

YEDA REINING PATTERN NRHA #5 OFFICIAL SCORE SHEET



EXHB #	MANEUVER DESCRIPTION	L Circles OOo Stop	4 Spins Left	R Circles OOo Stop	4 Spins Right	L Lead Fast Circle Lead Change	Stop R Rollback	Stop L Rollback	Stop & Back	Overall Ability	HDD	Penalties	Final Score	Comments
	MANEUVER	1	2	3	4	5	6	7	8					
1	842		0	0	0	+1 -1/2	0	0	0	-1/2	0	-1	67 1/2	USE Arena OP 3 Spins Left find center & Right
	PENALTY													
	SCORE	-1/2	0	0	0	-1/2	0	0	0	-1/2	0	-1	67 1/2	
	Total					68								
2	682		-1/2	0	+1/2	0	0	0	+1/2	+1	0	-1/2	71	
	PENALTY				-1/2									
	SCORE	0	-1/2	0	+1/2	0	0	0	+1/2	+1	0	-1/2	71	
	Total				69 1/2				70					
3	839		-1/2	0	-1/2	0	-1/2	-1/2	-1/2	1/2	-1/2	0	67 1/2	
	PENALTY													
	SCORE	0	-1/2	0	-1/2	0	-1/2	-1/2	-1/2	1/2	-1/2	0	67 1/2	
	Total				69			68	67 1/2					
4	1279	-2	0	0	+1/2	-1/2	+1/2	-1/2	0	-1/2	1/2	-4 1/2	63 1/2	
	PENALTY				-1/2									
	SCORE	-1	0	0	+1/2	-1/2	+1/2	-1/2	0	-1/2	1/2	-4 1/2	63 1/2	
	Total	67			67		64		63 1/2					
5	948		0	0	0	0	-1/2	+1/2	0	+1	0	0	70 1/2	
	PENALTY													
	SCORE	-1/2	0	0	0	0	-1/2	+1/2	0	+1	0	0	70 1/2	
	Total				69 1/2		69	70						
6	857		0	-1	0	-1/2	0	0	0	-1	0	-4 1/2	62 1/2	OP 5 Spins left
	PENALTY			-1	-1/2	-1								
	SCORE	-1/2	0	-1	0	-1/2	0	0	0	-1	0	-4 1/2	62 1/2	
	Total			65 1/2	65	63 1/2								
7	684		-1/2	0	0	0	+1/2	-1/2	0	0	0	0	69 1/2	Find Center on RT No Small Slow Circle
	PENALTY													
	SCORE	0	-1/2	0	0	0	+1/2	-1/2	0	0	0	0	69 1/2	
	Total						70							
8														
	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 then other riders who stayed on pattern.

JUDGES SIGNATURE

[Handwritten Signature]



YEDA Official Score Sheet – RAIL Class: # 2 Jr Opal Split A

Back #	Rider Comments	Overall Class Comments
1 487	Lower leg back - Shorten Stirrups - upper body good	
2 1060	Ball of foot on Stirrup - Good upper body	
3 1007	Leaves Good Stronger upper core	
4 1391	Sit on pockets	
5 1698	Lengthen Stirrups - stay square	
6 137	Toes Good - Deeper in heel	
7 1449	Open chest - Square up shoulders	
8		
9		
10		
11		


Judges Signature

YEDA REINING PATTERN NRHA #5 OFFICIAL SCORE SHEET



EXHB #	MANEUVER DESCRIPTION	L	4	R	4	L Lead	Stop R	Stop L	Stop	Overall Ability	HDD	Penalties	Final Score	Comments
		Circles OOo Stop	Spins Left	Circles OOo Stop	Spins Right	Fast Circle Lead Change	Rollback	Rollback	& Back					
	MANEUVER	1	2	3	4	5	6	7	8					
1 824	PENALTY		-1/2	-1/2						+1	+1/2	-1 1/2	69	Let horse stop before Rollback
	SCORE	0	-1/2	-1/2	-1/2	0	+1/2	0	0					
	Total			69	67 1/2	67		67 1/2						
2 366	PENALTY	-1/2								-1	+1	-1	67	Keep hands in relationship with horse Don't overstep
	SCORE	-1/2	-1/2	-1/2	-1/2	0	0	0	0					
	Total		68		67									
3 633	PENALTY		-1/2				-1/2			+1/2	+1	-1 1/2	68 1/2	
	SCORE	0	0	0	0	-1/2	-1	0	0					
	Total			69 1/2		69	67							
4 383	PENALTY							-1/2	0	0	0	0	69 1/2	USE legs in spins don't drag horse with reins
	SCORE	0	0	0	0	0	0	-1/2	0					
	Total													
5 520	PENALTY				0			-1/2	-2	-1	0	-2 1/2	64	Drop hands - let horse go forward - O.P. 3 spins Rt.
	SCORE	0	-1/2	-1/2	0	0	0	-1/2	-1					
	Total				69	69	69	68						
6 884	PENALTY		-1/2							-1	0	-1/2	68	USE legs instead of hands to spin horse
	SCORE	0	-1	0	0	0	+1/2	0	0					
	Total		68 1/2				69							
7	PENALTY													
	SCORE													
	Total													
8	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 then other riders who stayed on pattern.

JUDGES SIGNATURE Shirley DeLonga

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +1 1/2 to -1 1/2 in 1/2 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 + if the rider handled it well.

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

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

Entry #	Maneuver Description Maneuver	Walk	Trot	X-Trot	Stop	360 ea direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments	
		1	2	3	4	5	6	7	8	9	10	11	12	13						
1	600																			
	Penalty																			
	Maneuver Score	0	0	-1/2	0	-1/2	0	-1	0	-1	0	0	0	-1/2	0	0	0	-1/2	66	7
	Totals					69		68		67			66 1/2		0	0	-1/2			
2	452																			
	Penalty							-1												
	Maneuver Score	0	0	0	0	-1/2	0	-1	0	-1	-1 1/2	-1 1/2	-1	-1						
	Totals							67 1/2		66 1/2	65	63 1/2		61 1/2	-1	0	-1	60 1/2	OP 60.1/2	
3	799																			
	Penalty																			
	Maneuver Score	0	-1	-1	0	-1/2	0	+1/2	+1/2	-1/2	0	-1/2	0	0	0	0	+1/2			
	Totals			69		67 1/2			68 1/2			67 1/2			0	0	+1/2	68	5	
4	431																			
	Penalty		-1	-1																
	Maneuver Score	0	-1/2	-1/2	0	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0						
	Totals			67					68		68			68	-2	+1/2	+1	70 1/2	2	
5	545																			
	Penalty																			
	Maneuver Score	+1/2	+1/2	-1/2	0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2				
	Totals		71		70 1/2		71					73			0	+1/2	+1	75	1	
6	1093																			
	Penalty																			
	Maneuver Score	0	-1/2	-1/2	0	-1/2	-1	0	+1/2	-1/2	0	0	0	0						
	Totals				69		67 1/2		68	67 1/2				67 1/2	0	0	-1/2	67	6	
7	880																			
	Penalty																			
	Maneuver Score	0	-1	-1	0	0	0	-1	-1/2	-1/2	0	0	-1/2	0						
	Totals				68		67		66				65 1/2		0	0	-1/2	65	8	
8	1470																			
	Penalty		-1	-3																
	Maneuver Score	0	-1/2	-1	0	-1	0	0	+1/2	-1/2	0	-1/2	0	0						
	Totals			64 1/2		63 1/2			64				63		-4	0	-1	62		

