totals				74		75	75½	74½				
6	Penalty												✓ excellent form
	Maneuver Score	+2	0	+½	+½	+½	+1	+1	+1	+3	+2	81½	
	Totals				73				76½				
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 ½
- Ticking or hitting con
- 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 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

Stafford

YEDA Official Score Sheet – Opal / Pearl Pattern 3
 Updated 2020

Class #9
 Elem. Pearl
 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	Jog O	Jog	Walk	Walk	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1	Penalty											do not cross hands over withers
	Maneuver Score	0	+1/2	+1/2	0	0	+1/2	0	+2	+1	74 1/2	
	Totals			11			7 1/2					
2	Penalty											
	Maneuver Score	0	-1	0	0	+1/2	+1/2	0	+1	+2	73	
	Totals		69				70					
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											

Stallard
 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

(LAS) #10 JFISF Jeff...

Entry #	Maneuver Description	Rail Work	Walk	X Jog	Stop 270 R	Jog	Lope LL	Stop Back	F & E	HDD	Final Score	Comments
		RW	1	2	3	4	5	6				
1 1101	Penalty											
	Maneuver Score	+1	0	+½	-1	+½	+½	+½			76	learn to lengthen/shorten reins while riding
	Totals				69½	70		71	+2	+2		
2 982	Penalty											
	Maneuver Score	+2	+½	+1	0	½	+1	½			79½	work on rail position - smile ☺
	Totals			71½				73	+2	+2		
3 222	Penalty											
	Maneuver Score	+3	0	0	-1	+½	0	-1			74½	excellent use of corners
	Totals				72	72½		71½	+1	+2		
4 697	Penalty											
	Maneuver Score	+2	0	+½	+½	+½	+½	+½			76½	engage lower leg
	Totals				73		74	74½	+1	+1		
5 927	Penalty											
	Maneuver Score	+2	+½	+½	0	+½	+1	0			77½	keep hand closer to saddle horn
	Totals			73			74½		+2	+1		
6 1250	Penalty											
	Maneuver Score	+1	0	-1	-1	0	+½	0			72½	steady hands on rail
	Totals			70	69		69½		+1	+2		
7 792	Penalty											
	Maneuver Score	+3	-½	+½	+½	+½	-1	+1			78	give more rein
	Totals			73			74	74	+2	+2		
8 155	Penalty											
	Maneuver Score	+2	+½	+1	+½	-1	+½	+½			79	lower hands a little excellent execution of pattern
	Totals				75	73		74	+3	+2		
9 1094	Penalty											
	Maneuver Score	+2	+½	+½	-1	+½	+½	0			75	ride deeper into corners. coordinate hands/legs
	Totals			73	72		73		+1	+1		

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ¾
- 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

Sapphire

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 Jog	Stop 270 R	Jog	Lope LL	Stop Back	F & E	HDD	Final Score	Comments
		RW	1	2	3	4	5	6				
1 1246	Penalty						3					trust horse more
	Maneuver Score	+2	0	+1/2	0	+1/2	-1	0	+1	+2	72	
	Totals					73	69					
2	Penalty											
	Maneuver Score											
	Totals											
3	Penalty											
	Maneuver Score											
	Totals											
4	Penalty											
	Maneuver Score											
	Totals											
5	Penalty											
	Maneuver Score											
	Totals											
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

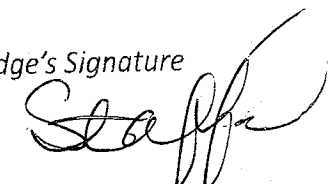
Major Faults (-3 points)

- 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



W/ 1

	Back #	Rider Comments	Overall Class Comments
1	1756	quiet in your hands keep eyes up/forward	
2	11643	do not brace off your feet	
3	1732	keep legs underneath yourself	
4	1407	keep heels down	
5	1726	look up/forward	
6	1213	good control on difficult horse	
7			
8			
9			
10			
11			

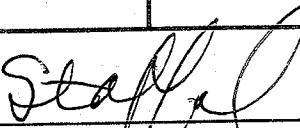
Staffer

 Judges Signature



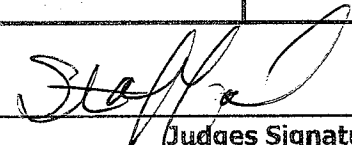
YEDA Official Score Sheet - RAIL Class: #12 JR/SR Emerald Rail

	Back #	Rider Comments	Overall Class Comments
1	895	2 relax keep hollow out of back	
2	1490	5 great form. Eyes up	
3	805	4 excellent form. Use more leg	
4	1057	1 engage upper thigh more	
5	1231	3 keep lower leg engaged	
6	1633	7 legs back/hands down	
7	796	6 use legs to push forward	
8	1704	8 don't use spurs constantly	
9			
10			
11			



Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	1755	keep legs engaged more	
2	1646	lower hands, do not cross over withers	
3			
4			
5			
6			
7			
8			
9			
10			
11			



 Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	812	3 length stirrup	
2	1510	6 engage legs more	
3	1805	8 coordinate hands & legs more	
4	290	2 close calf more	
5	823	7 sit back do not lean forward	
6	1180	1 great job looking ahead & getting position	
7	1038	4 excellent lead transitions	
8	1207	5 great job on difficult horse	
9			
10			
11			

Staffel
 Judges Signature



YEDA Official Score Sheet – RAIL Class: #15 JR/Sr Open Rail B

	Back #	Rider Comments	Overall Class Comments
1	5 1451	Shoulders back	
2	4 490	legs back, more contact	
3	3 1357	use hands to guide	
4	2 1236	enjoys her ride positive attitude	
5	1 1462	leg under you more	
6	6 1752	bring legs under you more	
7			
8			
9			
10			
11			

Judges Signature



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

Class # 16 Alumni Sapphire 11/12

Entry #	Maneuver Description	Rail Work	Walk	X Jog	Stop 270 R	Jog	Lope LL	Stop Back	F & E	HDD	Final Score	Comments
		RW	1	2	3	4	5	6	E			
1 10520	Penalty											excellent engagement of lower leg
	Maneuver Score	+2	0	+1/2	+1/2	+1/2	+1	+1/2	+3	+1	79	
	Totals				73			75				
2 958	Penalty											push horse into corners
	Maneuver Score	+2	0	0	+1/2	0	+1/2	+1	+2	+2	78	
	Totals				72			73	74			
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

Stafford