

YEDA REINING PATTERN IHSA 1 OFFICIAL SCORE SHEET

Diamond

#1

the left circles

EXHB #

MANEUVER DESCRIPTION	LOPE STOP	BACK 90 L	R CIRCLES OO Simple LC	L CIRCLES OO Simple LC	R CIRCLE	STOP & RRB	LOPE STOP & LRR	LOPE STOP BACK	Overall Ability	HDD	Penalties	Final Score	Comments
1	1279												
PENALTY													
SCORE	+1/2	0	+1/2	0	1/4	0	0	0	+1	0		69	
Total	70 1/2		71		10 3/4								
2	1529												
PENALTY													
SCORE	0	0	-1/2	0	0	0	1/2	0	0	0		68	*
Total			10 1/2				10 3/4						
3	1803												
PENALTY													
SCORE	-1/2	0	-1	1 1/2	-1/2	0	0	0	0	0		62 1/2	
Total	69 1/2		65 1/2	63	10 1/2								
4	1384												
PENALTY													
SCORE	+1/2	0	0	1 1/2	0	0	0	+1/2	+1			68	
Total	70 1/2		70 1/2	66 1/2				67					
5	1600												
PENALTY													
SCORE	0	+1/2	0	0	0	+1/2	0	0	+1			72 1/2	
Total	70		70 1/2			71		71 1/2					
6													
PENALTY													
SCORE													
Total													
7													
PENALTY													
SCORE													
Total													
8													
PENALTY													
SCORE													
Total													
9													
PENALTY													
SCORE													
Total													

Circled penalties are deemed due to horse not rider and will not appear in the final score.
Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments.

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments
Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower than other riders who stayed on pattern.

JUDGES SIGNATURE MBM



YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

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.

- 1 - point penalty
- Rider allows horse to go too slow.
 - Break of gait out of the walk or trot of 2 strides.
- 3 - point penalty
- Break of gait from walk or trot more than 2 strides
 - Break of gait at the lope
 - Starting on the incorrect lead, out of lead or cross canter during lead change
 - Trotting excessive strides during simple lead change
 - Too loose of rein

- Faults incurring a score of 0: Must be placed under rider's without or not incurring faults
- Performing maneuvers other than in the specified order
 - Inclusion of maneuvers not specified
 - Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
 - Forgetting or leaving out maneuvers

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

Overall Ability: is a consideration of the riders form and effectiveness scored from -3 to +3 in 1/2 point 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	1146	Maneuver Score	0	0	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	0	+1/2	0	+1/2	0	+1/2	0	+1/2	0	0	0	0	0	0	73 1/2	* better pos	
		Totals			70 1/2	71			71 1/2		72	71 1/2		72	71	70 1/2	70 1/2	71										
		Penalty																										
2	178	Maneuver Score	0	0	-1	0	0	+1/2	0	+1/2	0	0	+1/2	0	0	+1/2	0	0	0	0	0	0	0	0	0	71		
		Totals			69				69 1/2					69 1/2														
		Penalty																										
3	1399	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	-1	+1/2	-1	+1/2	0	-1/2	0	+1/2	0	+1/2	0	+1/2	0	+1/2	0	0	0	0	71		
		Totals	70 1/2	71	71 1/2		72	71	70 1/2	70 1/2	71		71		71		71		71									
		Penalty																										
4	1093	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	0	0	0	0	0	0	0	0	0	0	0	73		
		Totals			70 1/2	71	71 1/2	71	71 1/2	72	71 1/2	72																
		Penalty																										
5	285	Maneuver Score	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	0	+1/2	0	+1/2	0	+1/2	0	0	+1	74 1/2		
		Totals		70 1/2	71		71 1/2	72	73	73 1/2																		
		Penalty																										
6	1706	Maneuver Score	0	0	-1/2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	70	better use of arena	
		Totals			69 1/2																							
		Penalty																										
7	616	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	-1	+1/2	0	-1/2	0	-1/2	0	-1/2	0	0	0	0	0	0	70 1/2		
		Totals	76 1/2	71	71 1/2	72	72 1/2	71 1/2	71	71 1/2	71		71		71		71		70 1/2									
		Penalty																										

JR/SR Sapphire #2
Ranch
Page 1 of 2

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.