[Signature]
Judge's Signature

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 Maneuver	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1 795	Penalty										-3								
	Maneuver Score	-1/2	-1	-1	0	-1	0	-1	0	-1	-1	1/2	-1/2	0		0	-2 1/2	55	UP NO WALK
	Totals					67 1/2	66 1/2				64 1/2	60 1/2		57 1/2	-3				
2 1432	Penalty																		
	Maneuver Score	0	0	+1/2	0	-1/2	-1/2	0	+1/2	-1/2	0	-1/2	0	0	0	0	+1/2	69 1/2	3
	Totals					70				70	68 1/2		69						
3 1011	Penalty		-1					-1											
	Maneuver Score	0	-1/2	0	0	-1	-1/2	0	+1/2	+1/2	0	0	0	+1/2	-2	+1	+1/2	69	4
	Totals					68 1/2				67 1/2	68		66 1/2	67					
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																		

[Signature]
Judges Signature

Back #	Rider Comments	Overall Class Comments
1416	Lengthen Straps - Good upper body	body
489	Square up Shoulders - Square heel Good upper	
1476	Knee open More Good upper	
655	open Upper Shoulders more -	
1583	Square up Shoulders -	
797	Stronger Core - Legs back more - Square up Shoulders	
103	Open Shoulders - deeper heel - Ball on hump	
662	Good job. At trot lower leg swings - Tighten	

Shirley Appleby
 Judges Signature

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.

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 riding and will not appear in the final score.

Entry #	Maneuver Description	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1 1146	Penalty																		
	Maneuver Score	0	-1/2	0	0	-1	0	0	0	-1/2	0	0	0	0	0	0	-1/2	67 1/2	7
	Totals					68 1/2				68									
2 372	Penalty																		
	Maneuver Score	0	0	0	0	-1/2	0	0	0	+1/2	0	0	+1/2	+1/2	0	0	+1/2	71 1/2	* 2
	Totals					69 1/2				70			70 1/2	71					
3 954	Penalty		-1																
	Maneuver Score	0	-1/2	-1/2	0	0	0	-1/2	0	-1/2	0	+1/2	0	+1/2	-1	+1	+1/2	69 1/2	6
	Totals				68			67 1/2				67 1/2		69					
4 788	Penalty																		
	Maneuver Score	0	0	-1/2	0	-1/2	-1/2	0	-1	0	0	-1/2	-1/2	-1/2	-4	+1	-1/2	62 1/2	10
	Totals				69 1/2	69		63 1/2				63		62					
5 1370	Penalty																		
	Maneuver Score	+1/2	-1/2	0	0	+1/2	0	0	+1/2	+1	+1/2	+1/2	+1/2	+1/2	0	+1	+1	76	1
	Totals				70			71		72 1/2	73		74						
6 278	Penalty																		
	Maneuver Score	0	0	-1/2	0	0	0	-1/2	+1/2	0	0	0	0	+1/2	-1	+1/2	+1/2	70	4
	Totals				69 1/2	68	68 1/2					68 1/2		69					
7 858	Penalty																		
	Maneuver Score	+1/2	+1/2	-1/2	0	+1/2	+1/2	0	0	-1/2	0	0	-1/2	0	0	+1/2	+1/2	71 1/2	3
	Totals				70 1/2	71		71 1/2		71			70 1/2						
8 825	Penalty																		
	Maneuver Score	0	0	-1/2	0	-1	-1/2	0	-1	-1	0	0	0	0	3	0	-1/2	62 1/2	* 9
	Totals				68 1/2	67	64	63						63					

[Signature]
Judges Signature

1 – point penalty

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

3 – point penalty

- Break of gait from walk or trot more than 2 strides
- Break of gait at the lope
- Starting on the incorrect lead, out of lead or cross canter during lead change
- Trotting excessive strides during simple lead change
- Too loose of rein

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

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

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

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

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1	Penalty							-1											
	Maneuver Score	0	0	-1/2	0	-1/2	-1	-1	0	-1/2	0	0	0	0	-1	0	-1 1/2	64	Started Rins
	Totals					69	67		66		65 1/2								8
2	Penalty			-1															
	Maneuver Score	0	0	-1/2	-1/2	-1	0	0	0	0	0	0	-1/2	0		+2	+1	69 1/2	5
	Totals					67			67			67	67	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																		

[Handwritten Signature]
Judges Signature



YEDA Official Score Sheet – RAIL Class: # 7 Jr Opal Split B

Back #	Rider Comments	Overall Class Comments
1 394	Open knee - Lays back down in heel Square	Shoulders
2 1553	Open Shoulders -	
3 1356	Open knees - heel down	
4 1506	Shorten - 3 stirrups - Stronger in cone	
5 1650	Sit Middle of Saddle	
6 1335	Open shoulder - Ball of foot on heel	
7 1320	Lengthen Stirrups - heels back	
8		
9		
10		
11		


Judges Signature

1 – point penalty

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

3 – point penalty

- Break of gait from walk or trot more than 2 strides
- Break of gait at the lope
- Starting on the incorrect lead, out of lead or cross canter during lead change
- Trotting excessive strides during simple lead change
- Too loose of rein

