

# YEDA REINING PATTERN IHSA 5 OFFICIAL SCORE SHEET

Diamond

①



EXHIB #	MANEUVER DESCRIPTION	R slow o Simple LC		L slow o Simple LC		R fast O Simple LC		L fast O Simple LC		R Circle		Stop & LRB		Lope Stop & RRB		Lope Stop Back		Overall Ability	HDD	Penalties	Final Score	Comments		
		1	2	3	4	5	6	7	8															
1	1279	PENALTY	-1/2	0	0	0	0	0	0	0	0	0	0	0	-1/2	+1/2	0				69 1/2			
		SCORE																						
		Total	69 1/2																					
2	1529	PENALTY	0	2	0	0	+1/2	108	+1/2	108 1/2	+1/2	109	+1/2	109 1/2	+1/2	70						71 1/2		
		SCORE																						
		Total																						
3	1803	PENALTY	1 1/4	1 1/4	1 1/4	2	1 1/4	-1														57 1/2	Feed for leads	
		SCORE	-1 1/2	-1/2	-1 1/4	58 1/2	55 1/2																	
		Total	144 1/2	104																				
4	1384	PENALTY	0	0	+1 1/2	+1 1/2	0	0	0	0	0	0	+1 1/2	0	+1 1/2	0	+2	0				73 1/2		
		SCORE																						
		Total																						
5	2516	PENALTY	+1 1/2	+1 1/2	+1 1/2	0	0	0	-1/2	0	0	+1 1/2	0	+1 1/2	0	+1	+1 1/2					73		
		SCORE	70 1/2	71	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	
		Total																						
6	1100	PENALTY	0	0	+1 1/2	+1 1/2	0	0	0	0	0	0	+1 1/2	0	+1 1/2	0	+2 1/2	+2				71 1/2	Nice job on tough draw	
		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 *[Signature]*

**YEDA Official Score Sheet – Ranch Horse Pattern # 6**

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. 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 LL	Stop 1 1/2 R	X-Lope RL	N Lope	Change Leads	Trot	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
1	Maneuver	0	0	-1/2	0	0	-1/2	0	-1/2	0	-1/2	0		0	0	65	more leg
	Totals			109 1/2			109		65 1/2		65						
	Penalty								3								
2	Maneuver	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	-1	0	+1/2	+1/2		0	+1	69 1/2	
	Totals	70 1/2	71	70	71	71	71 1/2	3	67 1/2	109 1/2	108	108 1/2					
	Penalty								3								
3	Maneuver	0	+1/2	+1/2	0	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2	0		0	+2	72	
	Totals		70 1/2	71	71	71 1/2	72	109 1/2	109	109 1/2	70	70					
	Penalty																
4	Maneuver	+1/2	+1/2	+1/2	+1/2	0	0	0	+1/2	+1/2	+1/2	0		0	+2	75 1/2	
	Totals		71	71	72	72	72	73	72 1/2	73	73 1/2	73 1/2					
	Penalty																
5	Maneuver	+1/2	+1/2	0	+1/2	-1/2	0	0	0	+1/2	0	0		0	+1	72 1/2	follow pattern placement on spin
	Totals		71	71	71 1/2	71	71	71	71	71 1/2	71	71					
	Penalty																
6	Maneuver	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	0	+1/2	+1/2	+1/2		+1	+2	77	
	Totals		71	71	72	72 1/2	73	73	72 1/2	73	73 1/2	74					
	Penalty																
7	Maneuver	0	+1/2	+1/2	0	0	-1/2	+1/2	+1/2	-1/2	0	+1/2		+2	+2	71 1/2	
	Totals		71	71	71	71 1/2	71 1/2	71 1/2	71 1/2	70 1/2	70 1/2	71 1/2					
	Penalty																
8	Maneuver	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	0	+1/2	+1/2		0	+1 1/2	75	Don't Rush pattern
	Totals		70 1/2	71	71 1/2	71 1/2	72	72	72 1/2	73	73	73 1/2					
	Penalty																

*Drank*

Judges Signature

**YEDA Official Score Sheet – Ranch Horse Pattern # 6**

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.

