

7	520	SCORE	+1	+1	+1	+1/2	+1	+1	+1	+1/2	+1	0	77
		Total	70	71	72	72 1/2	73 1/2	74 1/2	75 1/2	76			
8		PENALTY											
		SCORE											
		Total											

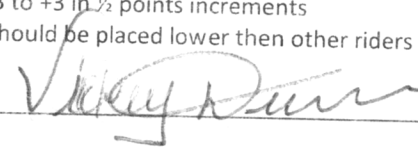
Circled penalties are deemed due to horse not rider and will not appear in the final score.

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

JUDGES SIGNATURE



520 - 249
371 - 682

who stayed on pattern.

893

1106

1064

YEDA Official Score Sheet – RAIL

Class: #2 Jr Emerald Rail
Horsmanship Split A

Back #	Rider Comments	Overall Class Comments
1 1228	good leg	1
2 316	could use more leg	2
3 1031	Sit <input type="checkbox"/> + Tall, sitting far back	5
4 771	Relaxed	6
5 1505	Proper posture	3+
6 1502	good posture	34
7		
8		
9		
10		
11		

Vicki Dean

 Judges Signature



YEDA REINING PATTERN NRHA #2 OFFICIAL SCORE SHEET Class #4 Sr Diamond

Reining Split B

EXHB #	MANEUVER DESCRIPTION	R. Circles oOO & Lead Change	L. Circles oOO & Lead Change	Stop & R. Roll Back	Stop & L. Roll Back	Stop	Back	4 Spins Right	4 Spins Left	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	MANEUVER													
	PENALTY													
	SCORE	+1/2	+1/2	0	+1/2	+1	+1/2	+1	+1	+1/2	0		78 1/2	
	Total	71 1/2	73		73 1/2	74 1/2	76	77						
2	MANEUVER													
	PENALTY	1												
	SCORE	+1/2	+1	+1/2	+1/2	0	0	0	+1/2	+1/2	0		73 1/2	
	Total	69 1/2	70 1/2	71	71 1/2			72						
3	MANEUVER													
	PENALTY				0			0	0					
	SCORE	+1	+1	0	-1 1/2	0	0	+1/2	-1 1/2	+1	0	70.5	70 1/2	OP wrong way R.B rider is skillful w/ tough paws.
	Total	71	72		70 1/2			69						
4	MANEUVER													
	PENALTY													
	SCORE	+1/2	+1/2	+1	+1	+1/2	+1	+1	+1/2	+1/2	0		81 1/2	Rider connected to seat good
	Total	71 1/2	73	74	75	76 1/2	77 1/2	78 1/2	80					
5	MANEUVER													
	PENALTY	1												
	SCORE	+1/2	+1/2	0	+1/2	-1/2	0	+1/2	0	+1/2	0		71	Less aggressive @ stop
	Total	69 1/2	70		70 1/2	70		70 1/2						
6	MANEUVER													
	PENALTY		1											
	SCORE	0	0	0	0	0	+1/2	+1/2	+1	+1/2	0		71 1/2	Ride more □ through large fast + sm starts. (in seat)
	Total		69				69 1/2	70	71					
7	MANEUVER													
	PENALTY													
	SCORE	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+2	0		82 1/2	
	Total	71 1/2	73	74 1/2	76	77 1/2	79	79 1/2	80 1/2					
8	MANEUVER													
	PENALTY													
	SCORE													
	Total													

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

Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments.

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

Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower than other riders who stayed on pattern.

JUDGES SIGNATURE

Vicki [Signature]

1691
1578
1115

633
1098
311

YEDA Official Score Sheet – Ranch Horse Pattern # 2

Class # 5 Sr Sapphire Ranch

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.

Riding Split A
372
626
107
1399

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.

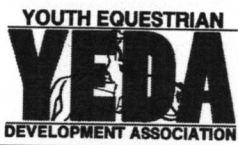
Overall Ability: is a consideration of the riders form and effectiveness scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Lope RL	X-Lope RL	Change Leads	Lope LL	X-Trot	Stop 360 X2	Back		Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1 626	Penalty																
	Maneuver Score	+1/2	+1	0	+1	+1/2	+1/2	+1/2	+1	+1/2	0			0	+1/2	76	
	Totals	70 1/2	71 1/2		72 1/2	73		74	75	75 1/2							
2 1030	Penalty						1										
	Maneuver Score	+1	+1	+1/2	+1	+1/2	0	0	+1/2	0	-1/2			0	+1/2	73 1/2	
	Totals	71	72	72 1/2	73 1/2	74	73					73					
3 1399	Penalty																
	Maneuver Score	+1	+1	+1	0	+1/2	0	+1	+1/2	-1/2	-1/2			+1	+1/2	75 1/2	Dent ash Pivots + back
	Totals			73				74 1/2	75	74 1/2	74						
4 372	Penalty																
	Maneuver Score	0	+1	+1	+1	+1/2	+1	+1	+1/2	0	0			0	+2	78	
	Totals				73		74 1/2	75 1/2	76								
5 929	Penalty																
	Maneuver Score	+1	+1	+1	+1/2	+1/2	+1	+1	+1	-1/2	0			+1/2	+1	78	
	Totals		72	73		74	75	76	77	76 1/2							
6 794	Penalty																
	Maneuver Score	+1	+1	+1/2	+1	+1	0	+1/2	+1	0	+1/2			+1/2	+1/2	77 1/2	OP extra back
	Totals		72	72 1/2	73 1/2	74 1/2		75	76		76 1/2						
7 107	Penalty																
	Maneuver Score	+1	0	-1/2	+1	0	+1	+1	+1	0	+1/2			+1/2	+1	75 1/2	
	Totals	71	70	69 1/2	70 1/2		71 1/2	72 1/2	73 1/2		74						
8	Penalty																
	Maneuver Score																