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

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

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

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

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1 681	Penalty						-1	-1	-3										
	Maneuver Score	0	0	+1/2	0	+1/2	-1/2	-1/2	-1	+1/2	0	0	-1/2	-1					
	Totals					71		68	64				64 1/2	63					
2 357	Penalty																		
	Maneuver Score	0	0	-1/2	0	-1	-1/2	0	0	+1/2	0	-1	0	0					
	Totals					68 1/2		68					64 1/2						
3 760	Penalty							-1											
	Maneuver Score	0	0	-1/2	0	0	-1/2	0	0	0	0	0	-1/2	0					
	Totals					69 1/2	68		68				62 1/2						
4 1592	Penalty								-1										
	Maneuver Score	0	+1/2	0	0	+1/2	0	-1/2	0	+1/2	+1/2	+1/2	0	0					
	Totals					71		69 1/2	70	70 1/2	71								
5 807	Penalty		-1					-3											
	Maneuver Score	0	-1/2	0	0	0	-1	0	0	0	0	-1/2	OP -1/2	0					
	Totals					68 1/2	64 1/2					64	62 1/2						
6	Penalty																		
	Maneuver Score																		
	Totals																		
7	Penalty																		
	Maneuver Score																		
	Totals																		
8	Penalty																		
	Maneuver Score																		
	Totals																		

Judges Signature _____



YEDA Official Score Sheet – Opal / Pearl Pattern 5

Updated 2020

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

Class #9 Jr Opal Split A

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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	-1/2	0	+1	0	71 1/2	4
	Totals					70 1/2					
2	Penalty	-1									
	Maneuver Score	-1/2	0	0	0	+1	0	+1	0	70 1/2	6
	Totals				68 1/2		69 1/2				
3	Penalty										
	Maneuver Score	0	+1/2	0	0	0	0	+1/2	0	71	5
	Totals										
4	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1/2	0	+1	0	74	1
	Totals				72 1/2	73					
5	Penalty										
	Maneuver Score	+1/2	+1/2	0	+1/2	0	0	+1/2	0	72	+ 2
	Totals			71							
6	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	-1/2	0	+1/2	0	72	3
	Totals										
7	Penalty										
	Maneuver Score	0	0	-1/2	0	0	0	+1/2	0	70	7
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 5

Updated 2020

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

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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	0	0	-1	0	+1	0	+1	0	71	3
	Totals				69						
2	Penalty										
	Maneuver Score	0	-1/2	-1	-1/2	-1	0	-1/2	0	66 1/2	7
	Totals				68						
3	Penalty										
	Maneuver Score	0	0	+1/2	0	-1	0	-1	0	68 1/2	6
	Totals					69 1/2					
4	Penalty										
	Maneuver Score	0	0	-1/2	+1/2	+1	0	+1/2	0	71 1/2	+1
	Totals				70						
5	Penalty					-1					
	Maneuver Score	0	+1	0	+1	0	-1/2	+1	0	71 1/2	2
	Totals				72	71	70 1/2				
6	Penalty		-1		-1	-3	-1				
	Maneuver Score	+1/2	-1	0	-1/2	-1	0	-1/2	0	61 1/2	8
	Totals			68 1/2	67	62					
7	Penalty										
	Maneuver Score	0	+1/2	0	0	-1/2	0	0	0	70	4
	Totals						70				
8	Penalty										
	Maneuver Score	0	0	0	0	-1/2	0	0	0	69 1/2	5
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

[Signature]
 Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 5

Updated 2020

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

Class # 11 Jr Opal
Split B

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 3/4
- 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.

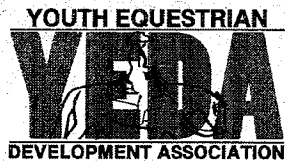
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	0	0	-1	0	0	0	+1/2	0	69 1/2	1
	Totals			69							
2	Penalty										
	Maneuver Score	0	-1/2	-1/2	-1/2	-1	0	-1/2	0	67	6
	Totals			69		67 1/2					
3	Penalty										
	Maneuver Score	0	0	0	0	-1/2	0	-1/2	0	69	3
	Totals					68 1/2					
4	Penalty										
	Maneuver Score	0	-1/2	-1/2	-1/2	-1	-1/2	-1/2	0	66 1/2	7
	Totals				68 1/2		67				
5	Penalty										
	Maneuver Score	0	0	-1	0	-1/2	0	0	0	68 1/2	4
	Totals			69		68 1/2					
6	Penalty										
	Maneuver Score	0	-1/2	0	-1/2	-1/2	0	-1/2	0	68	5
	Totals			69 1/2	69	68 1/2					
7	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	-1	0	0	0	69	+3
	Totals				71	69					
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

[Signature]
Judges Signature



YEDA Official Score Sheet – Sapphire / Alumni Pattern 5

Updated 2022

Scoring 0-100 with 70 denoting the 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

Entry #	Maneuver Description	Rail Work	Walk	Jog	Lope O RL	Change Leads	Lope LL	Stop Back	F & E	HDD	Final Score	Comments
		RW	1	2	3	4	5	6				
1	Penalty		-1		-3				-1/2	0	64	7
	Maneuver Score	+1	0	0	-1	0	-1	-1/2				
	Totals		71/2		66		65					
2	Penalty				-3				-1/2	0	65 1/2	6
	Maneuver Score	+1	0	0	-1	0	0	-1				
	Totals				67		66					
3	Penalty								0	0	70	4
	Maneuver Score	+1 1/2	0	0	0	-1/2	-1	0				
	Totals				71 1/2		70					
4	Penalty								+1	0	75	1
	Maneuver Score	+1 1/2	0	0	+1	+1	+1/2	0				
	Totals			71 1/2	72 1/2		74					
5	Penalty								+1	0	73 1/2	3
	Maneuver Score	+1	+1/2	+1/2	+1/2	0	0	0				
	Totals			72	72 1/2							
6	Penalty								+1	0	74 1/2	2
	Maneuver Score	+1 1/2	+1/2	0	+1	0	+1/2	0				
	Totals		72									
7	Penalty							-3	0	0	69 1/2	5
	Maneuver Score	+2	+1/2	+1	+1	-1	-1	0				
	Totals				74 1/2		69 1/2					
8	Penalty				-3			-3	0	0	63 1/2	8
	Maneuver Score	+1	0	+1	-1	-1/2	-1	0				
	Totals				68		63 1/2					
9	Penalty											
	Maneuver Score											
	Totals											

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 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 within 10' of designated area
- Incorrect lead
- Break of gait at a walk or jog for more than 2 strides
- Loss of stirrup

Severe Faults (-5 points)

