

YEDA REINING PATTERN NRHA #3 OFFICIAL SCORE SHEET

Class #1 SR Pattern
Reining



EXHB #	MANEUVER DESCRIPTION	Stop & L Roll Back	Stop & R Roll Back	R. Circles 00o & Lead Change	L. Circles 00o & 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									1 1/2	1		71 1/2	great rider
	PENALTY													
	SCORE	0	+1/2	0	+1/2	-1	-1/2	-1/2	0					
	Total				2 1/2	70		69						
2	412									1 1/2	2	3 1/2	68	good job on a tough horse
	PENALTY	1/2		1/2		1								
	SCORE	-1/2	0	-1	-1/2	0	+1/2	-1/2	0					
	Total	69		66	65 1/2	64 1/2			64 1/2					
3	948									1	1		73 1/2	good rider, don't be afraid to challenge the pattern
	PENALTY													
	SCORE	-1/2	+1/2	0	0	+1/2	0	+1/2	+1/2					
	Total								71 1/2					
4	1120									1	1	2 1/2	68	be sure not to overshadow your horse
	PENALTY			1		1 1/2								
	SCORE	-1	+1/2	-1/2	0	-1/2	-1	+1/2	+1/2					
	Total	69		68		66	65		66					
5	864									1	1/2	1/2	66 1/2	shorten reins
	PENALTY								1/2					
	SCORE	-1	-1	-1/2	-1	-1	0	0	0					
	Total		68	67 1/2	66 1/2		65 1/2		65					
6	1178									2 1/2	1	1	74	Great job!!
	PENALTY													
	SCORE	0	+1/2	+1/2	-1/2	-1/2	+1/2	+1/2	+1/2					
	Total			71	69 1/2	69		70	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.

the breaker - penalties (least)

JUDGES SIGNATURE

YEDA Official Score Sheet – Emerald Pattern 3
 Updated 2020

Class # 2
 JRISR Emerald
 Patt

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Walk	Jog	Lope RL	Walk	Stop	Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	4 1/2	4 1/2	-1	0	0	4 1/2	1 1/2	1	73	use your space
	Totals		71	70			70 1/2				
2	Penalty										
	Maneuver Score	0	+1	+1	-1/2	0	-1/2	2	1	74	beautiful posture
	Totals			72	71 1/2		71				
3	Penalty										
	Maneuver Score	0	+1	0	-3	-1	-1/2	1	1 1/2	69	shorten reins (no walk)
	Totals		71		68	67	66 1/2				
4	Penalty										
	Maneuver Score	0	0	+1	-1 1/2	0	1/2	1 1/2	1	71 1/2	plan ahead for downward transitions
	Totals			71	69 1/2		69				
5	Penalty										
	Maneuver Score	4 1/2	4 1/2	+1	+1	0	4 1/2	2	1/2	76	excellent execution
	Totals		71	72	73		73 1/2				
6	Penalty										
	Maneuver Score	0	-1/2	0	-1	0	0	1	1 1/2	71	ride shorter rein
	Totals						68 1/2				
7	Penalty										
	Maneuver Score	0	4 1/2	-3	3	0	4 1/2	1	1	67	more connect legs to get lead no RL/nowal OP x 2
	Totals		70 1/2	67 1/2	64 1/2		65				
8	Penalty										
	Maneuver Score	-1/2	+1	4 1/2	-1/2	0	0	2	1	73 1/2	excellent form
	Totals		70 1/2	71	70 1/2		70 1/2				
9	Penalty										
	Maneuver Score										
	Totals										

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 Judges Signature

YEDA Official Score Sheet – Ruby Pattern 3
Updated 2020

Class #3
JR 1SR 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)