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.

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.
- **1 – 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
- **3 – point penalty**

Entry #	Maneuver Description	Walk	Trot	X-Trot	Lope LL	Stop 1 1/2 R	X-Lope RL	N Lope	Change Leads	Trot	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
1	Maneuver	0	+1/2	+1	+1/2	+1/2	0	+1/2	0	0	+1/2	-1/2		0	+2	75	
	Totals		70 1/2	71 1/2	72	70 1/2	70 1/2	73	73		73 1/2	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																

*[Signature]*  
 Judges Signature

JASR Ranch  
 2

**YEDA Official Score Sheet - Opal / Pearl Pattern 6**

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

*Jesse Split X*

*3*

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 to 3/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup
- 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.

**Severe Faults (-5 points)**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work
- Holding saddle with either hand
- Cueing with the end of the roman spurting 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	R 180	Back	5					
1	Maneuver Score	Penalty	+1/2	-1	-1/2	0	0	0	0	0	08	
1	Totals	Maneuver Score	70 1/2	68 1/2	68 1/2	68	0	0	0	0	08	
	Penalty											
2	Totals	Maneuver Score	70	66 1/2	66 1/2	65 1/2	-1/2	-1/2	0	0	65	backed before 180
	Penalty											
2	Totals	Maneuver Score	70 1/2	70	70 1/2	70 1/2	+1/2	+1/2	+1/2	+1/2	71 1/2	Start connected w/ horse thru pattern
	Penalty											
3	Totals	Maneuver Score	70 1/2	70	70	70 1/2	+1/2	+1/2	+1/2	+1/2	72	
	Penalty											
3	Totals	Maneuver Score	70 1/2	70	70	70 1/2	+1/2	+1/2	+1/2	+1/2	72	
	Penalty											
4	Totals	Maneuver Score	71	71	71	71	0	0	0	0	72	
	Penalty											
4	Totals	Maneuver Score	71	71	71	71	0	0	0	0	72	
	Penalty											
5	Totals	Maneuver Score	0	0	-1	-1	-1	-1	-1	-1/2	67 1/2	more leg in 180
	Penalty											
5	Totals	Maneuver Score	0	0	-1	-1	-1	-1	-1	-1/2	67 1/2	deeper heel with sit back
	Penalty											
6	Totals	Maneuver Score	1	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0	67 1/2	
	Penalty											
6	Totals	Maneuver Score	1	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0	67 1/2	
	Penalty											
7	Totals	Maneuver Score										
	Penalty											
8	Totals	Maneuver Score										
	Penalty											
9	Totals	Maneuver Score										
	Penalty											

Judges Signature *[Signature]*

**YEDA Official Score Sheet - Opal / Part Pattern 6**

Updated 2020

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

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/underturn from 3/4 to 1/2
- Ticking or hitting cone
- Obvously looking down to check leads

**Major Faults (-3 points)**

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

**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	R 180	Back	Maneuvers				
1	Maneuver	+1/2	-1/2	+1/2	+1/2	0	0	0	71	0	Sit deeper @ Jog
2	Maneuver	0	-1/2	0	0	0	0	0	69 1/2	0	prepare for stop
3	Maneuver	0	-1	+1	0	0	-1/2	0	66 1/2	0	quiet hands + seat
4	Maneuver	+1/2	0	+1/2	+1/2	0	+1	0	72 1/2	0	
5	Maneuver	+1/2	+1/2	0	0	0	+1/2	0	71 1/2	0	soften hands thru stop + 180
6	Maneuver	0	0	0	-1	0	0	0	69	0	
7	Maneuver	0	-1/2	-1/2	-1/2	-1/2	-1/2	0	68	0	Sit back + open shoulders
8	Maneuver										
9	Maneuver										