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

Judge's Signature



YEDA Official Score Sheet – Sapphire / Alumni Pattern 5

Updated 2022

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

Form & Effectiveness (F&E) of the rider is scored from -3 to +3 in 1/2 point increments
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 point increments

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

Entry #	Maneuver Description	Rail Work	Walk	Jog	Lope O RL	Change Leads	Lope LL	Stop Back	F & E	HDD	Final Score	Comments
		RW	1	2	3	4	5	6				
1	Penalty						-3					
	Maneuver Score	+1	+1	+1	+1/2	-1	-1	0	0	0	68 1/2	9
	Totals			73	73 1/2	72 1/2						
2	Penalty											
	Maneuver Score	+1/2	+1	+1	+1/2	+1/2	+1/2	0	+1	0	76	1
	Totals			73 1/2		74 1/2						
3	Penalty			-1								
	Maneuver Score	+1	+1	-1/2	+1	0	+1	+1/2	+1	0	74	4
	Totals			70 1/2								
4	Penalty		-1									
	Maneuver Score	+1	-1/2	+1/2	0	0	0	0	+1/2	0	70 1/2	6
	Totals			70								
5	Penalty											
	Maneuver Score	+1	+1	0	-1/2	-3	-3	0	-2	0	63 1/2	9
	Totals			72								
6	Penalty											
	Maneuver Score	+1	+1/2	+1	+1/2	+1/2	+1/2	0	+1	0	75	3
	Totals											
7	Penalty											
	Maneuver Score	+1	+1/2	+1/2	0	0	0	-1/2	+1/2	0	72	5
	Totals			72								
8	Penalty						-3					
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	-1	0	+1	0	69 1/2	7
	Totals				72	72 1/2	68 1/2					
9	Penalty											
	Maneuver Score	+1	+1	+1/2	+1	0	+1/2	+1/2	+1	0	75 1/2	2
	Totals			72 1/2			74					

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 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

Shirley DePuy



YEDA Official Score Sheet – Sapphire / Alumni Pattern 5

Updated 2022

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

Class # 14 Jr Sapphire

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

Entry #	Maneuver Description	Rail Work	Walk	Jog	Lope O RL	Change Leads	Lope LL	Stop Back	F & E	HDD	Final Score	Comments
		RW	1	2	3	4	5	6				
1	3 Penalty			-3	-3				0	0	60½	Shorten Reins
	5 Maneuver Score	+1	0	-1	-1	-½	-1	-1				
	7 Totals			67	63	62½						
2	7 Penalty				-5				-2	0	64	
	6 Maneuver Score	+1	+1	0	-1	0	0	0				
	0 Totals			72	66							
3	1 Penalty		-1						0	0	70	
	9 Maneuver Score	+1	0	0	0	0	0	0				
	2 Totals											
4	8 Penalty				-3	DP			+1	0	70½	Flying Lap Change
	0 Maneuver Score	+1	0	+1	-1	+½	+½	+½				
	7 Totals			72	68		69					
5	6 Penalty				-3				+1	0	68	
	8 Maneuver Score	+1	-½	0	-½	0	+½	-½				
	1 Totals			70½	67							
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

Judge's Signature

YEDA Official Score Sheet – Sapphire / Alumni Pattern 5

Updated 2022

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

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

Entry #	Maneuver Description	Rail Work	Walk	Jog	Lope O RL	Change Leads	Lope LL	Stop Back	F & E	HDD	Final Score	Comments
		RW	1	2	3	4	5	6				
1	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1/2	+2	0	78 1/2	1
	Totals											
2	Penalty						-3					
	Maneuver Score	-1	0	0	0	0	-1	0	+1/2	0	65 1/2	6
	Totals			69			65					
3	Penalty				-3, -3		-3					
	Maneuver Score	+1	0	0	-1	0	-1	0	-1	0	59	4
	Totals				64		60					
4	Penalty				-3							
	Maneuver Score	+1	0	0	-1	-1/2	-1/2	0	0	0	66	5
	Totals				67		66					
5	Penalty											
	Maneuver Score	+1	+1	+1/2	+1/2	0	+1/2	-1	0	0	72 1/2	2
	Totals			72 1/2	73		73 1/2					
6	Penalty				-3	-5						
	Maneuver Score	+1	+1	+2	-1	-1	-1	-1	-1	0	61	7
	Totals			74	70	64	63	62				
7	Penalty						OP					
	Maneuver Score	+1	+1/2	+1	+1	-1	0	0	0	0	72 1/2	Flying off lead jump 9
	Totals			72 1/2								
8	Penalty				-3							
	Maneuver Score	+1	0	0	-1/2	0	-1	0	0	0	66 1/2	4
	Totals			71								
9	Penalty						-3					
	Maneuver Score	+1	0	+1/2	+1	-1/2	-1	0	0	0	68	3
	Totals			72 1/2	72							

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 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

Alinda DePledge



YEDA Official Score Sheet – Ruby Pattern 5

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Lope RL	Jog	Jog O L	Lope LL	Stop Back				
1	1364	0	0	0	0	0	0	+1/2	0	70 1/2	4 5
2	1006	0	+1	0	-1/2	+1/2	+1/2	+1	0	71 1/2	2
3	1594	0	-1/2	+1/2	0	-1	-0	-1	0	65	7
4	689	+1/2	+1	+1	+1/2	-1/2	-1/2	+1	0	70	4 3
5	907	+1/2	-1	<u>OP</u>	+1/2	+1	0	0	0	<u>65 1/2</u>	O.P. 9
6	1299	+1	+1	-1	-1/2	-1	-1	0	0	64 1/2	8
7	978	0	0	0	0	0	0	+1	0	71	3
8	253	+1/2	+1	+1/2	-1/2	+1	+1/2	+1	0	74	1
9	584	0	-1	-1/2	-1/2	-1/2	0	0	0	67 1/2	Heels down Toes forward 6

Judges Signature

YEDA Official Score Sheet – Ruby Pattern 5

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill 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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Lope RL	Jog	Jog OL	Lope LL	Stop Back				
1 1238	Penalty										
	Maneuver Score	0	-1	0	+1	-1/2	+1/2	+1	0	71	2
	Totals										
2 894	Penalty										
	Maneuver Score	+1/2	+1/2	-3	+1/2	+1/2	0	0	0	67	3
	Totals		71	66	66 1/2	67					
3 1428	Penalty										
	Maneuver Score	0	+1	+1	+1/2	+1/2	0	+1/2	0	73 1/2	1
	Totals			72		73					
4 1225	Penalty										
	Maneuver Score	0	0	-1	-1/2	+1/2	0	0	0	65	4
	Totals				64 1/2	65					
5 608	Penalty										
	Maneuver Score	+1/2	-1	-1/2	0	-1/2	-1/2	+1/2	0	64 1/2	5
	Totals			66		65					
6 1147	Penalty										
	Maneuver Score	0	-3	0	+1	-1	0	0	0	62	6
	Totals		65	65	66	62					
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