- Beak 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	Maneuver							F & E	HDD	Total	Comments
		Walk	Jog	R Corner Lope RL	R Corner Walk	Jog	Stop Back					
1	Penalty								2	1	76 1/2	beautiful rider! *
	Maneuver Score	0	+1/2	+1	+1/2	+1	+1/2					
	Totals				72	73	73 1/2					
2	Penalty								2	1	75	great connection
	Maneuver Score	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2					
	Totals		71	70 1/2	71	71 1/2	72					
3	Penalty								1	1 1/2	71 1/2	plan ahead for transitions
	Maneuver Score	+1	-1/2	0	-1	0	-1/2					
	Totals		70 1/2		69 1/2	0	69					
4	Penalty								1	1	73	shorten stirrups sit deeper in seat
	Maneuver Score	+1/2	-1/2	+1/2	0	0	+1/2					
	Totals				70 1/2		71					
5	Penalty								2	1/2	77 1/2	fabulous feel and connection
	Maneuver Score	+1	+1/2	+1	+1/2	+1	+1					
	Totals	71	71 1/2	72 1/2	73	74	75					
6	Penalty	3							2	1 1/2	72 1/2	more contact would be beneficial
	Maneuver Score	0	+1/2	+1/2	+1	0	0					
	Totals	67	67 1/2	68	69							
7	Penalty				3				1	1	69 1/2	Step down through stirrup
	Maneuver Score	-1/2	+1/2	+1	-1	0	+1/2					
	Totals		70	71	67		67 1/2					
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

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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 JKLSK Jappon. 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 Spin R	Lope RI o slow R	Change Leads	Lope O Fast L	Stop Back 6	1 1/4 Spin L	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9					
1	697														
	Penalty														
	Maneuver Score	0	-1/2	+1/2	+1/2	+1/2	-1/2	0	+1	0		1	1/2	74	excellent presentation
	Totals		69 1/2	70		71	70 1/2		71 1/2						
2	927														
	Penalty														
	Maneuver Score	+1/2	0	0	+1/2	0	0	-1	+1/2	+1/2		1/2	1	73 1/2	good patience with tough horse
	Totals				71			70	70 1/2	71					
3	1515														
	Penalty														
	Maneuver Score	0	-1	-1/2	-1/2	0	0	1/2	+1/2	0		1/2	1	70 1/2	be patient between maneuvers
	Totals		69		68			67 1/2	68						
4	2222														
	Penalty	3		3,3					3						
	Maneuver Score	-1	0	-1/2	0	0	+1/2	-1/2	-1/2	0		1	1	56	Shaken reins & keep hands lower for more control
	Totals	66		58 1/2			59	54 1/2							
5	792														
	Penalty														
	Maneuver Score	+1	-1/2	-1/2	0	0	+1/2	0	+1/2	0		1	1/2	72 1/2	maintain more lower leg contact
	Totals	71	69 1/2	69			69 1/2		70						
6	1246														
	Penalty														
	Maneuver Score	+1/2	0	+1	+1/2	+1/2	0	0	+1/2	0		1	1/2	75 1/2	great job
	Totals		70 1/2	71 1/2	72	72 1/2			73						
7	1094														
	Penalty														
	Maneuver Score	+1/2	-1/2	+1	+1	+1/2	0	0	+1	0		1/2	2	71	fantastic rider!
	Totals		70		72	72 1/2			73 1/2						
8	922														
	Penalty														
	Maneuver Score	-1	0	-1/2	0	0	0	0	0	0		1/2	1/2	67 1/2	make better use of arena no back
	Totals	69		68 1/2			65 1/2								

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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 JK/SR 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	Lope LL	1 1/2	Lope RI	Change	Lope O	Stop	1 1/2	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	1101														
	Penalty														
	Maneuver Score	0	-1	-2	-2	-2	-2	-2	-2	-2		1/2	1/2	50	be sure to study pattern
	Totals		69	66	63	60	57	54	51	48					
2	1250														
	Penalty														
	Maneuver Score	-1/2	-1/2	0	-1/2	-1	-2	-2	-2	0		1	1	58 1/2	appreciate patience on horse study pattern
	Totals		69		67 1/2	68 1/2	67 1/2	59 1/2	58 1/2						
3															
	Penalty														
	Maneuver Score														
	Totals														
4															
	Penalty														
	Maneuver Score														
	Totals														
5															
	Penalty														
	Maneuver Score														
	Totals														
6															
	Penalty														
	Maneuver Score														
	Totals														
7															
	Penalty														
	Maneuver Score														
	Totals														
8															
	Penalty														
	Maneuver Score														
	Totals														