Judges Signature

*A. Smith*

4  
Saise Split B

**YEDA Official Score Sheet - Opal / Pearl Pattern 6**  
Updated 2020

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

- Minor Faults (-1 point)**
  - Break gait at walk or jog for up to 2 strides
  - Over/under turn from 1/4 to 3/4
  - Ticking or hitting cone
  - Obvously looking down to check leads
- Major Faults (-3 points)**
  - Break of gait atlope, out of lead or missing lead for 1-2 strides.
  - 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.
- 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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	R	Back	Maneuvers				
1	1346	+1/2	0	0	-1/2	+1	0	70	good lower leg pos.	
2	1281	+1/2	+1	0	0	+1	0	72 1/2	Nice correction with horse	
3	743	0	-1/2	-1/2	-1	-1/2	0	67 1/2	quiet free hand wrong side of D	
4	808	+1/2	-1/2	0	+1/2	0	0	67 1/2	more leg @ jog	
5	1387	+1	+1	-1	+1/2	+1 1/2	+1/2	73 1/2		
6	1913	-1	-1	-1	-1	-1	0	59	more correction sit deeper	
7	1003	+1/2	+1/2	0	+1/2	+1/2	+1/2	72		
8										
9										

Judges Signature  
*Archie*

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

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 3/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
1	Penalty										
	Maneuver Score	0	+1/2	-1/2	0	+1/2		+1/2	0	71	prepare for transitions
	Totals		70 1/2	70							
2	Penalty										
	Maneuver Score	0	+1/2	0	-1/2	0		+1/2	0	70 1/2	sit deeper in transitions
	Totals		70 1/2	70 1/2	70	70					
3	Penalty										
	Maneuver Score	+1/2	+1/2	0	+1/2	0		+1	0	72 1/2	nice transition
	Totals		71	71	71 1/2	71 1/2					
4	Penalty										
	Maneuver Score	-1	-1	-1/2	-3	0		0	0	64 1/2	early jog more connected
	Totals		68	67 1/2							
5	Penalty										
	Maneuver Score	+1/2	+1/2	-1/2	0	0		+1	0	71 1/2	deeper seat @ lope
	Totals		71	70 1/2	70 1/2						
6	Penalty										
	Maneuver Score	0	-1/2	-1	-1/2	0		-1/2	0	67 1/2	quiet lower leg @ jog. sit deep @ lope
	Totals		69 1/2		68	68					
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*A. Frank*  
 Judges Signature

Updated 2020

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

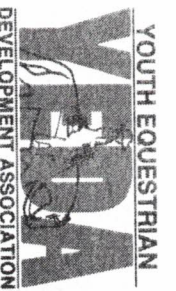
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
1	Penalty										
	Maneuver Score	0	+1/2	0	0	+1/2		+1	0	72	
	Totals		70 1/2	70 1/2	70 1/2	71					
2	Penalty										
	Maneuver Score	0	0	-1/2	-3	+1/2		0	0	67	quieter seat @ lope no walk
	Totals			69 1/2	66 1/2	67					
3	Penalty										
	Maneuver Score	+1/2	+1	+1	+1/2	0		+2	+1/2	75 1/2	Nice transitions
	Totals	70 1/2	71 1/2	72 1/2	73	73					
4	Penalty										
	Maneuver Score	0	-1/2	0	0	+1/2		+1	+1/2	71 1/2	Nice connection w/ horse
	Totals		69 1/2			70					
5	Penalty										
	Maneuver Score	0	0	0	+1/2	0		+1/2	0	71	tighten free arm
	Totals				70 1/2						
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*A Frank*  
 Judges Signature





YEDA Official Score Sheet – Diamond Pattern 6

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	Lope LL	X Jog	Stop	180 L	Walk	Stop Back	F & E	H D	Total	Comments
1	Penalty												
	Maneuver Score	+1	+1	+1	-1/2	0	0	+1/2	+1/2	+1 1/2	0	75	
	Totals	71	72	73	72 1/2			73	73 1/2				
2	Penalty												
	Maneuver Score	+1	+1	+1/2	0	0	+1/2	-1/2	0	+1	0	73 1/2	
	Totals	71	72	72 1/2			73	72 1/2	72 1/2				
3	Penalty												
	Maneuver Score	+1	+1/2	+1	+1/2	0	+1/2	+1/2	+1/2	+2	0	76 1/2	
	Totals	71	71 1/2	72 1/2	73		73 1/2	74	74 1/2				
4	Penalty												
	Maneuver Score	+1	0	0	+1	0	+1/2	+1/2	0	+1 1/2	0	74 1/2	Nice Ext.
	Totals	71			72		72 1/2	73	73				
5	Penalty												
	Maneuver Score	+3	+1	+2	+2	0	+1/2	+1	+1	+3	0	83 1/2	
	Totals	73	74	76	78	78	78 1/2	79 1/2	80 1/2				
6	Penalty												
	Maneuver Score	+2	+1	3	+2	0	+1/2	+1	+1	+3	+1	78 1/2	good Ride on tough draws
	Totals	72	73	70	72		72 1/2	73 1/2	74 1/2				
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