[Signature]
 Judges Signature

YEDA Official Score Sheet – Ruby Pattern 5

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Lope RL	Jog	Jog OL	Lope LL	Stop Back				
1 1306	Penalty										
	Maneuver Score	0	-1/2	-1/2	-1/2	0	0	0	0	68 1/2	
	Totals			69							
2 1096	Penalty		-3, -3, -3								
	Maneuver Score	+1	-2	0	0	+1	+1/2	0	0	58 1/2	
	Totals		57	57							
3 848	Penalty										
	Maneuver Score	0	0	0	0	0	0	+1	0	71	
	Totals										
4 164	Penalty		OP								
	Maneuver Score	+1/2	-3	+1/2	+1/2	+1/2	+1/2	+1	0	70 1/2	OP & Lope
	Totals										
5 947	Penalty		-3			-3, -3					
	Maneuver Score	-1	-2	0	0	OP	0	-2	0	56	OP LL Lope
	Totals			64							
6 309	Penalty										
	Maneuver Score	+1/2	+1	+1	+1	+1	+1/2	+2	0	77	1
	Totals				73 1/2						
7 851	Penalty										
	Maneuver Score	0	+1/2	+1	+1/2	+1/2	+1/2	+1	0	74	
	Totals				72						
8 1110	Penalty					-3					
	Maneuver Score	+1/2	0	+1/2	+1/2	-1/2	0	+1	0	69	
	Totals			71		68					
9 145	Penalty										
	Maneuver Score	0	0	-1	-1	-1	-1/2	0	0	65 1/2	
	Totals					67					

200 - 0 0 +1 +1 +1/2 0 +1

[Signature]
 Judges Signature

73 1/2



YEDA Official Score Sheet – Ruby Pattern 5

Updated 2020

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

Minor Faults (-1 point)

- Break of 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 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 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.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Lope RL	Jog	Jog OL	Lope LL	Stop Back				
1	Penalty										
	Maneuver Score	0	0	+1	+1	+1/2	+0	+1	0	7 1/2	
	Totals										
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										

Judges Signature



YEDA Official Score Sheet – Ruby Pattern 5
Updated 2020

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

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 3/4 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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Lope RL	Jog	Jog OL	Lope LL	Stop Back				
1 349	Penalty				-1						
	Maneuver Score	0	-1/2	-1/2	-1/2	0	0	0	0	67 1/2	2
	Totals			69	68 1/2						
2 835	Penalty	-1	OP								
	Maneuver Score	-1/2	-3	0	0	0	0	0	0	65 1/2	RL lope O.P. 5
	Totals				65 1/2						
3 1558	Penalty										
	Maneuver Score	+1	+1/2	0	+1/2	+1	+1/2	+1	0	74 1/2	1
	Totals			71 1/2		73					
4 1028	Penalty		-3,3		-1						
	Maneuver Score	0	-2	+1/2	-1/2	+1/2	+1/2	+1	0	63	3
	Totals			62 1/2	61		62				
5 153	Penalty			-3		OP					
	Maneuver Score	0	-1	-1	-1/2	-3	0	0	0	61 1/2	LL lope OP 1/2
	Totals			65							
6 481	Penalty		OP								
	Maneuver Score	0	-3	0	0	+1/2	0	0	0	67 1/2	OP RL lope 1/2
	Totals			62							
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

[Signature]
Judges Signature



YEDA Official Score Sheet – Topaz EWD Pattern 5 & 6

Updated 2020

Class # 20 - Independent

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	X-Walk OL 4	Jog 5	Stop 6					
1	Penalty										
	Maneuver Score	+1/2	+1	+1/2	+1	+1		+1	0	75	
	Totals										
2	Penalty		-1	-1							
	Maneuver Score	+1/2	0	0	+1/2	0		+1	0	70	
	Totals		69 1/2	68 1/2							
3	Penalty				-1						
	Maneuver Score	+1/2	+1/2	+1/2	0	0		+1	0	71 1/2	
	Totals				70 1/2						
4	Penalty										
	Maneuver Score	+1/2	0	0	0	0		+1	0	71 1/2	
	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 _____



YEDA Official Score Sheet – Topaz EWD Pattern 5 & 6
Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	X-Walk O L 4	Jog 5	Stop 6					
1 959	Penalty	-1	OP	OP							OP NO 109
	Maneuver Score	-1/2	-3	0	-3	0	+1	0	63 1/2		
	Totals										
2 282	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	0	+1	0	72		
	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										

Judges Signature *[Signature]*

12



YEDA Official Score Sheet – RAIL Class: # 22 Elementary Pearl Split A

Back #	Rider Comments	Overall Class Comments
1 1464	Open knee Push down in heel	
2 505	Stretch up - Square up shoulders	
3 324	Square up shoulders - chin up	
4 152	Good job	
5 1346	Chin up a little	
6 1003	Stretch up in mid Section - Push down in heel	
7 892	Lengthen Straps Loops Back	
8 1508	Pushup Mid Section -	
9 1128	Pull Leg Back Push down in heel. Loops Back	
10		
11		

[Signature]
Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1299	Lower leg back toes straight	
2 851	Keep Body straight use hands	
3 253	Shorter stirrups - Legs back a little	
4 947	Open knee - Ball on stirrup	
5 689	Square shoulders sit up - open chest	
6 1364	Deeper in heels stretch up in mid section - Be positive	
7 1110	Deeper in heels - more weight through heels	
8 584	Turn toes straight - keep heels back	
9 848	Pull lower leg back - toes straight - bring leg back a little	
10 1306	Lower leg back - Deeper in heels	
11		

Shirley DePledge
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1452	Chin up - Fork Between Horses Ears	
2 686	Ball of foot on Stirrup - Push heel down	
3 1387	Keep heels down & Legs Back	
4 1281	Lower Leg Back	
5 296	Open Shoulders Lower Leg Good	
6 479	Lower Leg Back	
7 201	Keep head still Fork Between Horses Ears	
8 994	Heels down Square Shoulders	
9 1613	Square up Shoulders -	
10		
11		