Vickey [Signature]

Judges Signature



YEDA Official Score Sheet – RAIL

Class: #6 JR Emerald Horsemanship
Split B

Back #	Rider Comments	Overall Class Comments
1 305	good posture	484
2 883	make sure reins are even	43
3 1718	Tail + □ in seat, Don't lean in - loping to 1st - sit ↑ + □	45
4 1619	good posture	2
5 272	Rider confident w/ good contact through leg	31
6 1155	sit ↑	56
7		
8		
9		
10		
11		

Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 2

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 # 7 Sr Sapphire Ranch

Riding Split B

Page 1 of 2

793
880
954
167
275
1130

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.

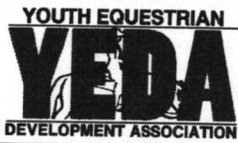
Overall Ability: is a consideration of the riders form and effectiveness scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Lope RL	X-Lope RL	Change Leads	Lope LL	X-Trot	Stop 360 X2	Back		Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1 1673	Penalty																
	Maneuver Score	+1	+1	+1 1/2	+1	+1 1/2	0	0	+1 1/2	+1	+1 1/2			0	+1	78	
	Totals		72	72 1/2	73 1/2	74			74 1/2	75 1/2	77						
2 984	Penalty																
	Maneuver Score	+1	+1	+1 1/2	+1 1/2	+1 1/2	+1	+1	+1	0	0			0	+1	78 1/2	
	Totals	71	72	72 1/2	73	74 1/2	75 1/2	76 1/2	77 1/2								
3 1130	Penalty																
	Maneuver Score	+1	+1 1/2	+1	+1	+1	0	0	+1	0	0			+1	+1 1/2	76	up - buckhead too many steps
	Totals	71	71 1/2	72 1/2	73 1/2	74 1/2			75 1/2	74 1/2	74 1/2						
4 580	Penalty																
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1	+1 1/2	+1 1/2	+1			0	+1	80	
	Totals			73	74		76	77	77 1/2	78	79						
5 278	Penalty			3			1										
	Maneuver Score	+1	+1 1/2	0	+1	0	0	+1 1/2	0	-1 1/2	0			+2	+1	71 1/2	
	Totals	71	71 1/2	68 1/2	69 1/2		68 1/2	69			68 1/2						
6 795	Penalty																
	Maneuver Score	+1	+1	+1	+1 1/2	+1	+1	+1	+1 1/2	+1	+1			0	+2	83	
	Totals			73	74 1/2	75 1/2		77 1/2	79		80						
7	Penalty																
	Maneuver Score																
	Totals																
8	Penalty																
	Maneuver Score																

Vickie [Signature]

Judges Signature



YEDA Official Score Sheet – RAIL

Class: #8 SR Emerald Horsemanship
Split B

Back #	Rider Comments	Overall Class Comments
1 1557	good connection w/ seat	2
2 326	good posture	1
3 1468	good posture - leg back	6
4 352	loose leg	4
5 1051	Tight shoulders	5
6 1132	Relax + be consistent	3
7		
8		
9		
10		
11		


Judges Signature



YEDA Official Score Sheet – Ranch Horse Pattern # 2

Class # 9 Jr Sapphire Ranch

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.

Riding 540
543

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.

357
1039

Entry #	Maneuver Description	Walk	Trot	X-Trot	Lope RL	X-Lope RL	Change Leads	Lope LL	X-Trot	Stop 360 X2	Back		Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	Penalty																
	Maneuver Score	+1	+1	+1/2	+1	+1/2	+1	+1/2	+1	+1/2	+1/2	+1/2		0	+1	78 1/2	
	Totals		72	72 1/2	73 1/2	74	75	75 1/2	76 1/2			77 1/2					
2	Penalty																
	Maneuver Score	+1	+1	+1/2	+1	+1/2	+1	+1/2	+1	+1/2	+1	+1		0	+1	79	
	Totals			72 1/2	73 1/2	74	75				77	78					
3	Penalty						1										
	Maneuver Score	+1	+1	+1/2	+1	+1	0	+1/2	+1	-1	0			+1	+1	76	
	Totals	71	72	72 1/2		74 1/2	73 1/2	74	75	74	75	74					
4	Penalty							1									
	Maneuver Score	+1	+1/2	+1/2	+1	+1/2	0	0	+1/2	-1/2	0			+2	+1	75 1/2	
	Totals			72	73 1/2	73 1/2			72 1/2		72 1/2						
5	Penalty																
	Maneuver Score																
	Totals																
6	Penalty																
	Maneuver Score																
	Totals																
7	Penalty																
	Maneuver Score																
	Totals																
8	Penalty																
	Maneuver Score																

 Judges Signature



YEDA Official Score Sheet – Ranch Horse Pattern # 2

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 # 10

Alumni Sapphire Ranch Riding

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	Lope RL	X-Lope RL	Change Leads	Lope LL	X-Trot	Stop 360 X2	Back		Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	Penalty																
	Maneuver Score	+1/2	+1	0	+1/2	0	+1	H	+1	+1	+1			0	+1/2	77 1/2	
	Totals	70 1/2	71 1/2		72		73	74	75	76	77						
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																