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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 #15 Alumna
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	Lope LL	1 1/2	Lope RI	Change	Lope O	Stop	1 1/2	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	3	4	5	6	7	8	9					
1	Penalty														
	Maneuver Score	0	-1/2	1/2	0	+1	0	+1/2	+1	0		1	2	75 1/2	excellent presentation
	Totals		69 1/2	70		71		71 1/2							
2	Penalty														
	Maneuver Score	0	+1/2	+1	0	+1	+1	-3	-1	0		2	3	70 1/2	babulous rider over-spun in
	Totals			71 1/2		72 1/2	73 1/2	70 1/2	67 1/2						
3	Penalty														
	Maneuver Score														
	Totals														
4	Penalty														
	Maneuver Score														
	Totals														
5	Penalty														
	Maneuver Score														
	Totals														
6	Penalty														
	Maneuver Score														
	Totals														
7	Penalty														
	Maneuver Score														
	Totals														
8	Penalty														
	Maneuver Score														
	Totals														

Judges Signature

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

CLASS # 6
 JR / SR Opal
 A

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

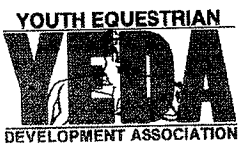
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*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												great seat on a rough horse
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	2	2	76 1/2		
	Totals			71		72							
2	Penalty												bend and soften elbows
	Maneuver Score	0	0	-1/2	0	+1/2	0	0	1 1/2	1	72 1/2		
	Totals					70							
3	Penalty			3									soften through knee and thigh
	Maneuver Score	+1/2	0	-1	0	0	0	0	1	1	68 1/2		
	Totals	70 1/2		66 1/2									
4	Penalty		1	1									use lower leg close to horse
	Maneuver Score	+1/2	-1	-1	+1/2	+1	+1	0	1	1	71		
	Totals		68 1/2	66 1/2	67	68	69						
5	Penalty												lengthen stirrups
	Maneuver Score	0	0	0	+1/2	+1/2	+1/2	-1/2	1 1/2	1	73 1/2		
	Totals					71	71 1/2	71					
6	Penalty												beautiful upper leg position
	Maneuver Score	-1/2	0	+1/2	-1	0	0	+1/2	1	1	70 1/2		
	Totals			69	68			68 1/2					
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

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Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 3

Updated 2020

(Case #17
JRISR Opal pat
B)

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.

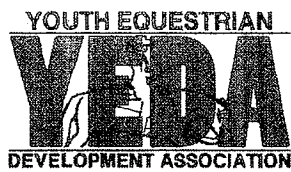
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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	Jog	Walk	Walk	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1	Penalty		1, 1	3					1	1 1/2	64	be softer with feet
	Maneuver Score	-1/2	-1	-1 1/2	0	+1/2	+1/2	-1/2				
	Totals	69 1/2	65 1/2	61		61 1/2	62	61 1/2				
2	Penalty		1						1	1	72	beautiful equitation
	Maneuver Score	0	-1	-1/2	+1/2	+1	+1	0				
	Totals		68		68		70					
3	Penalty								2	1 1/2	71 1/2	fantastic feel and timing
	Maneuver Score	0	+1/2	+1	0	+1	+1	+1/2				
	Totals		70 1/2	71 1/2		72 1/2	73 1/2	74				
4	Penalty			3					1 1/2	1 1/2	70	don't be afraid to shorten reins
	Maneuver Score	0	0	+1/2	0	+1/2	+1/2	0				
	Totals			66		66 1/2	67					
5	Penalty											
	Maneuver Score											
	Totals											
6	Penalty								1 1/2	2	74 1/2	good job sitting a forward horse
	Maneuver Score	0	0	0	-1/2	+1/2	+1/2	1/2				
	Totals					70 1/2	71					
7	Penalty								1 1/2	1 1/2	76	don't be afraid to shorten reins
	Maneuver Score	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2	+1				
	Totals				71		72	73				
8	Penalty											good equitation
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