6

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)

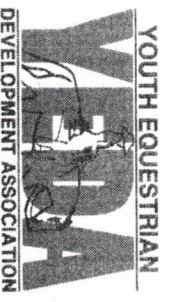
- Break of gait at lope out of lead or missin lead for 1-2 strides
- Not performing gait or stopping when called for within 10' of designated area
- Incorrect lead
- Break of gait at a walk or jog for more than 2 strides
- Loss of stirrup

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
- Cueing with end of romal
- Spurring in front of cinch

Judge's Signature

*A. Brandy*



YEDA Official Score Sheet - Sapphire Alumni Pattern 6

Junior / Senior

9

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	Walk	Lope RL	Jog	Jog	X Jog	X Jog	Stop Back	F & E	H D D	Total	Comments									
														Maneuver	RW	1	2	3	4	5	6	7
1	1093	+2	+1	+1	0	+1	+1	+1	+1	+2	+1	81										
														Maneuver Score	72	73	74					
														Totals								
2	1706	+2	+1 1/2	+1	+1 1/2	+1	+1	+1	+1 1/2	+2	+1	81 1/2										
														Maneuver Score	72	71 1/2	73 1/2	74	75	76	78	78 1/2
														Totals								
3	616	+2	0	+2	+1	+2	+1	+1	0	+2	+1	82										
														Maneuver Score	72	72	74	75	77	78	79	79
														Totals								
4	1399	0	0	0	0	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1	+1 1/2	73	Shows more extension									
														Maneuver Score	71							
														Totals								
5	1165	+1	0	+1 1/2	0	+1 1/2	0	-1 1/2	+1 1/2	+1	0	74										
														Maneuver Score	71							
														Totals								
6	1146	+1	+1 1/2	+1	+1	+2	0	+1	+1	+2	0	79 1/2										
														Maneuver Score	71	71 1/2	72 1/2	73 1/2	75 1/2			
														Totals								
7	205	+3	+1	+2	+1	+1	+2	+2	+1	+2	+1	85	tighter arm									
														Maneuver Score	73	74	76	77	78	80	82	83
														Totals								
8	178	0	+1 1/2	+1 1/2	+1 1/2	+1 1/2	0	0	+1 1/2	+1	0	73 1/2	more connection shorter reins									
														Maneuver Score		70 1/2	71	71 1/2	72	72	72	
														Totals								
9	1014	+1	0	-1 1/2	0	+1 1/2	+1	0	+1 1/2	+1	+1	70 1/2										
														Maneuver Score	71							
														Totals								

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 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 misin lead for 1-2 strides
- Not performing gait or stopping when called for within 10' of designated area
- Incorrect lead
- Break of gait at a walk or jog for more than 2 strides
- Loss of stirrup

Severe Faults (-5 points)

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

Judge's Signature

*[Signature]*



YEDA Official Score Sheet -- RAIL Class: Elementary Pearl Rail

W/T

(10)

Back #	Rider Comments	Overall Class Comments
1 1346	Nice heel pos.	
2 1387	Nice deep seat	
3 1281	w/ legs under you	
4 743	quiet hands @ jog	
5 808	open shoulders Nice heel pos.	
6 1713	deeper heel	
7 1003	sit deeper @ jog	
8		
9		
10		
11		