S&S Saphire
Ranch page 2 of 2

- 1 - point penalty**
- Rider allows horse to go too slow.
 - Break of gait out of the walk or trot of 2 strides.
- 3 - point penalty**
- Break of gait from walk or trot more than 2 strides
 - Break of gait at the lope
 - Starting on the incorrect lead, out of lead or cross center during lead change
 - Trotting excessive strides during simple lead change
 - Too loose of rein

- Faults incurring a score of 0:** Must be placed under rider's without or not incurring faults
- Performing maneuvers other than in the specified order
 - Inclusion of maneuvers not specified
 - Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
 - Forgetting or leaving out maneuvers
- Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 point increments. "Easy" horse would receive a 0 or - score, where a horse who is a challenge would receive a + if the rider handled it well.

Overall Ability: is a consideration of the riders form and effectiveness scored from -3 to +3 in 1/2 points increments
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	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	Maneuver Score	0	0	0	+1/2	0	+1/2	0	+1/2	+1/2	+1/2					
	Totals				70 1/2		71		71 1/2	72	72 1/2					73 1/2
2	Maneuver Score	0	0	0	0	0	0	0	0	-1	0					
	Totals									69						70 1/2
1165	Maneuver Score															
	Totals															71 1/2
3	Maneuver Score															
	Totals															
4	Maneuver Score															
	Totals															
5	Maneuver Score															
	Totals															
6	Maneuver Score															
	Totals															
7	Maneuver Score															
	Totals															

Judges Signature

YEDA Official Score Sheet - RAIL ^{W/T} **Class:** Sklsr Opal Rail Split A #3

Back #	Rider Comments	Overall Class Comments
1	Nice leg pos. Dont tip fwd. Hqs fwd Walk w/ purpose heels down	
2	Nice pos. Dont tip fwd. Hqs fwd	
3	Nice pos. Dont tip fwd. Hqs fwd	
4	Nice pos. Dont tip fwd. Hqs fwd	
5	Nice pos. Dont tip fwd. Hqs fwd	
6	Nice pos. Dont tip fwd. Hqs fwd	
7	Nice pos. Dont tip fwd. Hqs fwd	
8	Nice pos. Dont tip fwd. Hqs fwd	
9	Nice pos. Dont tip fwd. Hqs fwd	
10	Nice pos. Dont tip fwd. Hqs fwd	
11	Nice pos. Dont tip fwd. Hqs fwd	

 Judges Signature

YEDA Official Score Sheet – RAIL Class: SR/SR Ruby Red Split A

Back #	Rider Comments	Overall Class Comments
1 251	Nice Confident pos.	
2 173	Nice pos. Free arm up	
3 835	Relax Lower back Wrong head	
4 1404	tighten lower back Free arm up	
5 384	Confident Rider Nice ride on tough draw	
6 1343	Nice soft pos.	
7 1238	Nice Confident Rider	
8		
9		
10		
11		

MS.

Judges Signature



YEDA Official Score Sheet -- RAIL Class: JR/JR Open Rail Split B

W/T

(5)

Back #	Rider Comments	Overall Class Comments
1	1356 Vice pos	
2	1391 Vice pos.	
3	1646 lengthen stirrups	
4	1542 Relax Raise free arm	
5	228 close legs on horse Don't brace	
6		
7	668 good job piloting	
8		
9		
10		
11		

Judges Signature W/T



YEDA Official Score Sheet - RAIL Class: J&SR Ruby Real Split B

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Back #	Rider Comments	Overall Class Comments
1	Nice Rider	
2	Dont twist upper body	
3	Nice pos.	
4	Nice pos	
5	deeper heel	
6	Nice pos. 100% in upper body	
7	good job on tough noise great start	
8		
9		
10		
11		

MS
Judges Signature

Updated 2022

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

Form & Effectiveness (F&E) of the rider is scored from -3 to +3 in 1/2 point increments
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 point increments
*Circled penalties are deemed due to horse not rider, and will not appear in the final

