

YEDA Official Score Sheet – Ranch Horse Pattern # 10

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	Lope LL	Change Leads	Lope RL	X Lope	X Trot	Trot	Stop 360 X2	Walk	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments	
		1	2	3	4	5	6	7	8	9	10	11						
1	752																	
	Penalty	-1	-1											-1	0	0	68 1/2	5 + 4 band knee close outside rein on turn
	Maneuver Score	-1/2	+1/2	+1/2	0	+1/2	0	0	-1	-1	0	+1/2						
	Totals	68 1/2	69	69 1/2	69 1/2	70	70	70	69	68	68	68 1/2						
2	759																	
	Penalty				-3-3	-3								op	0	0		to slow to close to walk
	Maneuver Score	-1/2	-1/2	-1/2	-1	-1	0	0	0	-1/2	0	+1/2						
	Totals	69 1/2	69	68 1/2														
3	830																	
	Penalty																	
	Maneuver Score	0	0	+1/2	0	0	+1/2	+1/2	0	-1/2	0	0			+1	+1	73	close outside rein nice ride
	Totals	70	70	70 1/2	70 1/2	70 1/2	71	71 1/2	71 1/2	71	71	71						
4	54																	
	Penalty					-3												
	Maneuver Score	0	0	+1/2	+1/2	-1	0	-1	0	-1	+1/2	+1/2			+2	+2	70	
	Totals	70	70	70 1/2	71	67	67	66	66	65	65 1/2	66						
5																		
	Penalty																	
	Maneuver Score																	
	Totals																	
6																		
	Penalty																	
	Maneuver Score																	
	Totals																	
7																		
	Penalty																	
	Maneuver Score																	
	Totals																	
8																		
	Penalty																	
	Maneuver Score																	
	Totals																	

K. Kape
 Judges Signature

**YEDA Official Score Sheet – RAIL Class: #2 JR/SR Emerald Rail
 Horsemanship**

Back #	Rider Comments	Overall Class Comments	
1 87	shoulder back / hands on each side of horn sit / bound wrist		
2 599	sit & length leg / dont heap left shoulder bend knee		
3 987	left arena / grabbed horn / almost fell off / the ride sit on bottom		
4 314	nice position / lovely / very square / worse lead		-3
5 41	sit back / shoulder back / lack of control open chest (sit back) open hands		
6			
7			
8			
9			
10			
11			

K. Kope

Judges Signature



YEDA Official Score Sheet – Ranch Horse Pattern # 10

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	Lope LL	Change Leads	Lope RL	X Lope	X Trot	Trot	Stop 360 X2	Walk	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	47																
	Penalty				-3	-3											
	Maneuver Score	-1/2	0	4/2	-1	-1	+1/2	+1/2	-1/2	-1/2	0	-1/2		-6	0	+1	59 1/2
Totals	69 1/2	69 1/2	70	66	62	62 1/2	63	61 1/2	66		58 1/2						
2	609																
	Penalty																
	Maneuver Score	-1/2	-1/2	-1/2	+1/2	+1/2	+1/2	0	-1	0	0	0			0	0	69
Totals	69 1/2	69	68 1/2	69	69 1/2	70	70	69	69	69	69						
3	31																
	Penalty																
	Maneuver Score	0	0	4/2	0	4/2	-1/2	+1/2	+1/2	-1	4/2	0			0	0	71
Totals	70	70	70 1/2	70 1/2	71	70 1/2	71	71 1/2	70 1/2	71							
4																	
	Penalty																
	Maneuver Score																
Totals																	sit bend knee don't hot brace strap nice hands
5																	
	Penalty																
	Maneuver Score																
Totals																	close outside rein + when hold reins
6																	
	Penalty																
	Maneuver Score																
Totals																	
7																	
	Penalty																
	Maneuver Score																
Totals																	
8																	
	Penalty																
	Maneuver Score																
Totals																	

