

YEDA Official Score Sheet – Ranch Horse Pattern # 1

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 #1
 SR

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 L	Lope LL	Change Leads	X Lope RL	N Lope RL	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	830																
	Penalty	0	0			0	-3	-3	-1	-1	0	0					
	Maneuver Score	0	0	+1/2	-1/2	0	-3	-2	-1	-1	0	0		0	1/2	55	1/2
Totals																	
2	54																
	Penalty	0	0		0	-3	(3)	0									
	Maneuver Score			+1/2	-2	(3)	-3	-3	-2	-1	-1			0	0	48	1/2
Totals																	
3	759																
	Penalty						-3	(3)	3								
	Maneuver Score	-1/2	-1	-1	-1	-1/2	-1	(-2)	-3	-1	-1	-1		0	0	(53)	circle
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																	

J. LaFrance
 Judges Signature



YEDA Official Score Sheet – RAIL Class:

#2 JR/SR Emerald Rail
Horsemanship

Back #	Rider Comments	Overall Class Comments
1 87	soften	
2 599	sit up	
3 91	wrong lead, Relax hips	
4 987	Good job w/ tough horse	
5 314	Good position	
6		
7		
8		
9		
10		
11		

J. LaGrange
Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 1

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 # 3
 Alumni

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 L	Lope LL	Change Leads	X Lope RL	N Lope RL	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	31																
	Penalty																
	Maneuver Score	0	0	-1/2	-1	0	0	-1	0	+1/2	0	0		0	1	68	
	Totals			-1/2	-1			-1		+1/2	0	0					
2	609																
	Penalty	1				-3			3	1							
	Maneuver Score	0	0	0	-1	-1	0	-1	-1	0	0	0		+1	+1	60	
	Totals																
3	47																
	Penalty						3	3									
	Maneuver Score	+1	0	+1	-1	0	-1	-3	0	0	0	0		+1	+1	63	
	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																

J. LaGrange
 Judges Signature



YEDA Official Score Sheet – RAIL Class: #4

Alumni Emerald Rail
Horsemanship

Back #	Rider Comments	Overall Class Comments
1 32	Breathe, center position	
2 26	Nice position, leg to hand in turns	
3 91	Relax	
4 55	Look up, more effective hands	
5		
6		
7		
8		
9		
10		
11		

J. La Arroyo
Judges Signature

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 RL	Simple Lead Change	Lope LL	Stop Back	90 R Walk	F & E	H D D	Total	Comments
		RW	1	2	3	4	5	6	7				
1	Penalty												
	Maneuver Score	+1	-3	0	+1	+1	+1	-1	0	+1	0	71	wrong side cone start
	Totals	1											
2	Penalty			3			3	3					
	Maneuver Score	0	0	-3	0	0	-1	1		0	+1	57	
	Totals												
3	Penalty						3						
	Maneuver Score	+1	0	0	1/2	0	-1	1/2	-1	0	+1	68	
	Totals												
4	Penalty												
	Maneuver Score												
	Totals												
5	Penalty												
	Maneuver Score												
	Totals												
6	Penalty												
	Maneuver Score												
	Totals												
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

- Minor Faults (-1 point)**
- Beak gait at walk or jog for up to 2 strides
 - Over/under turn from ¼ to ¼
 - Ticking or hitting cone
 - Obviously looking down to check leads

- Major Faults (-3 points)**
- Break of gait at lope, out of lead or missing lead for 1-2 strides
 - Not performing gait or stopping when called for within 10' of designated area
 - Incorrect lead
 - Break of gait at a walk or jog for more than 2 strides
 - Loss of stirrup

- Severe Faults (-5 points)**
- Loss of rein
 - Use of either hand to instill fear or praise while on pattern or rail work
 - Holding saddle with either hand
 - Cueing with end of romal
 - Spurring in front of cinch

Judge's Signature [Signature]



WT only

YEDA Official Score Sheet – RAIL Class: #6 JR

Gal Rail
Horsemanship

Back #	Rider Comments	Overall Class Comments
1 950	Soften	
2 1420	Nice, sit deep, sit up	
3 469	Pull leg back	
4 717	pull leg back	
5 1410	Nice position, sit up	
6 29	square shoulders, Good leg	
7		
8		
9		
10		
11		

J. La Grange
Judges Signature



YEDA Official Score Sheet – Emerald Pattern 1

Updated 2020

Class # 17

JR/SR

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.