Entry #	Maneuver Description	Rail Work	Maneuver							F & E	HDD	Total	Comments	
			1	2	X Jog	Stop 360 L	Lope LL	Lead Change RL	Stop					
1	285	+2	0	+1/2	+1/2	-1/2	0	0	0	0	0	0	72 1/2	
			Totals											
			Penalty											
2	700	+2	0	0	+1/2	+1	+1/2	-1/2	0	0	0	0	73 1/2	
			Totals											
			Penalty											
3	610	+2	0	+1/2	+1/2	-1/2	0	0	0	0	0	0	72 1/2	* Dist pos.
			Totals											
			Penalty											
4	1399	+2	0	+1/2	0	(+1/2)	0	0	0	0	0	0	73	(360)
			Totals											
			Penalty											
5	1165	+2	0	+1/2	0	0	0	0	0	0	0	0	72 1/2	* quiet pattern
			Totals											
			Penalty											
6	1093	+3	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	76	
			Totals											
			Penalty											
7	178	+2	0	+1/2	+1	+1	+1	0	0	0	0	0	75	
			Totals											
			Penalty											
8	1014	+3	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	0	0	75	broke
			Totals											
			Penalty											
9	1196	+2	0	0	0	0	0	0	+1/2	+1/2	0	0	72	
			Totals											
			Penalty											

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

Judge's Signature *Wg*

YEDA Official Score Sheet - Amber EWD Pattern 1&2
 Updated 2020

8

Assisted

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 1-2	Stop Back 3	Walk 4	Stop @ C 5	Walk 6-7				
1	Penalty									
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1/2	+2		75	
	Totals	70 1/2	71 1/2	72	72 1/2	73				
2	Penalty									
2	Maneuver Score									
	Totals									
	3	Penalty								
3	Maneuver Score									
	Totals									
	4	Penalty								
4	Maneuver Score									
	Totals									
	5	Penalty								
5	Maneuver Score									
	Totals									
	6	Penalty								
6	Maneuver Score									
	Totals									
	7	Penalty								
7	Maneuver Score									
	Totals									
	8	Penalty								
8	Maneuver Score									
	Totals									

W.S.

Judges Signature

YEDA Official Score Sheet – Topaz EWD Pattern 1 & 2

Updated 2020

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

Assisted \$
 Independent

9

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

Med.

Judges Signature



YEDA Official Score Sheet - RAIL Class: JK Emerald Rail

Back #	Rider Comments	Overall Class Comments
1	Nice upper body Don't brace stirrups	
2	Nice upper body Shallow heels	
3	Nice pos.	
4	Relax lower back	
5	Nice pos.	
6	Nice pos.	
7		
8		
9		
10		
11		

MBgbl
Judges Signature

W/T
YEDA Official Score Sheet -- RAIL

Class: Elementary Rear Rail

Back #	Rider Comments	Overall Class Comments
1	nice pos. CONFIDENT RIDER	
2	Relax lower back	
3	Lower leg slightly fwd.	
4	nice pos.	
5	leans forward slightly on pelvis	
6	CONFIDENT RIDER	
7	Shallow heels nice upper body	
8	Keep upper body over pelvis	
9		
10		
11		

 Judges Signature



YEDA Official Score Sheet -- RAIL Class: SK Emerald Rail

Back #	Rider Comments	Overall Class Comments
1	5216 Nice pos. Confident Rider Lower leg back	
2	1480 Quiet lower leg Relax lower back	
3	408 Lower leg back	
4	484 Nice pos. Raise free arm	
5	1331 Nice pos. Wrong lead	
6	767 Lengthen stirrup leaver long stirrup	
7		
8		
9		
10		
11		

Judges Signature MS.