[Signature]
Judges Signature



YEDA Official Score Sheet – Diamond Pattern 3

Updated 2022

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

(LAS) #8 SK MOM TINS

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	948												
	Penalty												
	Maneuver Score	1 1/2	1/2	0	0	+1	0	-1/2	1/2	1 1/2	1	75 1/2	tighten lower leg
	Totals	71		71 1/2		72 1/2		72	72 1/2				
2	1120												
	Penalty												
	Maneuver Score	1 1/2	-1/2	+1/2	0	+1/2	+1/2	0	1/2	1 1/2	1 1/2	76	step down through heel
	Totals	71 1/2	71		71 1/2	72		72 1/2	73				
3	412												
	Penalty												
	Maneuver Score	2	0	+1	+1/2	+1	-1	+1	+1	2	2	72 1/2	excellent job on a show horse
	Totals	72	71	69	69 1/2	70 1/2	68 1/2	67 1/2	68 1/2				
4	861												
	Penalty												
	Maneuver Score	2 1/2	0	+1	+1	1/2	0	1/2	+1	2	2	80 1/2	great job a winner horse!
	Totals	72 1/2		73	74	74 1/2		75	76				
5	802												
	Penalty												
	Maneuver Score	1 1/2	1/2	+1/2	+1	0	1/2	0	0	2 1/2	1	78 1/2	GOOD JOB!
	Totals	71 1/2	72		73 1/2		74		73				
6	1178												
	Penalty												
	Maneuver Score	3	1/2	1/2	+1	+1	+1	+1	+1	3	1 1/2	83 1/2	FANTASTIC!
	Totals	73		74	75	76	77	78	79				
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 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



YEDA Official Score Sheet – Opal / Pearl Pattern 3

Updated 2020

Class # 1
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	Gait							F & E	HDD	Total	Comments	
		Walk	Jog	Jog O	Jog	Walk	Walk	Stop Back					
1	Penalty			1									great hands
	Maneuver Score	0	+1/2	0	+1/2	0	0	0	1 1/2	1 1/2	73		
	Totals		70 1/2	68 1/2	70								
2	Penalty												heels down - foot too far thru stirrup
	Maneuver Score	0	-1/2	-1/2	0	+1/2	0	+1/2	1	1 1/2	72 1/2		
	Totals							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												

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

1st 2

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

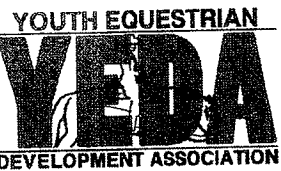
Severe Faults (-5 points)

- 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

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	Penalty								2	1 1/2	75	pull leg back
	Maneuver Score	2	-1	0	-1	+1/2	+1/2	+1/2				
	Totals	72	71		70	70 1/2	71	71 1/2				
2	Penalty								2 1/2	1 1/2	79 1/2	great job!
	Maneuver Score	2 1/2	+1	0	+1/2	+1/2	+1	0				
	Totals	72 1/2	73 1/2		74	74 1/2	75 1/2					
3	Penalty								1 1/2	1	73 1/2	knees under hips
	Maneuver Score	2	0	0	-1	+1/2	0	-1/2				
	Totals	72			71	71 1/2		71				
4	Penalty								1 1/2	1	78	loose lower leg
	Maneuver Score	2	+1/2	+1/2	+1/2	+1	+1	0				
	Totals	72	72 1/2	73	73 1/2	74 1/2	75 1/2					
5	Penalty								2 1/2	1 1/2	79	good equitation
	Maneuver Score	3	+1/2	+1/2	+1/2	0	+1	-1/2				
	Totals	73		74	74 1/2		75 1/2	75				
6	Penalty								1 1/2	1	67	shoed reins for control
	Maneuver Score	1/2	-1	-1	(-3)	-1	-1	0				
	Totals	71 1/2	70 1/2	69 1/2	66 1/2	65 1/2	64 1/2					
7	Penalty								2	1/2	77 1/2	tighten lower leg
	Maneuver Score	2 1/2	+1	+1	+1/2	+1/2	-1	+1/2				
	Totals	72 1/2	73 1/2	74 1/2	75	75 1/2	74 1/2	75				
8	Penalty								3	1 1/2	77	good patience on tough horse
	Maneuver Score	2 1/2	+1/2	+1	+1/2	-1	+1	+1				
	Totals	70 1/2	73	74	74 1/2	70 1/2	71 1/2	72 1/2				
9	Penalty								2 1/2	1	78 1/2	good job separating maneuvers
	Maneuver Score	2	+1/2	+1	-1	+1/2	+1	+1				
	Totals	72	72 1/2	73 1/2	72 1/2	73	74	75				