70

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	Lope RL	Stop					
		1-2	3	4	5					
1	Penalty			-3						
	Maneuver Score	-1	-2	-2						
	Totals	-1	-2	-5					62	wrong side of cone
2	Penalty									
	Maneuver Score	+1	+1/2		+1/2		+1			
	Totals	+1	+1/2		+1/2				73	
3	Penalty			-3						
	Maneuver Score	-1/2		-1	-1					
	Totals	-1/2		-4	-1				64	
4	Penalty									
	Maneuver Score		+1	+1	+1/2		+1			
	Totals		+1	+1	+1/2				72	wrong side stop cone
5	Penalty				-3					
	Maneuver Score			+1	-2					
	Totals			+1	-5				66	
6	Penalty									
	Maneuver Score									
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

J. LaFrance
Judges Signature



YEDA Official Score Sheet – Emerald Pattern 1

Updated 2020

Class #8

Alumni ✓

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	Stop	F & E	HDD	Total	Comments
1	Penalty								
	Maneuver Score	-1/2	+1	-1	0	+1	0	70 1/2	
	Totals	-1/2	+1	-1	0				
2	Penalty	-3	-3						
	Maneuver Score	-3	-3	-1	-1	0	0	56	of pattern
	Totals	-6	-6	-1	-1				
3	Penalty			-3					
	Maneuver Score	0	-1	-2	0	0	0	64	
	Totals	0	-1	-5	0				
4	Penalty								
	Maneuver Score	+1	+1	+1	+1	+2	0	76	
	Totals	+1	+1	+1	+1				
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								

J. L. Shroyer

Judges Signature

YEDA Official Score Sheet - Opal Pearl Pattern 1 Class #9
 Updated 2020

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

JR

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	Walk 1-2	Jog 3	Stop Back 4	F & E	HDD	Total	Comments
1	46A							
	Penalty							
	Maneuver Score	0	+1	-1	+1	0	70	
	Totals	0	+1	-1				
2	717							
	Penalty		-1					
	Maneuver Score	+1	+1	+1	+1/2	0	73 1/2	
	Totals	+1	0	+1				
3	1410							
	Penalty		-1					
	Maneuver Score	0	+1	-1	+1	+1	72	
	Totals	0	0	-1				
4	29							
	Penalty							
	Maneuver Score	+1/2	+2	0	+1/2	0	75	
	Totals	+1/2	+2	0				
5	950							
	Penalty							
	Maneuver Score	-1	-1	-1	0	0	67	
	Totals	-1	-1	-1				
6	1420							
	Penalty							
	Maneuver Score	0	-1	-1	0	0	68	
	Totals	0	-1	-1				
7								
	Penalty							
	Maneuver Score							
	Totals							
8								
	Penalty							
	Maneuver Score							
	Totals							
9								
	Penalty							
	Maneuver Score							
	Totals							

J. LaGrange

Judges Signature

YEDA Official Score Sheet - Opal / Pearl Pattern 1

Updated 2020

Class # 10
 Alumni

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 1/4 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/4 points increments

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

Entry #	Maneuver Description	Walk	Jog	Stop Back	F & E	HDD	Total	Comments
1	Penalty							
	Maneuver Score	0	-1	-1	+1	0	69	
	Totals							
2	Penalty							
	Maneuver Score	+1	0	+1	+2	+1	76	Look up
	Totals	+1	0	+1				
3	Penalty							
	Maneuver Score	-1	-1	0	0	0	67	Look up
	Totals	-1	-2	0				off pattern cone c
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							