*[Signature]*

Judges Signature

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

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

Assisted & Independent

11

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 3/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	X-Walk OL	Jog	Stop					
		1-2	3	4	5	6					
1 741	Penalty										open shoulders @ jog
	Maneuver Score	+1/2	0	+1/2	0	0	+1/2	0	71 1/2		
	Totals	70 1/2		71	71	71					
2 189	Penalty		0	0							good heel pos. more more squeeze
	Maneuver Score	0	0	0	-1/2	0	0	+1/2	70		
	Totals				109 1/2						
3 379	Penalty										quiet lower leg @ jog
	Maneuver Score	+1/2	0	+1	0	0	+1	0	72 1/2		
	Totals	70 1/2	70 1/2	71 1/2	71 1/2						
4 817	Penalty										legs back
	Maneuver Score	0	0	+1/2	-1/2	0	+1	0	71		
	Totals	70	70	70 1/2	70	70					
5 959	Penalty										quiet lower legs
	Maneuver Score	0	-1/2	-1/2	0	0	0	0	69		
	Totals	70	69 1/2	109							
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*A. Frank*  
 Judges Signature

**YEDA Official Score Sheet - Ruby Pattern 6**  
Updated 2020  
Scoring 0-100 with 70 denoting the average.  
Maneuvers are scored +3 to -3 in 1/2 point increments.

Split A

Seize

12

- 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.
  - 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 reins
  - Spurring in front of the cinch
- 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 reins
  - Spurring in front of the cinch

**Form & Effectiveness (F & E)** of the rider 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 score.

Entry #	Maneuver	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Walk	Back Walk	Walk				
1	Penalty											Nice quiet seat
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	0	0			73	
	Totals											
2	Penalty											good use of aids on tough draw
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+2		75 1/2	
	Totals											
3	Penalty											
	Maneuver Score	0	0	0	0	0	0	0	+1/2		71 1/2	
	Totals											
4	Penalty											Very connected to horse
	Maneuver Score	+1/2	+1	+1	+1	+1	+1	+1/2	+2		77 1/2	
	Totals											
5	Penalty											Strong lower leg
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1	+2		78 1/2	
	Totals											
6	Penalty											great huddpos.
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1	+1/2		74 1/2	
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature  
*[Signature]*

**YEDA Official Score Sheet – Ruby Pattern 6**  
 Updated 2020

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

JR/SR  
 Split B

13

**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	Walk	Stop Back	Walk	Walk				
1	Penalty											
	Maneuver Score											
	Totals											
2	Penalty											
	Maneuver Score	+1	+2	0	0	0	0	+1 1/2	+1	74 1/2		
	Totals	70	72	72								
3	Penalty											
	Maneuver Score	+2	+2	+2	+2	+1	+1	+2	0	82		
	Totals	72	74	76	78	79	80					
4	Penalty											
	Maneuver Score	+1/2	0	0	0	+1	+1/2	+1	+1/2	73 1/2		
	Totals	70 1/2	70 1/2		70 1/2	71 1/2	72					
5	Penalty			3							No lope	
	Maneuver Score	0	0	-3	0	-1/2	0	0	0	66 1/2		
	Totals	70		67		66 1/2						
6	Penalty			3							beautiful rider on 2 tough draws	
	Maneuver Score	+1	+2	0	+1	+1	+1	+2	+1	76		
	Totals	71	73	70	71	72	73					
7	Penalty											
	Maneuver Score	+1	+1/2	-1/2	+1/2	+1/2	+1/2	+1	+1/2	74		
	Totals	71	71 1/2	71	71 1/2	72	72 1/2					
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

*A Frank*  
 Judges Signature

**YEDA Official Score Sheet – Amber EWD Pattern 5 & 6**

Updated 2020

Assisted

14

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	Extend Walk	Reg Walk	Circle L	Extend Walk	Stop				
	Maneuver	1-2	3	4	4	5	6				
1	Penalty										
	Maneuver Score	0	+1/2	0	0	0	0	+1/2	0	71	Soft hands quiet upper body
	Totals		70 1/2								
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										

*A. Frank*  
 Judges Signature



YEDA Official Score Sheet - RAIL Class: JR Emerald Rail (15)