Judge's Signature

[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

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

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	Penalty						3					good job on tongue horse
	Maneuver Score	2 1/2	0	0	0	+1/2	-1	+1/2	2	1 1/2	73	
	Totals	72 1/2					73	69	69 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											

Judge's Signature



YEDA Official Score Sheet - RAIL Class: #11 SR/JR Opal Rail A

W/1

Back #		Rider Comments	Overall Class Comments
1	1756	lower leg back and sit deeper in saddle	
2	1643	release thigh and knee	
3	1732	heel under hip and back foot out of stirrup	
4	1407	Shorten reins	
5	1726	beautiful equitation	
6	1213	pull lower leg back under hip	
7			
8			
9			
10			
11			

J. P. [Signature]

Judges Signature



YEDA Official Score Sheet - RAIL Class: #12 JK/Sk Emerald Rail

Back #	Rider Comments	Overall Class Comments
1 895	take arch out of your back	
2 1490	relax knee	
3 805	be aware of traffic	
4 1057	pretty equitation	
5 1231	lengthen stirrup	
6 1633	great job	
7 796	stirrups too short, step down through stirrup	
8 1754	great upper body position	
9		
10		
11		

Judges Signature



W 11
YEDA Official Score Sheet - RAIL Class: #13 Flem. Perl Rail

	Back #	Rider Comments	Overall Class Comments
1	1046	Great hands	
2	1755	Soften elbows and wrists, step down through stirrup	
3			
4			
5			
6			
7			
8			
9			
10			
11			

J. Dies

Judges Signature



YEDA Official Score Sheet - RAIL Class: #14 JR/SR Ruby Rail

Back #		Rider Comments	Overall Class Comments
1	812	lengthen stirrups	Good JOB EVERYONE!
2	1510	engage lower leg @ lope	
3	1805	good equitation lines	
4	290	pull lower leg back	
5	823	soften knee and thigh - sit deeper	
6			
7	1180	excellent control and presentation	
8	1038	pull shoulders back; heel under hip @ lope	
9	1201	shorten reins for more control (less pump), heel down @ lope	
10			
11			

J. P. [Signature]

Judges Signature

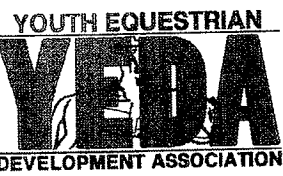


YEDA Official Score Sheet - RAIL Class: #15 +R/SP Opal Rail B

W/1

	Back #	Rider Comments	Overall Class Comments
1	1451	stirrups too short; keep heels down	Keep up the GOOD WORK EVERYONE!
2	490	try not to hold on with feet/heels at jog	
3	1357	relax hips and thigh - don't brace in stirrup	
4	1236	excellent equitation and posture	
5	1462	soften elbow and wrist	
6	752	even free hand w/ rein hand	
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

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

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	Penalty								2	1	78	great job!
	Maneuver Score	2	+1/2	+1	0	+1/2	+1/2	+1/2				
	Totals	72	72 1/2	73 1/2		74		75				
2	Penalty								2	2	80	fabulous leg great rider
	Maneuver Score	2 1/2	+1/2	+1/2	+1	+1/2	+1	+1				
	Totals	72 1/2	73	73 1/2	74 1/2	74	75	76				
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											

Judge's Signature