[Signature]
 Judge's Signature

Back #	Rider Comments	Overall Class Comments
1 1594	Use Legs	
2 184	Open Shoulders - stretch up	
3 907	Ball of foot on stirrup - heels down	
4 309	Lower Leg Back	
5 145	Lower Leg Back - square up shoulders	
6 978	Lower Leg Back Press Down in heel	
7 1096	Open knee - Push down in heels	
8 1200	Good Body Position - Lower Leg Back	
9 1006	Open knee - Push down in heel	
10		
11		

[Signature]
 Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 5

Pearl Split A

Updated 2020

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 3/4 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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	Penalty										
	Maneuver Score	0	0	-1	-1/2	-1	0	+1	0	65 1/2	7
	Totals										
2	Penalty			10P							
	Maneuver Score	0	-1/2	-3	-1/2	0	-1	0	0	65	Add C Circle 9
	Totals										
3	Penalty										
	Maneuver Score	+1	+1	0	+1/2	+1	0	+1	0	74 1/2	2
	Totals										
4	Penalty										
	Maneuver Score	+1/2	+1	0	+1/2	+1/2	0	+1	0	73 1/2	4
	Totals										
5	Penalty										
	Maneuver Score	0	+1/2	0	-1/2	0	+1/2	0	0	70 1/2	5
	Totals										
6	Penalty										
	Maneuver Score	0	0	0	0	0	0	0	0	70	6
	Totals										
7	Penalty										
	Maneuver Score	+1/2	+1	+1/2	+1	+1	-1	+1	0	74	3
	Totals										
8	Penalty										
	Maneuver Score	0	-1	-1	-1	-1	0	0	0	61	8
	Totals										
9	Penalty										
	Maneuver Score	+1/2	+1	+1/2	0	+1	+1	+1	0	75	1
	Totals										

[Signature]
 Judges Signature

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 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill 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.

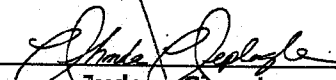
Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1 152	Penalty										
	Maneuver Score	+1	+1	+1	+1	+1	+1	+2	0	78	1
	Totals										
2 686	Penalty										
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1	0	73 1/2	3
	Totals					72					
3 1387	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1/2	0	+1	0	74	2
	Totals			71 1/2		73					
4 1003	Penalty										
	Maneuver Score	0	+1/2	0	-1/2	+1/2	0	+1/2	0	71	7
	Totals				70						
5 1508	Penalty										
	Maneuver Score	+1/2	0	-1/2	0	-1/2	0	+1/2	0	70	9
	Totals										
6 479	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	0	72 1/2	6
	Totals				72						
7 1128	Penalty										
	Maneuver Score	0	0	0	+1/2	+1/2	+1/2	+1 1/2	0	73	5
	Totals										
8 324	Penalty										
	Maneuver Score	+1/2	+1/2	0	+1/2	0	0	+1/2	0	72	7
	Totals										
9 1452	Penalty										
	Maneuver Score	+1	+1	-1/2	+1/2	+1/2	0	+1	0	73 1/2	4
	Totals			71 1/2							

[Signature]
Judge's Signature



YEDA Official Score Sheet – RAIL Class: # 28 Jr Ruby Split A

Back #	Rider Comments	Overall Class Comments
1 894	Ball of foot on stirrup - More weight down through heel	
2 608	Sit up straight - Don't arch back	
3 1558	Lengthen stirrups - lower leg back	
4 481	Shoulders even - stroke up	
5 1238	Looks good	
6 153	Lower leg back push down under root you	
7		
8		
9		
10		
11		


Judges Signature



YEDA Official Score Sheet – RAIL Class: # 29 Jr Ruby Split B

Back #	Rider Comments	Overall Class Comments
1 1428	Lower leg back & Down in Heel	
2 349	Lower Leg back - Down in Heel	
3 1147	Shoulders Square - Ball of foot on stirrup	
4 1225	Back Don't back back - Lengthen Straps	
5 835	Ball of foot in on stirrup more weight down through heel	
6 1028	Shoulders Square - Stretch up in midsection	
7		
8		
9		
10		
11		


Judges Signature



YEDA Official Score Sheet – Diamond Pattern 5

Updated 2022

Class # 30 & Diamond Split A

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

Form & Effectiveness (F&E) of the rider is scored from -3 to +3 in 1/2 point increments
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 point increments

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

Entry #	Maneuver Description	Rail Work	Jog	Lope LL	O @ B Stop	90 L	Back	Jog Stop	F & E	HDD	Final Score	Comments
		RW	1	2	3	4	5	6				
1	Penalty											
	Maneuver Score	+1	+1/2	+1	0	+1/2	+1/2	+1	+1	0	75 1/2	1
	Totals					73						
2	Penalty											
	Maneuver Score	+1	+1	0	0	-1	0	+1	+1	0	73	5
	Totals											
3	Penalty											
	Maneuver Score	+1	0	0	0	0	+1/2	+1/2	+1/2	0	72 1/2	6
	Totals											
4	Penalty											
	Maneuver Score	+1	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	0	74 1/2	3
	Totals						73					
5	Penalty											
	Maneuver Score	+1	-1/2	-1/2	-1/2	0	0	0	+1/2	0	70*	
	Totals			70		68 1/2						
6	Penalty											
	Maneuver Score	+1	+1/2	+1	+1	+1/2	-1/2	0	+1/2	0	74	4
	Totals			72 1/2		74	73 1/2					
7	Penalty											
	Maneuver Score	+1	+1/2	+1/2	-3	0	0	+1	+1	0	70	
	Totals				68							
8	Penalty											
	Maneuver Score	+1/2	0	0	0	-1/2	0	-1/2	+1/2	0	70	
	Totals					70		69 1/2				
9	Penalty											
	Maneuver Score	+1	+1	+1/2	+1/2	0	0	+1	+1	0	75	2
	Totals				73			74				