Back #	Rider Comments	Overall Class Comments
1 3607	quiet seat @ lope	
2 1512	sit deep @ lope	
3 852	very good hand pos.	
4 1287	Nice deep heel	
5 1799	Nice quiet lower leg	
6 1398	sit deep @ lope	
7		
8		
9		
10		
11		

Judges Signature A. Marko



W/T

(16)

**VEDA Official Score Sheet - RAIL Class: JK/SK Opal Rail Spl. + A**

Back #	Rider Comments	Overall Class Comments
1 13560	quiet hands + deep heel	
2 1668	quiet your lower leg	
3 228	sit back + open shoulders	
4 1391	more leg @ jog	
5 1320	sit deeper in saddle, nice heel pos.	
6 1729	quiet your hands @ jog	
7		
8		
9		
10		
11		

Judges Signature A. Grady



YEDA Official Score Sheet -- RAIL Class: JK/SK Ruby Rail Spl A

Back #	Rider Comments	Overall Class Comments
1	wrong lead via quiet hands	
2	sit back + deeper	
3	excellent shoulder-hip-heel line	
4	quiet hands, via heel	
5	great lower leg pos.	
6	bring legs under you	
7		
8		
9		
10		
11		

*A. Stanley*

Judges Signature



YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

W/T

18

# YEDA Official Score Sheet - RAIL

Class: Jr/Sr Open Rail Split B

Back #	Rider Comments	Overall Class Comments
1	6460 more leg to not break more leg	
2	H023 Nice quiet lower leg	
3	455 Excellent position from shoulder hip + heel	
4	1200 quiet hands + seat deeper heel	
5	1542 Nice soft hands + deep heel!!	
6	1703	
7	672	
8		
9		
10		
11		

*[Signature]*

Judges Signature



# YEDA Official Score Sheet - RAIL

Class: JSR Rdy Rail Split B

19

Back #	Rider Comments	Overall Class Comments
1 1238	Excellent heel + hand	
2 1501	quiet seat @ lope	
3 1713	nice deep seat + quiet lower leg	
4 115	nice quiet hands quieter lower leg	
5 1343	very quiet seat on rough jog	
6 1558	quiet legs under you	
7		
8		
9		
10		
11		

[Signature]  
Judges Signature



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

(20)

Back #	Rider Comments	Overall Class Comments
1 408	more leg @lope	
2 526	good hand + heel pos.	
3 1331	excellent lower leg	
4 767	quiet your seat @ jog	
5 1480	beautiful line through shoulder hip + heel	
6		
7		
8		
9		
10		
11		

  
Judges Signature

# Sunday Time Schedule

7:00am Coaches Meeting/ Draw Horses

8:00am Schooling of Horses

+ 8:45 Cowboy Church +

9:15 am Competition Begins:

Class 1.	Group 20 Senior High Diamond Reining	6
Class 2.	Group 10/18 Junior/Senior High Sapphire Ranch Riding	9
Class 3.	Group 12/4 Senior/Junior High Opal Pattern Horsemanship Split A	6
Class 4.	Group 12/4 Senior/Junior High Opal Pattern Horsemanship Split B	7
Class 5.	Group 2 Elementary Pearl Pattern Horsemanship	7
Class 6.	Group 19 Senior High Diamond Rail/Pattern Horsemanship	6
Class 7.	Group 6 Junior High Emerald Pattern Horsemanship	6
Class 8.	Group 14 Senior High Emerald Pattern Horsemanship	6
Class 9.	Group 9/17 Junior/Senior High Sapphire Rail/Pattern Horsemanship	9
Class 10.	Group 1 Elementary Pearl Rail Horsemanship	7
Class 11.	Group 24/23 EWD Topaz Pattern and Rail Independent /Assisted Horsemanship	6
LUNCH BREAK		
Class 12.	Group 8/16 Junior/Senior High Ruby Pattern Horsemanship Split A	6
Class 13.	Group 8/16 Junior/Senior High Ruby Pattern Horsemanship Split B	6
Class 14.	Group 21 EWD Amber Pattern and Rail Assisted Horsemanship	1
Class 15.	Group 5 Junior High Emerald Rail Horsemanship	6
Class 16.	Group 3/11 Junior/Senior High Opal Rail Horsemanship Split A	6
Class 17.	Group 7/15 Junior/Senior High Ruby Rail Horsemanship Split A	6
Class 18.	Group 3/11 Junior/Senior High Opal Rail Horsemanship Split B	7
Class 19.	Group 7/15 Junior/Senior High Ruby Rail Horsemanship Split B	6
Class 20.	Group 13 Senior High Emerald Rail Horsemanship	6