Judges Signature



YEDA Official Score Sheet – RAIL Class: # 4 Alumni Emerald Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 55	lower leg back / elbows + shoulders back / wrong lead -3	
2 26	open chest drop hands / do not twist upper body	
3 32	straighten (too far back)	
4 91	sit down / bare knee / do not brace off / stirrup leathers	
5		
6		
7		
8		
9		
10		
11		

Klope

Judges Signature

Updated 2022

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

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	Lope LL	Stop 180 L	Lope RL	Stop 180 L	Back	Jog	X Jog	Stop	F & E	H D	Total	Comments
		RW	1-2	3	4	5	6	7	8	9	10	OP	DD		
1	Penalty														
	Maneuver Score	0	0	-1/2	1/2	0	+1/2	0	0	0	0	* add	0	62	tue out
	Totals	70	70	69 1/2	67	67	67 1/2	67 1/2	67 1/2	67 1/2	67 1/2	-3	0	62 1/2	sit up straight + don't lean off horse
2	Penalty														
	Maneuver Score	+0	0	-1/2	-1/2	-1/2	0	-1/2	0	-1/2	0		0	66 1/2	shoulder & hind end (head) sit back
	Totals	70	70	69 1/2	69	68 1/2	68 1/2	68	68	67 1/2	0	-1	0	66 1/2	band of back leads
3	Penalty														
	Maneuver Score	0													open chest
	Totals														lack of control
4	Penalty														
	Maneuver Score	+1	0	+1/2	-1/2	+1/2	0	+1/2	0	+1/2	0		0	73 1/2	sit back
	Totals	71	71	71 1/2	71	71 1/2	71	72	72	72 1/2	0		0	73 1/2	bottom
5	Penalty														
	Maneuver Score	+1	+1/2	+1/2	-1/2	0	+1/2	0	0	+1/2	+1/2		0	75	
	Totals	71	71 1/2	72	71 1/2	71 1/2	72	72	72	72 1/2	73		0	75	
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 bit at walk or jog for up to 2 strides
 - Over/under turn from straight down to lead off
 - Ticking or hitting cone
 - Stoic/looking down to back 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

K. Kepe



YEDA Official Score Sheet – RAIL Class: #6 JR Opal Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 950	hard horse good position	
2 1420	very nice / good body position	
3 469	straighter body position / bend knees	
4 717	tuck bottom hold tummy in / hands quiet	
5 H/O	tummy in also nice	
6 29	too fast but maintain position	
7		
8		
9		
10		
11		

K. Kope

Judges Signature

YEDA Official Score Sheet – Emerald Pattern 10
 Updated 2020

Class # 11
 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 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	Wal	Jog	Lope	Lope	Jog	Stop	F & E	HDD	Total	Comments
		k		RL	OR		Back				
		1	2	3	4	5	6				
1	Penalty			-3	-3	-3	-3				
	Maneuver Score	-1/2	-3	-3	-3	-3	-3	-3	0		OP lack of control
	Totals										
2	Penalty					-3					
	Maneuver Score	0	-1/2	-1	-1	-1	-1/2	-1	0	62	band knee sit in saddle sit down
	Totals	70	69 1/2	68 1/2	67 1/2	63 1/2	63				
3	Penalty										
	Maneuver Score	-1/2	-1	-2	-2	-1	0	-1	+1	63 1/2	band knee sit down no control
	Totals	69 1/2	68 1/2	66 1/2	64 1/2	63 1/2					
4	Penalty										
	Maneuver Score	0	0	0	0	0	0	+1	0	71	band elbow/knee soft on sit back
	Totals	70	70	70	70	70	70				
5	Penalty										
	Maneuver Score	1/2	0	0	0	0	0	+1	0	71 1/2	good position take up can make con / don't lean off horse
	Totals	70 1/2	70 1/2	70 1/2	70 1/2	70 1/2	70 1/2				
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