Verkey [Signature]

Judges Signature



YEDA Official Score Sheet – Diamond Pattern 2
Updated 2022

Class # 11 Sr Diamond Rail/Pattern Split A

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	Jog	Stop 360 R	Lope LL OL	Simple Lead Change	Stop Back	F & E	HDD	Final Score	Comments
		Maneuver	RW	1	2	3	4	5				
1	Penalty											
	Maneuver Score	+2	H	+1 1/2	+1	+1	+1/2	+1	+2	0	79	*
	Totals	72	73	74 1/2	75 1/2	76 1/2	76	77				
2	Penalty					(5)						
	Maneuver Score	+2 1/2	0	+1 1/2	+1/2	-2 1/2	0	0	+3	+3	77	
	Totals	72 1/2		73	73 1/2	71						
3	Penalty											
	Maneuver Score	+2 1/2	+1	+1 1/2	-1/2	+2	0	+1	+2		78 1/2	
	Totals	72 1/2	73 1/2	75	74 1/2	76 1/2	75 1/2	76 1/2				
4	Penalty											
	Maneuver Score	+2	+1	+1	+1 1/2	+2	0	-1/2	+1 1/2	0	77 1/2	
	Totals	72		74	74 1/2	76 1/2		76				
5	Penalty											
	Maneuver Score	+3	+1	+2	-1	+1 1/2	0	+1 1/2	+2 1/2	+1	80 1/2	
	Totals	73	74	76	75	76 1/2		77				
6	Penalty											
	Maneuver Score	+2	+1	+2	0	+1	-1/2	0	+2	0	77 1/2	*
	Totals	72	73	75		76	75 1/2					
7	Penalty											
	Maneuver Score	+1 1/2	+1	+2	+1	+1	0	+1	+1 1/2	0	79	
	Totals	71 1/2	72 1/2	74 1/2	75 1/2	76 1/2		77 1/2				
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

520
1106
1115
377
1064
311
RT

Judge's Signature

Jacky Doe



YEDA Official Score Sheet – Diamond Pattern 2 Class # 12 Sr Diamond Rail/Pattern Split B

Updated 2022

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

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	Stop 360 R	Lope LL O L	Simple Lead Change	Stop Back	F & E	HDD	Final Score	Comments
		Maneuver	RW	1	2	3	4	5				
1	Penalty											
	Maneuver Score	+2 1/2	+1 1/2	+2	+1 1/2	+1	0	0	+1 1/2	0	78	
	Totals		73	75	75 1/2	76 1/2						
2	Penalty						3					
	Maneuver Score	+2 1/2	+1	0	+1	+1 1/2	0	0	+1	0	74	
	Totals		72 1/2	73 1/2		74 1/2	76	73				
3	Penalty											
	Maneuver Score	+2	+1	+1	+1	+2	0	+1	+2	0	80	
	Totals		72	74	75	77		78				
4	Penalty					1, 3						
	Maneuver Score	+2	+1	+2	0	-1 1/2	+1	+1	+2	+1 1/2	74	*
	Totals		72	73	75	76 1/2	79 1/2	71 1/2				
5	Penalty						1					
	Maneuver Score	+1 1/2	+1	+1	+1	+1	0	+1 1/2	+2	0	78	
	Totals		71 1/2	72 1/2	73 1/2	74 1/2	75 1/2	74 1/2	76			
6	Penalty											
	Maneuver Score	+2	+1	+2	+1 1/2	-1	+1 1/2	0	+1 1/2	0	77 1/2	*
	Totals		73	75	76 1/2	75 1/2	76	73				
7	Penalty						3					
	Maneuver Score	+2	+1	+1	+1	+1 1/2	-1 1/2	+1	+2	0	75	
	Totals		72	73	74	75	76 1/2	72	73			
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting 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

[Handwritten Signature]



YEDA Official Score Sheet – Sapphire/Alumni Pattern 2 Class # 13 Sr Sapphire (Rail)/Pattern Split A

Updated 2022

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

Form & Effectiveness (F&E) of the rider is scored from -3 to +3 in ½ point increments
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ point increments

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

Entry #	Maneuver Description	Rail Work	Walk	Jog	X Jog	Stop 360 L	Lope LL	Lead Change RL	Stop	F & E	H D D	Total	Comments
		RW	1	2	3	4	5	6	7				
1	Penalty												
	Maneuver Score	+2	+1	+2	+2	+1/2	+1	+1	+1	+2	0	82 1/2	
	Totals	72	73	75	77		78 1/2	79 1/2	80 1/2				
2	Penalty												
	Maneuver Score	+2	+1	+2	+2 1/2	+1/2	+1/2	+1/2	+1	+2		82	
	Totals	72	73	75	77 1/2	78	78 1/2	79	80				
3	Penalty							1					
	Maneuver Score	+2	+1	+1	+1	-1/2	+1 1/2	0	+1	1 1/2	0	77 1/2	
	Totals		73		75	74 1/2	76	75	76				
4	Penalty												
	Maneuver Score	+1	0	0	-1/2	-1	+1/2	0	0	+1 1/2	3	74 1/2	
	Totals	71			70 1/2	69 1/2	70						
5	Penalty												
	Maneuver Score	+2	+1	+1 1/2	+1 1/2	-2	+1 1/2	+2	+1	+2	+3	83 1/2	
	Totals	72	73		76	74	75 1/2	77 1/2	78 1/2				
6	Penalty												
	Maneuver Score	+2	+1	+1 1/2	+2	0	+1/2	+1	+1/2	+2	0	80 1/2	
	Totals	72	73	74 1/2	76 1/2		77	78	78 1/2				
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting 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