J. L. Grange

Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 1

Updated 2020

Class # 11

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 1-2	Jog 3	Stop Back 4	F & E	HDD	Total	Comments
1	1411							
	Penalty	-1			+1			look up
	Maneuver Score	-1	+1	+1	71	Ø	71	
Totals	Ø	Ø	70					
2	123							
	Penalty				Ø			wrong side of cone ↙
	Maneuver Score	+1	-1	0			(71)	
Totals	71	70	70					
3								
	Penalty							
	Maneuver Score							
4								
	Penalty							
	Maneuver Score							
5								
	Penalty							
	Maneuver Score							
6								
	Penalty							
	Maneuver Score							
7								
	Penalty							
	Maneuver Score							
8								
	Penalty							
	Maneuver Score							
9								
	Penalty							
	Maneuver Score							

J. La Grange

Judges Signature

70

YEDA Official Score Sheet – Sapphire/Alumni Pattern 1

Class # 12 ✓

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 RL	Simple Lead Change	Lope LL	Stop Back	90 R Walk	F & E	HDD	Total	Comments
		Maneuver	RW	1	2	3	4	5	6				
1	609	Penalty											
	Maneuver Score	+1	+1	0	+1	+1	+1	0	0	+1	0	76	
	Totals	71	72	72	73	74	75	75	75	76	76		
2	47	Penalty					-1						
	Maneuver Score	0	0	0	+1/2	0	-1	-1	+1	+1	0	69 1/2	
	Totals	70	70	70	70 1/2	70 1/2	68 1/2	67 1/2	68 1/2	69 1/2	69 1/2		
3	31	Penalty					-3						
	Maneuver Score	+1	+1	+1	+1	0	-1	-1	0	+0	0	69	
	Totals	71	72	73	74	74	70	69	70	69	69		
4		Penalty											
	Maneuver Score												
	Totals												
5		Penalty											
	Maneuver Score												
	Totals												
6		Penalty											
	Maneuver Score												
	Totals												
7		Penalty											
	Maneuver Score												
	Totals												
8		Penalty											
	Maneuver Score												
	Totals												
9		Penalty											
	Maneuver Score												
	Totals												

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

Judge's Signature

J. LaFrance



YEDA Official Score Sheet – Amber EWD Pattern 1&2 Class #13

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 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

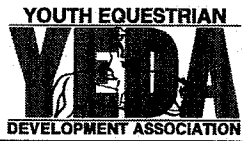
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments

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

Entry #	Maneuver Description	Walk	Stop Back	Walk	Stop @ C	Walk	F & E	HDD	Total	Comments
		1-2	3	4	5	6-7				
1	Penalty									
	Maneuver Score	+1	+1	+1	0	0	+1	0	74	
	Totals	91	72	73	73	73	74			
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									

JPZ

Judges Signature



YEDA Official Score Sheet – RAIL Class: #14 Elementary Pearl Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 123	Steady hands (needs) / pull legs back / effective rider	
2 14 11	Nice position / lower hands	
3		
4		
5		
6		
7		
8		
9		
10		
11		

J. La France
Judges Signature



YEDA Official Score Sheet - Ruby Pattern 1

Updated 2020

Class # 15 ✓
SR

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	X-Jog	Stop Back 5	Lope RL	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	+1	0	+1	+1	+2	0	1 1/2	0	76 1/2	
	Totals	71	71	72	73	75	75	76 1/2			
2	Penalty					-3					
	Maneuver Score	0	+1	+1	-1	-1	0	+1	0	68	
	Totals	70	71	72	71	67	67	68	68	68	
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										

J. LaGrange

Judges Signature



YEDA Official Score Sheet – RAIL Class: #16 Alumni Opal Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 67	separate hands / Relax leg	
2 1005	nice leg!	
3 81	close hands / nice line!	
4 1199	separate hands / heels down!	
5		
6		
7		
8		
9		
10		
11		

J. LaFrance
Judges Signature



YEDA Official Score Sheet – RAIL Class: #17 SE Ruby Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 650	Nice position	
2 1405	steady leg (needs)	
3		
4		
5		
6		
7		
8		
9		
10		
11		


Judges Signature