K. Kope
 Judges Signature

YEDA Official Score Sheet – Emerald Pattern 10
 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	Lope OR	Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	55										don't twist upper body
	Penalty										hand elbows
	Maneuver Score	0	0	+1/2	+1/2	0	+1	+2	+1	75	sit back straight up
	Totals	70	70	70 1/2	71	71	72				
2	26										make contact
	Penalty										smooth sit quiet
	Maneuver Score	0	0	0	-1/2	+1/2	+1/2	+1	0	71 1/2	lower hand
	Totals	70	70	70	69 1/2	70	70 1/2				
3	32										good body position
	Penalty										showed even don't
	Maneuver Score	+1/2	+1/2	0	-1/2	+1/2	+1/2	+1	0	72 1/2	+ wrist work body
	Totals	70 1/2	71	71	70 1/2	71	71 1/2				
4	91										sit down
	Penalty										hand elbow shoulder
	Maneuver Score	0	-1/2	0	-1	-1	-1/2	-1	0	66	do not perch hands
	Totals	70	69 1/2	69 1/2	68 1/2	67 1/2	67				even
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										

K. Kope

Judges Signature

YEDA Official Score Sheet - Opal / Pearl Pattern 10 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 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	Walk	Jog	Jog OL	X-Jog	Walk	Stop Back	F & E	HDD	Total	Comments
		1-2	3	4	5	6	7				
1	469										
	Penalty		-1								
	Maneuver Score	1/2	-1	0	-1/2	1/2	-1/2	-1	0	67	better shorten control
	Totals	70 1/2	68 1/2	68 1/2	68	68 1/2	68	67			
2	717										
	Penalty										
	Maneuver Score	0	0	+1/2	-1/2	-1	0	0	0	69	good position better contact
	Totals	70	70	70 1/2	70	69	69	69	0		
3	1410										
	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	-1/2	0	+2	0	73	widen hands lower inches nice body has control
	Totals	70	70 1/2	71	71 1/2	71	71	73			
4	29										
	Penalty			-1							
	Maneuver Score	1/2	0	-1	-1/2	1/2	0	-1/2	0	68	good left quiet halts
	Totals	70 1/2	70 1/2	68 1/2	68	68 1/2	68 1/2	68			
5	950										
	Penalty										
	Maneuver Score	1/2	-1/2	-1/2	0	+1/2	0	+1	0	71	more contact too quick step up to short
	Totals	70 1/2	70	69 1/2	69 1/2	70	70	71			
6	1420										
	Penalty		-3								
	Maneuver Score	1/2	-3	-2	-1/2	-1/2	0	-2	+1	59 1/2	bridge reins correct lack of control
	Totals	69 1/2	63 1/2	61 1/2	61	60 1/2	60 1/2	58 1/2			
7											
	Penalty										
	Maneuver Score										
	Totals										
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										
	Maneuver Score										
	Totals										

Judges Signature

K. Hoyle

YEDA Official Score Sheet - Opal / Pearl Pattern 10
 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)

- 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 roman
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Jog OL 4	X-Jog 5	Walk 6	Stop Back 7					
1	Penalty		-1									good position & control
	Maneuver Score	+1/2	-1	+1/2	0	0	+1/2	+1				
	Totals	69 1/2	67 1/2	68	68	68	68 1/2	69 1/2	0	69 1/2		
2	Penalty			-3								lack of control
	Maneuver Score	0	0	-1	-1	0	-1/2	-1		+1		
	Totals	70	70	66	65	65	64 1/2	63 1/2		64 1/2		
3	Penalty											Soften do not pull so fast
	Maneuver Score	+1/2	0	-1/2	0	+1/2	0	-1		0		
	Totals	69 1/2	69 1/2	69	69	69 1/2	69 1/2	68 1/2		68 1/2		
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 – Opal / Pearl Pattern 10
 Updated 2020