Wickie Price



YEDA Official Score Sheet – Sapphire/Alumni Pattern 2

Updated 2022

Class #14 Jr Sapphire Rail Pattern

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	Walk	Jog	X Jog	Stop 360 L	Lope LL	Lead Change RL	Stop	F & E	H D D	Total	Comments
		RW	1	2	3	4	5	6	7				
1	1039							1		+2	0	80 1/2	
	Penalty												
	Maneuver Score	+2	+1	+1	+1 1/2	+1	+2	0	+1				
Totals			73	74	75 1/2	76 1/2	78 1/2	77 1/2	78 1/2				
2	543							1		+2	0	79	
	Penalty												
	Maneuver Score	+2	+1	+1 1/2	+1 1/2	0	+1	0	+1				
Totals			72	73	76		77		77				
3	357									+2 1/2	0	86 1/2	1
	Penalty												
	Maneuver Score	+2	+1 1/2	+2	+2 1/2	+1 1/2	+2	+1 1/2	+1				
Totals				75 1/2	78	79 1/2	81 1/2	83	84				
4	440									+1 1/2	0	79 1/2	2
	Penalty												
	Maneuver Score	+1 1/2	+1	+2	+2	-1	+1	+1	+1 1/2				
Totals			71 1/2	72 1/2		76 1/2	75 1/2	76 1/2	77 1/2				
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 1/8 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

Wiskey Duce



YEDA Official Score Sheet – Sapphire/Alumni Pattern 2 Class # 15 Sr Sapphire Red/Pattern Split B

Updated 2022

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

Form & Effectiveness (F&E) of the rider is scored from -3 to +3 in ½ point increments
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ point increments

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

Entry #	Maneuver Description	Rail Work	Walk	Jog	X Jog	Stop 360 L	Lope LL	Lead Change RL	Stop	F & E	H D D	Total	Comments
		RW	1	2	3	4	5	6	7				
1	Penalty				1			3		+1	+1/2	70	
	Maneuver Score	+2	+1	0	0	+1/2	+1/2	-1 1/2	0				
	Totals	72	73		72	72 1/2	73	68 1/2					
2	Penalty							(5)		+1 1/2	+3	79	
	Maneuver Score	+1 1/2	+1 1/2	+1	+1	+1/2	+1	-1 1/2	+1/2				
	Totals	71 1/2	72	73	74	74 1/2	75 1/2	74	74 1/2				
3	Penalty									+1 1/2	0	82	
	Maneuver Score	+2	+1	+2	+1 1/2	0	+1	+1 1/2	+1 1/2				
	Totals	72	73	75	76 1/2		77 1/2	79	80 1/2				
4	Penalty									+2 1/2	0	86	
	Maneuver Score	+2	+1 1/2	+2	+2	+1	+1 1/2	+1 1/2	+2				
	Totals	72			72 1/2	78 1/2	80	81 1/2	83 1/2				
5	Penalty									+2	0	82 1/2	
	Maneuver Score	+1 1/2	+1	+1 1/2	+1 1/2	+1/2	+1	+1 1/2	+1				
	Totals	71 1/2	72 1/2	74		77	78	79 1/2	80 1/2				
6	Penalty									+2	0	84 1/2	
	Maneuver Score	+1 1/2	+1	+2	+2	+1	+1 1/2	+2	+1 1/2				
	Totals	71 1/2	72 1/2	74 1/2	76 1/2	77 1/2	79	81	82 1/2				
7	Penalty							1		+2	0	79	
	Maneuver Score	+1 1/2	+1	+1	+1	+1 1/2	+1	0	+1				
	Totals			73 1/2	74 1/2	76	77	76	77				
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting 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

Veronica [Signature]



YEDA Official Score Sheet – Sapphire/Alumni Pattern 2 Class # 16 Alumni Sapphire Rail/Pattern

Updated 2022

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

Form & Effectiveness (F&E) of the rider is scored from -3 to +3 in ½ point increments
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ point increments

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

Entry #	Maneuver Description	Rail Work	Walk	Jog	X Jog	Stop 360 L	Lope LL	Lead Change RL	Stop	F & E	H D D	Total	Comments
		RW	1	2	3	4	5	6	7				
1	Penalty						(5)	(3)		+2	+3	78	
	Maneuver Score		+1	+1 1/2	+1 1/2	0	-1	-1	+1				
	Totals		71	72 1/2	74		73	72	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												

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

[Handwritten Signature]



YEDA Official Score Sheet - Emerald Pattern 2

Updated 2020

Class # 17

Sr Emerald Pattern

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

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.