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

Judge's Signature

Alvin P. [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

Entry #	Maneuver Description	Rail Work	Jog	Lope LL	O @ B Stop	90 L	Back	Jog Stop	F & E	HDD	Final Score	Comments
		RW	1	2	3	4	5	6				
1	Penalty		-1									
	Maneuver Score	+1	-1/2	-1/2	+1/2	0	0	0	+1	0	69 1/2	6
	Totals			68				68 1/2				
2	Penalty				-3							
	Maneuver Score	+1	+1/2	+1/2	-1/2	0	0	0	+1/2	0	69	7
	Totals			72	68 1/2							
3	Penalty											
	Maneuver Score	+1	0	0	0	+1/2	0	0	+1/2	0	72	5
	Totals											
4	Penalty											
	Maneuver Score	+1	+1	+1/2	-1/2	-1/2	0	+1	+1	0	73 1/2	3
	Totals				72	71 1/2		72 1/2				
5	Penalty				-3							
	Maneuver Score	+1/2	0	-1/2	-1	-1/2	0	-1/2	+1/2	0	65 1/2	Sit down at lopes & 8 Trot
	Totals			70	64			65				
6	Penalty											
	Maneuver Score	+1	0	0	0	0	0	+1/2	+1	0	72 1/2	4
	Totals					71		71 1/2				
7	Penalty											
	Maneuver Score	+1	+1	+1	+2	+1/2	0	+2	+2	0	79 1/2	1
	Totals					75 1/2						
8	Penalty											
	Maneuver Score	+1	+1/2	+1/2	+1	+1/2	+1/2	+1	+1	0	76	2
	Totals			72				74				
9	Penalty											
	Maneuver Score											
	Totals											

Minor Faults (-1 point)

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

Major Faults (-3 points)

- Break of gait at lope out of lead or missin 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

[Handwritten Signature]

YEDA Official Score Sheet – Emerald Pattern 5

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1 1494	Penalty										
	Maneuver Score	0	0	-1/2	-1/2	-1	0	0	0	68	USE Legs
	Totals										4
2 890	Penalty	-1									
	Maneuver Score	-1/2	0	0	0	-1	0	-1/2	0	62	Shorten Reins
	Totals										
3 367	Penalty	-1									
	Maneuver Score	-1/2	-1/2	0	0	0	0	+1/2	0	68 1/2	3
	Totals			68							
4 1619	Penalty										
	Maneuver Score	0	+1/2	-1/2	-1/2	0	0	0	0	69 1/2	2
	Totals										
5 883	Penalty		-1			-1					
	Maneuver Score	+1	0	-1/2	0	-1	0	-1/2	0	67	7
	Totals										
6 1013	Penalty				-3						
	Maneuver Score	0	0	0	-1	0	0	0	0	66	USE Fingers in stead of wrist of
	Totals										
7 1546	Penalty					-3					
	Maneuver Score	+1	-1	0	0	-1	0	-1	0	65	Lost stirrup
	Totals										
8 838	Penalty										
	Maneuver Score	0	-1	0	-1	0	0	-1/2	0	67 1/2	Shorten Reins & Stirrups
	Totals										5
9 1197	Penalty					-3					
	Maneuver Score	0	0	0	0	-1/2	0	+1	0	67 1/2	6
	Totals										

Judges Signature



YEDA Official Score Sheet – Emerald Pattern 5

Updated 2020

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

Minor Faults (-1 point)

- Break of gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/2
- 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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
		1	2	3	4	5	6				
10 1	Penalty										
	Maneuver Score	+1/2	0	+1/2	+1	+1	+1/2	+1	0	74 1/2	
	Totals										
11 2	Penalty										
	Maneuver Score										
	Totals										
12 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										

[Handwritten Signature]

Judges Signature

YEDA Official Score Sheet – Emerald Pattern 5

Updated 2020

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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1 1232	Penalty			OP	OP						
	Maneuver Score	+1	0	-3	-3	0	0	0	0	65	OP x2 missed cone "C"
	Totals										
2 1436	Penalty										
	Maneuver Score	0	+1/2	0	0	0	0	0	0	70 1/2	Reins held off to side too much 3
	Totals										
3 484	Penalty			OP							
	Maneuver Score	0	0	-3	-2	+1	-1	+1	0	62	Shorten Reins OP
	Totals										
4 1331	Penalty	-1									
	Maneuver Score	-1/2	+1/2	+1	+1/2	+1	+1/2	+1	0	73	II
	Totals		69	70		71 1/2	72				
5 1557	Penalty	-1	-1								
	Maneuver Score	-1/2	-1/2	+1/2	+1/2	-1/2	0	0	0	67 1/2	USE Seel for 702.
	Totals		67	67 1/2	68						
6 1500	Penalty										
	Maneuver Score	0	+1/2	-1	-1	-1/2	0	-2	0	65	Shorten Reins
	Totals										
7 814	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	0	73 1/2	1
	Totals			71		72					
8 1354	Penalty										
	Maneuver Score	-1/2	0	0	0	0	0	+1	0	69 1/2	.
	Totals										
9 195	Penalty										
	Maneuver Score	0	0	-1/2	-1	-1/2	0	-1/2	0	67 1/2	.
	Totals										

Shane R. [Signature]
Judges Signature

YEDA Official Score Sheet – Emerald Pattern 5

Updated 2020

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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1 391	Penalty										
	Maneuver Score	0	0	0	-1/2	0	0	+1	0	70 1/2	6
	Totals										
2 1390	Penalty										
	Maneuver Score	0	-1/2	OP	OP	OP	0	-2	0	64 1/2	MARKER C OP
	Totals										
3 1161	Penalty										
	Maneuver Score	0	0	-3	-1	-1	0	-1	0	63	.
	Totals				65	64					
4 1158	Penalty										
	Maneuver Score	0	0	0	0	-3	0	+1	0	67	.
	Totals										
5 1614	Penalty										
	Maneuver Score	0	0	+1/2	0	0	0	+1	0	71 1/2	4
	Totals										
6 135	Penalty										
	Maneuver Score	0	+1/2	+1/2	0	+1/2	0	+1	0	72 1/2	3
	Totals			71							
7 1505	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	0	+1	0	73	2
	Totals				71 1/2	72					
8 1242	Penalty										
	Maneuver Score	0	+1/2	0	0	0	0	+1/2	0	71	5
	Totals				70 1/2						
9 1031	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1	+1	0	+1	0	74	1
	Totals			71	72	73					