Class #11
 Elementary

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	Maneuver							F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Jog OL 4	X-Jog 5	Walk 6	Stop Back 7					
1	Penalty											
	Maneuver Score	0	0	-1/2	0	+1/2	-1/2	0	+1	70 1/2	Shorten Rein bottom control nice ride/nice body	
	Totals	70	70	69 1/2	69 1/2	70	69 1/2					
2	Penalty											
	Maneuver Score	+1/2	0	0	0	0	-1/2	+1	+1/2	71 1/2	back bottom sit band knees	
	Totals	70 1/2	70 1/2	70 1/2	70 1/2	70 1/2	70	71				
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											

K. Kope
 Judges Signature

Updated 2022

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

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	Lope LL	Stop 180 L	Lope RL	Stop 180 L	Back	Jog	X Jog	Stop	F & E	H D	Total	Comments
		RW	1-2	3	4	5	6	7	8	9	10				
1	609	Penalty													
	Maneuver Score	-1	-1	-1	+1/2	+1/2	0	0	+1/2	0	+1/2	0	+1/2	69	Nice position too slow move forward
	Totals	69	68	67	67 1/2	68	68	68	68 1/2	68 1/2	69	0	1/2	69 1/2	
2	47	Penalty													
	Maneuver Score	+1	-1/2	+1/2	-1	-1/2	-2	-1	-2	-3	-1	-2	0	54	good position sit back move lower leg back
	Totals	71	69 1/2	70	69	68 1/2	66 1/2	65 1/2	60 1/2	57 1/2	56 1/2	-2	0	54 1/2	
3	31	Penalty													
	Maneuver Score	0	-1/2	-1	-1	-1	-1	0	-1/2	-1/2	0	-2	0	62	Soften knee sit down sit back lack of control bend knees
	Totals	70	69 1/2	68 1/2	67 1/2	66 1/2	65 1/2	65 1/2	65	64 1/2	64 1/2	-2	0	62 1/2	
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 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

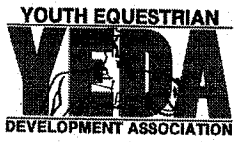
- Break of gait at lope, out of lead or missing lead for 1-2 strides
- Not performing gait or stopping when called for within 10' of designated area
- Incorrect lead
- Break of gait at a walk or jog for more than 2 strides
- Loss of stirrup

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

K. Kope



YEDA Official Score Sheet – Amber EWD Pattern 9 & 10

Updated 2020

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

Class # 13

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	Walk	Extend Walk	X Walk Circle L	Extend Walk	Walk	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty							+1	0	74	
	Maneuver Score	7 1/2	7 1/2	+1	0	+1	0				
	Totals	70 1/2	71	72	72	73	73				
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										

K Koop

Judges Signature



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

Back #	Rider Comments	Overall Class Comments
1 1411	lovely ride / nice position	
2 123	sit back tuck bottom / straight back	
3		
4		
5		
6		
7		
8		
9		
10		
11		

K. Kepe

Judges Signature



YEDA Official Score Sheet - Ruby Pattern 10

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	Lope RL	O RL	Jog	Stop 360 R	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	0	+1/2	0	0	-1/2	0	+1	0	71	open Right Reins
	Totals	70	70 1/2	70 1/2	70 1/2	70	70				
2	Penalty										
	Maneuver Score	+1/2	0	+1/2	0	0	+1/2	+1	+1	73 1/2	better contact = better for better contact
	Totals	70 1/2	70 1/2	71	71	71	71 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										

K. Kepe
Judges Signature



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

Back #	Rider Comments	Overall Class Comments
1 1005	Follow horse forward + back not side to side No hula	
2 81	good position / quiet / wo like her	
3 67	more level / must stay at gait (do not break)	
4 1199	more control / body position sit + relax balance + feel	
5		
6		
7		
8		
9		
10		
11		

Judges Signature



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

Back #	Rider Comments	Overall Class Comments
1 650	Nice leg / little softer break of seat	
2 1405	Nice position / like feel lack of sell	
3		
4		
5		
6		
7		
8		
9		
10		
11		

R. Kopf

Judges Signature