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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	Con't Lope	Stop Back				
1	Penalty									
	Maneuver Score	H	+1/2	+1/2	+1	+1	+1/2	0	75 1/2	3
	Totals	71		72	73	74				
2	Penalty									
	Maneuver Score	+1	+1/2	+1	+1/2	+1	+2	0	76	1
	Totals	71	71 1/2	72 1/2	73	74				
3	Penalty			3						
	Maneuver Score	H 1/2	0	0	H 1/2	-1/2	1 1/2	0	70	5
	Totals	71 1/2			69					
4	Penalty				1					
	Maneuver Score	H	H 1/2	H 1/2	0	+1/2	H 1/2	0	75	4
	Totals			74	73	73 1/2				
5	Penalty		3							
	Maneuver Score	+1	-1	+1	+1	-1	+1 1/2	0	69 1/2	6
	Totals			68	69	68				
6	Penalty									
	Maneuver Score	H	+1	+1	+1/2	+1	+1 1/2	0	76	2
	Totals	71	72	73		74 1/2				
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature

YEDA Official Score Sheet - Emerald Pattern 2

Updated 2020

Class # 18

Jr Emerald Pattern

Split A

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Con't Lope	Stop Back				
1	Penalty									
	Maneuver Score	+1 1/2	0	0	+1 1/2	+1 1/2	+1 1/2	0	74	
	Totals	71 1/2			72	72 1/2				
2	Penalty									
	Maneuver Score	+1 1/2	+1	+1	+1 1/2	-1 1/2	+2	0	74 1/2	
	Totals	70 1/2	71 1/2	72 1/2	73	72 1/2				
3	Penalty									
	Maneuver Score	+1	+1	+1 1/2	0	+1	+2	0	76 1/2	OP x2 cone
	Totals			73 1/2		74 1/2				
4	Penalty									
	Maneuver Score	+1 1/2	+1	-1 1/2	-1 1/2	+1	+1	0	61 1/2	5
	Totals	71 1/2	72 1/2	66	59 1/2	60 1/2				
5	Penalty									
	Maneuver Score	+1	0	+1 1/2	+1	+1	+2	0	76 1/2	1
	Totals	71		72 1/2	73 1/2	74 1/2				
6	Penalty									
	Maneuver Score	+1	+1	+1 1/2	-1	0	+1	0	76 1/2	4
	Totals	71	72	72 1/2	69 1/2					
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Wickie Deen

Judges Signature



YEDA Official Score Sheet - Emerald Pattern 2

Class # 19

Updated 2020

Sr Emerald Pattern

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

Split B

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	Con't Lope	Stop Back				
1	Penalty		1	1	1					
	Maneuver Score	+1	-1	0	0	+1	+1	0	69	5
	Totals	71	69	68	67	68				
2	Penalty									
	Maneuver Score	+1	+1	+1 1/2	+1 1/2	+1	+1 1/2	0	77 1/2	3
	Totals	71	72	73 1/2	75	76				
3	Penalty			3	5					
	Maneuver Score	+1	+1/2	-1	-1 1/2	+1/2	+1/2	0	62	6
	Totals	71	71 1/2	67 1/2	61	61 1/2				
4	Penalty									
	Maneuver Score	+1	+1 1/2	+1	+1 1/2	+1 1/2	+2	0	78 1/2	1
	Totals		72 1/2	73 1/2	75	76 1/2				
5	Penalty									
	Maneuver Score	+1	+1 1/2	+1	+1 1/2	+1/2	+2	0	77 1/2	2
	Totals	71	72 1/2	73 1/2	75	75 1/2				
6	Penalty									
	Maneuver Score	+1	+1 1/2	+1	+1/2	-1	+1	0	74	4
	Totals	71	72 1/2	73 1/2	74	73				
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Vickie Deen

Judges Signature



YEDA Official Score Sheet - Emerald Pattern 2

Class # 20

Updated 2020

Jr Emerald Pattern
Split B

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	Lope LL	Con't Lope	Stop Back				
1	Penalty									
	Maneuver Score	+1	+1	+1/2	+1	+1	+1 1/2	0	76	4
	Totals		72		73 1/2	74 1/2				
2	Penalty									
	Maneuver Score	+1	+1	+1/2	+1	+1 1/2	+2	0	78	2
	Totals	71	72	73 1/2	74 1/2	76				
3	Penalty									
	Maneuver Score	+1	+1 1/2	+2	+2	+1/2	+2	0	79	1
	Totals		72 1/2	74 1/2	76 1/2	77				
4	Penalty									
	Maneuver Score	+1	+1	0	0	-1	+1	0	72	6
	Totals	71	72			71				
5	Penalty									
	Maneuver Score	+1/2	0	+1	+1	0	+1 1/2	0	74	5
	Totals			72	73					
6	Penalty									
	Maneuver Score	+1	+1	+1/2	+1	+1 1/2	+2	0	77	3
	Totals	71	72		73 1/2	75				
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Veronica Adams
Judges Signature

YEDA Official Score Sheet - Opal / Pearl Pattern 2 Class # 21
 Updated 2020

Elementary Pearl Pattern
 Split A

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

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/2
- 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	Walk	Jog	Stop Back				
1	Penalty									
	Maneuver Score	H	+1	+1	+1	0	+1	0	75	5
	Totals	71	72	73	74					
2	Penalty									
	Maneuver Score	+1	+1	+1	+1 1/2	+1	+1 1/2	0	77	3
	Totals	71	72	73	74 1/2	75 1/2				
3	Penalty									
	Maneuver Score	+1	+1/2	+1	+1/2	+1/2	+1	0	74 1/2	6
	Totals	71	71 1/2	72 1/2	73	73 1/2				
4	Penalty									
	Maneuver Score	+1	+1	+1 1/2	+1 1/2	+1	+1 1/2	0	77 1/2	2
	Totals	71	72	73 1/2	75	76				
5	Penalty				1					
	Maneuver Score	+1	+1/2	+1/2	0	+1	+1	0	73	7
	Totals	71	71 1/2	72	71	72				
6	Penalty									
	Maneuver Score	+1	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2	0	78	1
	Totals	71	72 1/2	73 1/2	75	76 1/2				
7	Penalty									
	Maneuver Score	+1	+1	+1	+1/2	+1/2	+1/2	0	75 1/2	4
	Totals	71	72	73	73 1/2	74				
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Lickey Dew
 Judges Signature