✓ **111**  
 Class 4 Group 12/4 Senior/Junior High Opal Pattern Horsemanship Split B (7)  
 Sponsored by: Puthoff Performance Horse

Back#	Name	Team	Draw	Horse
✓ 228	Addison Gadley	Circle M Equestrian Team	7	Loki
✓ 1356	Hope Wilson	Hancock Horseman JV	1	Prada
✓ 1542	Gabriella Parrish	Golden Dawn Equine	2	Ollie
✓ 1623	Lily Karl	Hancock Horseman JV	3	Ember
✓ 668	Hannah Freitag	Indiana Elite Equestrians	4	Slick
✓ 1729	Alayna Caris	Hancock Horseman JV	5	Bango
✓ 672	Isabella Garland	Lane of Dreams Equestrian Team	6	<del>Prada</del> Max

1st: 668 2nd: 1729 3rd: 1356 4th: 1542 5th: 672 6th: 228

A: moon / ~~Prada~~ Tiger

✓ **111**  
 Class 5 Group 2 Elementary Pearl Pattern Horsemanship (7)  
 Sponsored By: Equestrian Fitness Academy: The official Fitness & Wellness Program of YEDA

Back#	Name	Team	Draw	Horse
✓ 1003	Emma Manders	Hancock Horseman JV	7	Willy
✓ 1346	Dylan Willis	Hancock Horseman JV	1	Ember
✓ 1387	Eliza Bowman	Hancock Horseman JV	2	Maya
✓ 1281	Autumn Thompson	Hancock Horseman JV	3	Bango
✓ 743	Sara Carr	Hancock Horseman JV	4	<del>Prada</del> Slick
✓ 808	Teagen Curtis	Indiana Elite Equestrians	5	Jerry
✓ 1713	Grace Herbert	Lane of Dreams Equestrian Team	6	Moon

1st: 1387 2nd: 1281 3rd: 1003 4th: 1346 5th: 808 6th: 1713

A: Prada / ~~Prada~~ Tiger

✓ **111**  
 Class 6 Group 19 Senior High Diamond Rail/Pattern Horsemanship (6)  
 Sponsored by: American Quarter Horse Association

Back#	Name	Team	Draw	Horse
✓ 160	Violet Shetler	Circle M Equestrian Team	5	Max
✓ 1384	Adela Christiansen	DMB Performance Horses	6	Janis
✓ 256	Claire Carpenter	Hancock Horseman	1	Doug
✓ 1529	Marina Carroll	Great Lakes YEDA	2	Hank
✓ 1803	Margaret Meyer	Hancock Horseman	3	Ike
✓ 1279	Sierra Harvey	DMB Performance Horses	4	Jersey

1st: 160 2nd: 1384 3rd: 1803 4th: 256 5th: 1279 6th: 1529

A: Slick / Blackie

Class 10 Group 1 Elementary Pearl Rail Horsemanship (7)

Sponsored By: Equestrian Fitness Academy: The official Fitness & Wellness Program of YEDA

Back#	Name	Team	Draw	Horse
1003	Emma Manders	Hancock Horseman JV	7	Moon
1346	Dylan Willis	Hancock Horseman JV	1	Prada
1387	Eliza Bowman	Hancock Horseman JV	2	Ollie
1281	Autumn Thompson	Hancock Horseman JV	3	Hank
743	Sara Carr	Hancock Horseman JV	4	Bango
808	Teagen Curtis	Indiana Elite Equestrians	5	Tigger
1713	Grace Herbert	Lane of Dreams Equestrian Team	6	Lok.