Shirley DeLoe
Judges Signature

YEDA Official Score Sheet – Emerald Pattern 5

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	-1	0	+1	0	68	18
	Totals					-3	67				
2	Penalty										
	Maneuver Score	0	0	+1/2	0	0	0	+1/2	0	71	USE HAND instead of Body 3
	Totals										
3	Penalty										
	Maneuver Score	0	0	+1	+1/2	-1/2	-1	0	0	67	7
	Totals					-3					
4	Penalty										
	Maneuver Score	0	0	0	-1	-1	0	0	0	65	
	Totals					-3	66				65
5	Penalty										
	Maneuver Score	0	0	-1/2	-1	-1/2	0	0	0	68	Shorten Reins 5
	Totals						68				
6	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	+1/2	0	+1/2	0	72	2
	Totals										
7	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	0	0	+1/2	0	71	4
	Totals					-1					
8	Penalty										
	Maneuver Score	0	-1/2	+1/2	+1	+1	+1/2	+1	0	72 1/2	1
	Totals						70				
9	Penalty	-1									
	Maneuver Score	-1	+1/2	+1/2	0	-1	0	+1/2	0	65 1/2	8
	Totals					-3					

Judges Signature *[Signature]*

YEDA Official Score Sheet – Emerald Pattern 5
 Updated 2020

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

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 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 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.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1	Penalty		-1			10P					
	Maneuver Score	0	-1	+	+	-1	0	-2	0	63	
	Totals										
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										

Shirley R. DeLoe
 Judges Signature

YEDA Official Score Sheet – Emerald Pattern 5

Updated 2020

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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1 1056	Penalty										
	Maneuver Score	0	0	0	-1	-1	0	+1/2	0	65 1/2	Hands too wide
	Totals										
2 272	Penalty										
	Maneuver Score	0	0	+1/2	0	-1/2	0	+1	0	71	6
	Totals										
3 1228	Penalty										
	Maneuver Score	0	+1/2	+1	+1	+1/2	+1/2	+1	0	74 1/2	3
	Totals				72 1/2						
4 1075	Penalty										
	Maneuver Score	0	+1/2	-1/2	-1	OP -3	0	-2	0	64	NO/OP OP
	Totals				69						
5 370	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	0	+1	0	73	4
	Totals				71 1/2	72					
6 252	Penalty	-1									
	Maneuver Score	-1/2	0	0	0	-1/2	0	+1/2	0	68 1/2	7
	Totals		68 1/2			68					
7 333	Penalty										
	Maneuver Score	0	+1	+1/2	0	+1/2	0	+1/2	0	72 1/2	5
	Totals				71 1/2	72					
8 852	Penalty										
	Maneuver Score	0	+1	+1	+1	+1	+1/2	+1	0	75 1/2	2
	Totals										
9 1473	Penalty										
	Maneuver Score	0	+1	+1	+1/2	+1	+1	+2	0	76 1/2	1
	Totals					73 1/2					

[Signature]
Judges Signature



YEDA Official Score Sheet – Emerald Pattern 5

Updated 2020

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

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 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 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.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1	Penalty		-1								Skoston Perris
	Maneuver Score	0	-1/2	-1/2	+	+	0	+1/2	0	66 1/2	
	Totals										
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										

Judges Signature _____



Class # 37 Alumni

YEDA Official Score Sheet – Emerald Pattern 5
Updated 2020

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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1	Penalty		-1			-1	-1				
	Maneuver Score	0	-1/2	0	-1	-1	-1	-1	0	61 1/2	2
	Totals										
2	Penalty		-1								
	Maneuver Score	0	-1/2	0	0	+1	0	+1	0	70 1/2	1
	Totals					69 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										
9	Penalty										
	Maneuver Score										
	Totals										

[Signature]
Judges Signature

Back #	Rider Comments	Overall Class Comments
1 852	Open knees stronger in heel	
2 1473	Legs down heel down - Ball of foot on Stirrup	
3 1546	Sit down on packets	
4 272	Don't Arch Back	
5 1177	Hollow in core - stretch up	
6 1013	Square up Shoulders	
7 1197	Heels down - Ball of foot on Stirrup	
8 1075	Shoulder more square	
9 1158	Ball of foot on Stirrup - heels down	
10 370	Ball of foot on Stirrup - heels down	
11		

Shade Peapack
 Judges Signature



YEDA Official Score Sheet – RAIL Class: # 39 Sr Emerald Split A

Back #	Rider Comments	Overall Class Comments
1 1132	Lower leg Back Deeper in heel	
2 1436	Lower leg Back Heel down	
3 1536	Ball of foot on Stirrup. Heels down	
4 1354	Good Body Position	
5 577	Lower leg Back Push down through heel	
6 1331	Good Position	
7 688	Open knee down through heel Stretch up in CORE	
8 1466	Open knee - heels down	
9 1500	Lower leg Back - Heel Down	
10 195	Open knee - Push Heel down	
11		


Judges Signature

Back #	Rider Comments	Overall Class Comments
1 333	Open Shoulders Square up Shoulders - Stretch up	
2 1056	Square up Shoulders - Stretch up	
3 1619	Good position	
4 1031	Shorten Reins Deeper in heels - Pick Hands up - Don't Lean Back	
5 1228	Good Body Position	
6 1124	Open Knees Heels down	
7 367	Stretch up in CORE	
8 883	Tuck shirt in more stretch up tall	
9 1614	Deeper Heel	
10 1494	Good Position	
11		

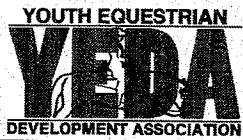
Shade Deagle
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1627	Open knees - push down on heels	
2 484	Open knee push down in heel	
3 1557	Ball of foot on stirrup	
4 1301	Keep hands back - Ball of foot on stirrups	
5 1449	Open knee down in heel - Shorten Reins	
6 814	Open knee heel down	
7 767	Good position	
8 1475	Chin up more stretch up - Look more confident	Relax
9 1232	Ball of foot on stirrup - More weight down through heel	
10		
11		

Judges Signature 

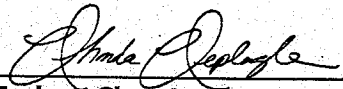
Back #	Rider Comments	Overall Class Comments
1 1505	Ball off foot on Stump	
2 838	Lower Leg Back - Heels Down - Don't Lean Back	
3 1161	open Shoulders	
4 1390	Open Shoulders - Wound Square	
5 391	Lengthen Stumps - heels down	
6 135	Stranger in heels	
7 890	Open knee Lower Leg Back Down in heel	
8 252	Down in heel	
9 1242	Open knee push down in heel	
10		
11		

[Handwritten Signature]
 Judges Signature



YEDA Official Score Sheet – RAIL Class: # 43 Emerald Alumni

Back #	Rider Comments	Overall Class Comments
1	1579 Lower Leg Back Heel down	
2	886 Ball of foot on stirrup - Good upper Body Position	
3		
4		
5		
6		
7		
8		
9		
10		
11		



Judges Signature