YEDA Official Score Sheet - Opal / Pearl Pattern 2 Class # 22
 Updated 2020

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

Jr Opal Pattern
 Split A

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/2
- 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	Walk	Jog	Stop Back				
1	Penalty									
	Maneuver Score	+1	+1/2	+1	+1	+1	1 1/2	0	76	
	Totals	71		72 1/2	73 1/2	74 1/2				
2	Penalty									
	Maneuver Score	+1	+1/2	+1	+1	+1/2	+2	0	78	2
	Totals	71	72 1/2	73 1/2	74 1/2	76				
3	Penalty									
	Maneuver Score	+1	+2	+1	+1/2	+1	+2	0	78 1/2	1
	Totals		73	74	75 1/2	76 1/2				
4	Penalty		1		3					
	Maneuver Score	+1	0	-1 1/2	0	+1/2	+1	0	67	op
	Totals	71	70	68 1/2	65 1/2	66				
5	Penalty									
	Maneuver Score	+1	+1	+1/2	+1	+1	+1	0	75 1/2	
	Totals	71	72	72 1/2	73 1/2	74 1/2				
6	Penalty									
	Maneuver Score	+1	+1	0	+1/2	-1/2	+1	0	73	
	Totals	71	72			72				
7	Penalty									
	Maneuver Score	+1	+1/2	+1/2	+1/2	0	+1	0	73 1/2	
	Totals	71	71 1/2	72	72 1/2					
8	Penalty			1						
	Maneuver Score	+1	+1	0	+1	+1	+1 1/2	0	74 1/2	
	Totals	71	72	71	72	73				
9	Penalty									
	Maneuver Score									
	Totals									

Verheyen Dawn
 Judges Signature



YEDA Official Score Sheet - Opal / Pearl Pattern 2

Class # 23

Updated 2020

Sr Opal Pattern

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)

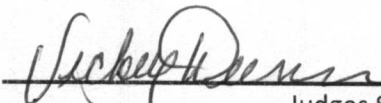
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Walk	Jog	Stop Back				
1	Penalty									
	Maneuver Score	+1	+1	+1/2	+1	+1/2	+1/2	0	75 1/2	
	Totals	71	72	72 1/2	73 1/2	74				
2	Penalty									
	Maneuver Score	+1	+1/2	+1	+1	+1 1/2	+1 1/2	0	77 1/2	
	Totals		72 1/2	73 1/2	74 1/2	76				
3	Penalty									
	Maneuver Score	+1	+1	+1	+1	+1	+1 1/2	0	76 1/2	
	Totals	71	72	73	74	75				
4	Penalty									
	Maneuver Score	+1/2	0	0	+1/2	+1	+1	0	73	
	Totals	70 1/2			71	72				
5	Penalty									
	Maneuver Score									
	Totals									
6	Penalty									
	Maneuver Score									
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									


Judges Signature

Scoring 0-100 with 70 denoting the average.
 Maneuvers are scored +3 to -3 in 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	Walk	Jog	Stop Back				
1	1714									
	Penalty					1				op
	Maneuver Score	+1	-1 1/2	+1 1/2	0	+1 1/2	+1	0	70 1/2	
	Totals	71	69 1/2	70	69	69 1/2				
2	1452									
	Penalty									
	Maneuver Score	+1	+1 1/2	+1	+1	0	+1	0	74 1/2	
	Totals	71	71 1/2	72 1/2	73 1/2					
3	1777									
	Penalty			1						
	Maneuver Score	+1	+2	0	+2	+1	+2	0	77	
	Totals	71	73	72	74	75				
4	260									
	Penalty									
	Maneuver Score	+1	+2	+1	+1	+1	+1 1/2	0	77 1/2	
	Totals	71	73	74	75	76				
5	1128									
	Penalty									
	Maneuver Score	+1	+2	+2	+2	+1	+2	0	80	
	Totals		73	75	77	78				
6	1780									
	Penalty									
	Maneuver Score	+1	0	+1 1/2	+1 1/2	+1	+1	0	74	
	Totals	71		71 1/2	72	73				
7	201									
	Penalty									
	Maneuver Score	+1 1/2	+1	0	+1 1/2	0	+1	0	73	op
	Totals		71 1/2		72					
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

Verkey Dene

 Judges Signature

YEDA Official Score Sheet - Opal / Pearl Pattern 2
 Updated 2020

Class # 25
 Jr Opal Pattern
 Split B

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	Walk	Jog	Stop Back				
1	487									
	Penalty									
	Maneuver Score	+1	+1 1/2	+1	+1	+1	+1 1/2	0	77	
	Totals		72 1/2	73 1/2	74 1/2	75 1/2				
2	503									
	Penalty				3					
	Maneuver Score	+1	+2	+1 1/2	-1	+1/2	+1	0	72	
	Totals	71	73	74 1/2	70 1/2	71				
3	1449									
	Penalty									
	Maneuver Score	+1	+2	+1	+2	+1/2	+1 1/2	0	78	
	Totals		73	74	76	76 1/2				
4	1660									*
	Penalty									
	Maneuver Score	+1 1/2	+2	+1	+1	+1/2	+1 1/2	0	79 1/2	
	Totals		73 1/2	74 1/2	75 1/2	76				
5	1687									
	Penalty									
	Maneuver Score	+1	+1 1/2	+1	+1 1/2	+1	+1 1/2	0	77 1/2	
	Totals		72 1/2	73 1/2	75	76				
6	4608									
	Penalty				3					
	Maneuver Score	+1	+1	+1/2	-1	+1/2	+1	0	77.0	
	Totals		72		68 1/2	69				
7	896									
	Penalty									
	Maneuver Score	+1	+1	+1/2	+1	+1/2	+1 1/2	0	75 1/2	
	Totals	71	72	72 1/2	73 1/2	74				
8	1757									
	Penalty									
	Maneuver Score	+1	0	0	-1/2	0	+1	0	71 1/2	08
	Totals	71			70 1/2					
9										
	Penalty									
	Maneuver Score									
	Totals									