1st: 1346 2nd: 1387 3rd: 808 4th: 743 5th: 1003 6th: 1281 A: Willy/max

Class 11 Group 24/23 EWD Topaz Pattern and Rail Independent /Assisted Horsemanship (6)

Sponsored by: McHugh Chrysler Dodge Jeep Ram Fiat

Back#	Name	Team	Draw	Horse
379	Alexys Carman	Hancock Horseman	5	Jerry
877	Hannah Recker	Hancock Horseman	6	Willy
741	Marcy Olthouse	Hancock Horseman	1	Greel
<del>112</del>	<del>Claire Fitzpatrick</del>	<del>Hancock Horseman</del>	<del>2</del>	<del>Bango</del>
189	Chava Williams	Hancock Horseman JV	3	Tigger Junis
959	Aaron Baker	Hancock Horseman	4	Loki

1st: 379 2nd: 741 3rd: 877 4th: 959 5th: 189 6th: \_\_\_\_\_ A: maxie / ~~Willy~~ Dakota

LUNCH BREAK

Class 12 Group 8/16 Junior/Senior High Ruby Pattern Horsemanship Split A (6)

Sponsored by: Paradise Leather Company

Back#	Name	Team	Draw	Horse
1558	Morgan Crates	Hancock Horseman JV	1	Sarge
1501	Kayla Smith	Golden Dawn Equine	2	Avery
290	Savanah Ley	Lane of Dreams Equestrian Team	3	Maycie
1343	Jocelin Gallaher	Hancock Horseman	4	Slick
251	Ava Pope	Great Lakes YEDA	5	Ike
1306	Malorie Zachrich	Hancock Horseman	6	Dakota

1st: 251 2nd: 1343 3rd: 1501 4th: 1306 5th: 1558 6th: 290 A: Snickers/Jeri



Class 16 Group 3/11 Junior/Senior High Opal Rail Horsemanship Split A (6)

Sponsored by: Lakota of Ohio

Back#	Name	Team	Draw	Horse
1320	Adalyn Gilbert	DMB Performance Horses	6	Blackie
1729	Alayna Caris	Hancock Horseman JV	1	Hank
1356	Hope Wilson	Hancock Horseman JV	2	Ember
1391	Lillian Colson	Hancock Horseman JV	3	Locki
668	Hannah Freitag	Indiana Elite Equestrians	4	Jerry
228	Addison Gadley	Circle M Equestrian Team	5	Moon

1st: 1356 2nd: 1320 3rd: 668 4th: 228 5th: 1729 6th: 1391

A: Tigger / Sarge

Class 17 Group 7/15 Junior/Senior High Ruby Rail Horsemanship Split A (6)

Sponsored by: Hi-Vue Solutions

Back#	Name	Team	Draw	Horse
835	Isabelle Grames	Hancock Horseman JV	3	Mayere
1404	Zoey Steff	Circle M Equestrian Team	4	Dakota
251	Ava Pope	Great Lakes YEDA	5	Jersey
1306	Malorie Zachrich	Hancock Horseman	6	Snickers
253	Elizabeth Reger	Hancock Horseman	1	Dovey
290	Savanah Ley	Lane of Dreams Equestrian Team	2	Avery

1st: 253 2nd: 251 3rd: 1306 4th: 835 5th: 290 6th: 1404

A: Sarge / Unity

Class 18 Group 3/11 Junior/Senior High Opal Rail Horsemanship Split B (7)

Sponsored by: Lakota of Ohio

Back#	Name	Team	Draw	Horse
1542	Gabriella Parrish	Golden Dawn Equine	2	Hank
1623	Lily Karl	Hancock Horseman JV	3	Ember
455	Michael Bechstein	Hancock Horseman JV	4	Slick
1290	Eve Barman	Hancock Horseman JV	5	Locki
646	Bristol Carroll	Hancock Horseman JV	6	Moon
672	Isabella Garland	Lane of Dreams Equestrian Team	7	Blackie
1703	Zachary Ross	Lane of Dreams Equestrian Team	1	Prada

1st: 672 2nd: 1290 3rd: 455 4th: 1703 5th: 1542 6th: 1623

A: Tigger / Jerry