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	Stop 360 R	Lope LL O L	Simple Lead Change	Stop Back	F & E	HDD	Final Score	Comments
1	Penalty											
	Maneuver Score	+2 1/2	0	+1	+1/2	+1/2	+1/2	+1/2	0	0	75 1/2	
	Totals	72 1/2	72 1/2	73 1/2	74	74 1/2	75	75 1/2				
2	Penalty											
	Maneuver Score	+2	0	+1/2	0	+1/2	0	0	0	0	73	
	Totals	72		72 1/2	72 1/2	73	73	73				
3	Penalty											
	Maneuver Score	+2	0	+1/2	(+1)	+1/2	+1/2	0	0	0	74 1/2	
	Totals	72	72	72 1/2	73 1/2	74	74 1/2	74 1/2				
4	Penalty											
	Maneuver Score	+3	0	+1/2	+1/2	+1	+1/2	+1	0	0	76 1/2	
	Totals	73	73	73 1/2	74	75	75 1/2	76 1/2				
5	Penalty											
	Maneuver Score	+2 1/2	0	+1/2	+1/2	+1/2	+1/2	0			74 1/2	
	Totals	72 1/2	72 1/2	73	73 1/2	74	74 1/2	74 1/2				
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 ½ to ¾
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

Judge's Signature

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

14

JR/SR 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	Walk	Jog	Stop Back				
1	Penalty									
	Maneuver Score	0	0	0	0	+1/2	0	0	70 1/2	
	Totals									
2	Penalty									
	Maneuver Score	0	-1/2	-1/2	0	+1/2	0	0	69 1/2	
	Totals			0	0	0				
3	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	0	0	0	71 1/2	
	Totals		0	0	0	0				
4	Penalty									
	Maneuver Score	0	+1/2	+1/2	0	0			71	
	Totals		0	0	0	0				
5	Penalty									
	Maneuver Score	0	+1/2	0	0	+1/2			71	*
	Totals		0	0	0	0				
6	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1	+1/2			72 1/2	
	Totals		0	0	0	0				
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

[Handwritten Signature]

Judges Signature

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

Minor Faults (-1 point)

- 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 atlope, out or 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				
	Maneuver	1	2	3	4	5				
1	Penalty									
	Maneuver Score	+1/2	0	+1/2	+1/2	0	0	0	71 1/2	* better pos.
	Totals	70 1/2	70 1/2	71	71 1/2	71 1/2				
2	Penalty									
	Maneuver Score	0	+1/2	+1/2	0	0	0	0	71	
	Totals		70 1/2	71	71	71				
3	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	72 1/2	caught
	Totals		71	71 1/2	72	72 1/2				
4	Penalty									
	Maneuver Score	+1/2	0	0	+1/2	+1/2	0	0	71 1/2	
	Totals	70 1/2	70 1/2	70 1/2	71	71 1/2				
5	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1/2	0	0	73	
	Totals	70 1/2	71	71 1/2	72 1/2	73				
6	Penalty									
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	0	0	72	
	Totals	70 1/2	71	71	71 1/2	72				
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

[Signature]
Judges Signature

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

Minor Faults (-1 point)

- Break 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	1346	1	2	3	4	5	+1		74 1/2	
	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1				
	Totals	70 1/2	71	71 1/2	72 1/2	73 1/2				
2	1387	1	2	3	4	5	+2		75 1/2	
	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1				
	Totals	70 1/2	71	71 1/2	72 1/2	73 1/2				
3	1380	1	2	3	4	5	+1		72 1/2	*
	Penalty									
	Maneuver Score	0	+1/2	0	+1/2	+1/2				
	Totals		70 1/2	70 1/2	71	71 1/2				
4	1281	1	2	3	4	5	+2		75 1/2	*
	Penalty									
	Maneuver Score	+1/2	(+1)	+1/2	+1	+1/2				
	Totals	70 1/2	71 1/2	72	73	73 1/2				
5	743	1	2	3	4	5	+2		74	
	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2				
	Totals		70 1/2	71	71 1/2	72				
6	1003	1	2	3	4	5	+2		70	
	Penalty									
	Maneuver Score	+1/2	+1	+1/2	+1	+1				
	Totals	70 1/2	71 1/2	72	73	74				
7	808	1	2	3	4	5	+1		71	
	Penalty									
	Maneuver Score	0	-1	0	+1/2	+1/2				
	Totals		69		69 1/2	70				
8	434	1	2	3	4	5	+1		72 1/2	
	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	-1/2				
	Totals	70 1/2	71	71 1/2	72	71 1/2				
9		1	2	3	4	5				
	Penalty									
	Maneuver Score									
	Totals									