Vickie [Signature]
 Judges Signature

YEDA Official Score Sheet - Opal / Pearl Pattern 2
 Updated 2020

Class # 26
 Elementary Pearl Pattern
 Split C

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 1/8
- 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	Walk	Jog	Stop Back				
1	1023									
	Penalty									
	Maneuver Score	+1	+1/2	+1	+1/2	+1	+1	0	75	
	Totals	71	71 1/2	72 1/2	73	74				
2	1695									
	Penalty			3						
	Maneuver Score	+1	+1/2	-1	+1/2	+1/2	+1	0	69 1/2	
	Totals	71	71 1/2	67 1/2	68	68 1/2				
3	1745									
	Penalty									
	Maneuver Score	+1	+2	+1	+1 1/2	+1 1/2	+2	0	79	
	Totals	71	73	74	75 1/2	77				
4	953									
	Penalty									
	Maneuver Score	+1	+2	+1 1/2	+1 1/2	+1	+2	0	79	*
	Totals	71	73	74 1/2	76	77				
5	255									
	Penalty		1		1					
	Maneuver Score	+1	0	0	0	+1/2	+1	0	70 1/2	
	Totals	71	70		69	69 1/2				
6	1613									
	Penalty			3	1,1					
	Maneuver Score	+1	+2	-1	-1	+1	+1	0	68	
	Totals		73	69	66	67				
7	1737									
	Penalty									
	Maneuver Score	+1	+1 1/2	+1	+1	+1/2	+1 1/2	0	76 1/2	
	Totals	71	72 1/2	73 1/2	74 1/2	75				
8	1778									
	Penalty									
	Maneuver Score	+1	+1 1/2	+1	+1	+1 1/2	+1 1/2	0	77 1/2	
	Totals	71	72 1/2	73 1/2	74 1/2	76				
9										
	Penalty									
	Maneuver Score									
	Totals									

Wickie D...
 Judges Signature



YEDA Official Score Sheet - Ruby Pattern 2
Updated 2020

Class # 27

Sr Ruby Pattern

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

Page 1 of 2

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.

Penalty -TB

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	X-Jog	Stop 270 R	Lope RL	Jog	Stop Back				
1	Penalty										
	Maneuver Score	+1	+1 1/2	+1	+1	+1 1/2	+1	+2	0	79	
	Totals					76	77				
2	Penalty										
	Maneuver Score	+1	0	0	+1 1/2	0	0	+1	0	72 1/2	
	Totals	71			71 1/2						
3	Penalty										
	Maneuver Score	+1	-1 1/2	0	+1	+1 1/2	+1 1/2	+1	0	72 1/2	CP
	Totals	71	69 1/2		70 1/2	71	71 1/2				
4	Penalty										
	Maneuver Score	+1	+1 1/2	+1 1/2	+1	+1	+1	+1 1/2	0	76 1/2	*
	Totals				73	74	75				
5	Penalty										
	Maneuver Score	+1	+1 1/2	-1 1/2	-1 1/2	+1 1/2	+1		0		CP
	Totals	71	72 1/2	71	69 1/2	71	72				
6	Penalty										
	Maneuver Score	+1	+1	+1	+1 1/2	+1	+1	+2	0	78 1/2	
	Totals										
7	Penalty										
	Maneuver Score	+1	+1 1/2	+1 1/2	+2	+1 1/2	+1 1/2	+2	0	81	
	Totals	71	72 1/2	74	76	77 1/2	79				
8	Penalty										
	Maneuver Score	+1	+1	+1 1/2	0	+1 1/2	+1	+1 1/2	0	76 1/2	
	Totals	71	72	73 1/2	72 1/2	74	75				
9	Penalty										
	Maneuver Score	+1	+1	+1 1/2	+1 1/2	+1 1/2	+1	+1 1/2	0	78 1/2	
	Totals	71	72	73 1/2	74	75 1/2	76 1/2				

Veronica [Signature]
Judges Signature



YEDA Official Score Sheet - Ruby Pattern 2

Updated 2020

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

Class # 27

Sr Ruby Pattern

Page 2 of 2

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	X-Jog	Stop 270 R	Lope RL	Jog	Stop Back				
1	769										
	Penalty										
	Maneuver Score	H	+2	+1/2	+1 1/2	+2	+1 1/2	2 1/2	1	82	
	Totals		73		75	77	78 1/2				
2	1299										
	Penalty										
	Maneuver Score	+1	+1	-1 1/2	0	+1/2	+1/2	+1	0	72 1/2	
	Totals	71	72	70 1/2		71	71 1/2				
3	1096										
	Penalty										
	Maneuver Score	+1	+1	-1/2	+1/2	+1	+1	+1	0	75	
	Totals	71	72	71 1/2	72		74				
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										

Wickie Durr

Judges Signature



YEDA Official Score Sheet - Ruby Pattern 2

Class # 28

Updated 2020

Jr Ruby Pattern

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	X-Jog	Stop 270 R	Lope RL	Jog	Stop Back				
1	481										
	Penalty		1		1,1						
	Maneuver Score	+1	0	+1	0	+1	0	+1/2	0	71 1/2	
	Totals	71	70	71	69	70					
2	608										
	Penalty										
	Maneuver Score	+1	+2	+1	-1/2	+1	+1/2	+1	0	75	90
	Totals	71	73	74	72 1/2	73 1/2	74				
3	349										
	Penalty										
	Maneuver Score	+1	+2	+1/2	+1	+2	+1/2	+2	0	80	*
	Totals	71	73	74 1/2	75 1/2	77 1/2	78				
4	1604										
	Penalty		1								
	Maneuver Score	+1	0	-1/2	+1/2	+1	+1/2	+1/2	0	73	
	Totals	71	70	69 1/2	70	71	71 1/2				
5	1225										
	Penalty										
	Maneuver Score	+1	+2	+1	+2	+1	+1	+2	0	80	
	Totals	71	73	74	76	77	78				
6											
	Penalty										
	Maneuver Score										
	Totals										
7											
	Penalty										
	Maneuver Score										
	Totals										
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										
	Maneuver Score										
	Totals										

Vickie Durr

Judges Signature

YEDA Official Score Sheet – RAIL

Class: #29 Elementary Pearl Rail
 Horsemanship - Split A

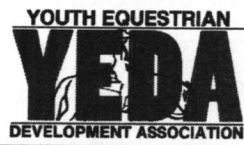
Back #	Rider Comments	Overall Class Comments
1 464	steady good contact	2
2 1745	connect seat to leg	6
3 1777	sit <input type="checkbox"/> in seat	4
4 1695	good posture	1
5 1737	connect seat to leg	5
6 953	more time in saddle for confidence	7
7 1778	connected seat	3
8		
9		
10		
11		


 Judges Signature

YEDA Official Score Sheet – RAIL Class: #30 JR Opal Rail Horsemanship
 Split A

Back #	Rider Comments	Overall Class Comments
1 1543	stretch ↑	1743 1687 1060 1733 1596 1757
2 1733	sit up	
3 1449	sit up	
4 1687	good	
5 1596	good posture + contact w/ leg	
6 1060	good posture	
7 1757	stretch ↑	
8 1743	good rider	
9		
10		
11		

Vickie [Signature]
 Judges Signature



YEDA Official Score Sheet – RAIL

Class: #31 SR Opal Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 512	Very relaxed 3	
2 228	good posture + connection through legs 2	
3 662	gentle rider w/ tough horse 4	
4 855	Confident rider 1	
5		
6		
7		
8		
9		
10		
11		


Judges Signature

Back #	Rider Comments	Overall Class Comments
1023	check rein length	5
1666	good posture + connection through leg	3
1720	Shorten stumps. Relaxed	7
1128	good posture	2
260	Good connection through seat	1
892	strong - confident rider	4
1780	sit up	6

Vicki Pen

 Judges Signature

YEDA Official Score Sheet – RAIL

Class: #33 NR Goat Rail Horseman's
 Slot B

Back #	Rider Comments	Overall Class Comments
1 487'	good post steady, connected through seat	8
2 503'	good choice of rein length - good posture	8 1/2
3 896'	stay centered in seat, legs too far fwd	4 3
4 1498'	good seat to start	3 2
5 468'	consistent in bridle	4 1/2
6 1518'	legs too far fwd, looks good	5
7 1440'	good seat	1.
8 1768'	good handling tough horse	4
9		
10		
11		

Vickey Deener
 Judges Signature

YEDA Official Score Sheet – RAIL

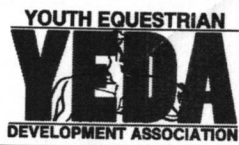
Class: #34 Elementary Pearl Rail
 Horsemanship - Split C

Back #	Rider Comments	Overall Class Comments
1 1452	good leg position + connected seat	2
2 1128	Strong + steady	6
3 296	good seat	1
4 201	good posture + steady hands	144
5 1714	pretty position	8
6 1613	good rein length + position	27
7 1508	good use of leg aid	5
8 255	good pressure on reins	3
9		
10		
11		


 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1096	good posture + confident appearance	2
2 1612	□ in saddle more,	5
3 584	good leg position	
4 1688	check rein length	28
5 1110	□ + steady in saddle	86
6 978	good posture	4
7 947	Tall + confident rider	3
8 769	□ seated rider	1
9 907	relaxed	87
10 973	in front of center	
11 1299	leg under seat	88


 Judges Signature



YEDA Official Score Sheet – RAIL

Class: #30 JR Ruby Rail
Horsemanship

Back #	Rider Comments	Overall Class Comments
1 1664	Relaxed	4
2 481	Good use of leg	5
3 349	Good posture ^{strong} through shoulders	3 2
4 608	Strong through seat	1
5 1225	Good seat	7 3
6		
7		
8		
9		
10		
11		

Vickey [Signature]
Judges Signature

Back #	Rider Comments	Overall Class Comments
1 411	□ + Tall in seat	1
2 1232	place hat more square not tilted ↑ - makes for better image 1 lead 1 brk	4
3 1413	loosen leg some	3
4 329	effective leg	7/6
5 814	good posture 1 good job	2
6 1536	good w/ patience + loopy horse 1 brk	1 & 5
7		
8		
9		
10		
11		


 Judges Signature