Wyeub

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

SRIJR
Split A
(17)

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	X-Jog	Stop 270 R	Lope RL	Jog	Stop Back				
1	Penalty										
	Maneuver Score	0	+1	-1/2	0	0	+1/2	+2		73	
	Totals	70	71	70 1/2			71				
2	Penalty										
	Maneuver Score	+1/2	+1	0	+1/2	+1/2	+1/2	+2	+1	76	
	Totals	70 1/2	71 1/2		72	72 1/2	73				
3	Penalty										
	Maneuver Score	0	+1	+1/2	+1/2	+1	+1/2	+2		75 1/2	
	Totals		71	71 1/2	72	73	73 1/2				
4	Penalty										
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+2		76 1/2	
	Totals	70 1/2	72	73	73 1/2	74	74 1/2				
5	Penalty				3						
	Maneuver Score	0	0	0	-1	0	0	+2		68	wrong lead
	Totals	70	70		66						
6	Penalty				3						
	Maneuver Score	+1/2	+1/2	+1 1/2	-1	+1/2	0	+2		72	wrong lead
	Totals	70 1/2	72	73 1/2	69 1/2	70					
7	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	0	0	+1		72	*
	Totals		70 1/2	70 1/2	71						
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

NO

Judges Signature

YEDA Official Score Sheet - Ruby Pattern 2

Updated 2020

JR/SR
Split B

18

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	X-Jog	Stop 270 R	Lope RL	Jog	Stop Back				
	Maneuver	1	2	3	4	5	6				
1	384										
	Penalty				3						
	Maneuver Score	+1/2	+1/2	+1/2	-1	0	+1/2	+2		70	wrong lead
	Totals	70 1/2	71	71 1/2	67 1/2	67 1/2	68				
2	835										
	Penalty				3						
	Maneuver Score	0	+1/2	0	-1	0	+1/2	+2		69	wrong lead
	Totals		70 1/2		66 1/2	66 1/2	67				
3	1404										
	Penalty				3						
	Maneuver Score	0	+1/2	0	-1	0	0	+1		67 1/2	wrong lead
	Totals		70 1/2		66 1/2						
4	115										
	Penalty										
	Maneuver Score	+1/2	0	+1/2	+1/2	0	+1/2	+1		73	
	Totals	70 1/2	70 1/2	71	71 1/2	71 1/2	72				
5	290										
	Penalty										
	Maneuver Score	+1/2	0	+1	+1/2	+1/2	+1	+2		75 1/2	
	Totals	70 1/2	70 1/2	71 1/2	72	72 1/2	73 1/2				
6	253										
	Penalty										
	Maneuver Score	0	(+1)	+1/2	+1/2	+1/2	+1/2	+2		75	*
	Totals		71	71 1/2	72	72 1/2	73				
7	1343										
	Penalty										
	Maneuver Score	+1/2	+1/2	0	+1/2	+1	+1/2	+2		75	
	Totals		71	71	71 1/2	72 1/2	73				
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										
	Maneuver Score										
	Totals										

MA

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)

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

MS

Judges Signature

YEDA Official Score Sheet - Emerald Pattern 2

Updated 2020

Senior

20

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	408									
	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+2		74	
	Totals	70	70 1/2	71		72				
2	526									
	Penalty									
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1/2	+2		75	
	Totals	70 1/2	71 1/2	72	72 1/2	73				
3	1400									
	Penalty									
	Maneuver Score	+1/2	+1	+1/2	0	0	+2		73	
	Totals	70 1/2	71 1/2	72	71					
4	1331									
	Penalty									
	Maneuver Score	0	+1/2	+1	+1/2	+1/2	+2		74 1/2	
	Totals		70 1/2	71 1/2	72	72 1/2				
5	484									
	Penalty									
	Maneuver Score	+1/2	+1/2	+1	0	0	+2		73	*
	Totals	70 1/2	71	72	71					
6	767									
	Penalty									
	Maneuver Score	+1/2	+1	+1	+1/2	+1/2	+2		75 1/2	
	Totals	70 1/2	71 1/2	72 1/2	73	73 1/2				
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

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Judges Signature