

# YEDA REINING PATTERN NRHA #5 OFFICIAL SCORE SHEET

Class 1  
SR Diamond  
Reining  
1st



EXHB #	MANEUVER DESCRIPTION	L Circles	4 Spins	R Circles	4 Spins	L Lead	Stop R	Stop L	Stop & Back	Overall Ability	HDD	Penalties	Final Score	Comments
		OOo Stop	Left	OOo Stop	Right	Fast Circle Lead Change	Rollback	Rollback	Back					
	MANEUVER	1	2	3	4	5	6	7	8					
1	PENALTY													
	SCORE	+1	-1/2	0	0	+1	0	0	+1/2				72	Nice O's (3)
	Total	71	70 1/2			71 1/2			72					
2	PENALTY													
	SCORE	0	-1/2	+1/2	+1/2	+1/2	0	0	0				71	(6)
	Total	70	69 1/2	70	70 1/2	71								
3	PENALTY	-1												
	SCORE	-1/2	-1/2	-1/2	-1/2	0	0	0	0				67	
	Total	68 1/2	68	67 1/2	67									
4	PENALTY			-1/2										
	SCORE	+1	-1/2	0	+1/2	0	+1/2	0	+1/2				71 1/2	(5) 1st on 1st horse
	Total	71	70 1/2	70	70 1/2	70 1/2	71	71	71 1/2					
5	PENALTY													
	SCORE	0	-1/2	-1/2	0	0	0	0	0				69	(8)
	Total	70	69 1/2	69										
6	PENALTY													
	SCORE	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	0				72 1/2	(2)
	Total	70 1/2	71		71 1/2		72	72 1/2						
7	PENALTY					-1/2 -1/2								
	SCORE	+1	0	+1/2	-1	-1/2	-1/2	0	0				68 1/2	
	Total	71		71 1/2	70 1/2	69	68 1/2							
8	PENALTY													
	SCORE	+1/2	+1/2	0	-1/2	+1/2	0	+1/2	0				71 1/2	(4)
	Total	70 1/2	71		70 1/2	71		71 1/2						
9	PENALTY	-1/2												
	SCORE	-1/2	0	-1/2	0	+1/2	0	0	+1/2				69 1/2	(7)
	Total	69		68 1/2		69			69 1/2					

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.

Penalties 1st Tiebreak

JUDGES SIGNATURE

Jay Tracy

# YEDA REINING PATTERN NRHA #5 OFFICIAL SCORE SHEET

Class 1  
SR Diamond  
Reining 2012



EXHB #	MANEUVER DESCRIPTION	L Circles OOo Stop	4 Spins Left	R Circles OOo Stop	4 Spins Right	L Lead Fast Circle Lead Change	Stop R Rollback	Stop L Rollback	Stop & Back	Overall Ability	HDD	Penalties	Final Score	Comments		
		1	2	3	4	5	6	7	8							
1	1578												73	①		
	PENALTY															
	SCORE	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	+1/2							
	Total	70 1/2	71	71 1/2	72	72 1/2			73							
2																
3																
4																
5																
6																
7																
8																
9																

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 who stayed on pattern.

JUDGES SIGNATURE

Kay Tracy

**YEDA Official Score Sheet – Ruby Pattern 5**  
Updated 2020

Class 2  
512 Ruby

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	Walk	Lope RL	Jog	Jog OL	Lope LL	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty		-3								
	Maneuver Score	+2	-1	+1/2	+1/2	+1/2	0	+1/2		70	(9)
	Totals	72	68	68 1/2	69	69 1/2					
2	Penalty										
	Maneuver Score	+2	+2	+1/2	+2	+1	+1/2	+1/2		80 1/2	(2)
	Totals	72	74	75 1/2	77 1/2	78 1/2	79				
3	Penalty										
	Maneuver Score	+2	+1/2	+1/2	+1/2	+1	+1/2	+1/2		75 1/2	(7)
	Totals	72	72 1/2	73	73 1/2	74 1/2	75				
4	Penalty										
	Maneuver Score	+1	+2	+1/2	+1/2	+1/2	+1/2	+2		86	(3)
	Totals	71	73	74 1/2	76	77 1/2	78				
5	Penalty										
	Maneuver Score	+2	+1/2	+1	+2	+1	+1/2	+1/2		79 1/2	(4)
	Totals	72	73 1/2	74 1/2	76 1/2	77 1/2	78				
6	Penalty										
	Maneuver Score	+2	+2	+2	+2	+2	+1/2	+2 1/2		84	(1)
	Totals	72	74	76	78	80	81 1/2				
7	Penalty										
	Maneuver Score	+1/2	+1	+1/2	+1	+1/2	+1	+1		78 1/2	(5)
	Totals	71 1/2	72 1/2	74	75	76 1/2	77 1/2				
8	Penalty										
	Maneuver Score	+1/2	+1/2	+2	+1/2	0	+1/2	+1/2		77 1/2	(6)
	Totals	71 1/2	73	75	76 1/2	77	77				
9	Penalty					-3					
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1	+1/2	+1/2		73 1/2	(8)
	Totals	71 1/2	72	73	74 1/2	75 1/2	77				

*Kay Tracy*  
Judges Signature

**YEDA Official Score Sheet – Ruby Pattern 5**  
 Updated 2020

Class 3  
 SR Ruby

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 1/8 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	Walk	Lope RL	Jog	Jog OL	Lope LL	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1 133	Penalty										
	Maneuver Score	+2	4 1/2	+2	+2	+1 1/2	+1 1/2	+1 1/2		82	(3)
	Totals	72	78 1/2	75 1/2	77 1/2	79	80 1/2				
2 679	Penalty										
	Maneuver Score	+2	+1	+1 1/2	+1 1/2	+1 1/2	+1/2	+1/2		78 1/2	(5)
	Totals	72	73	74 1/2	76	77 1/2	78				
3 164	Penalty										
	Maneuver Score	+1 1/2	+1 1/2	+1 1/2	+1	+1	+1	+1/2		78	(6)
	Totals	71 1/2	73	74 1/2	75 1/2	76 1/2	77 1/2				
4 769	Penalty										
	Maneuver Score	+2	+1 1/2	+2	+1 1/2	+2	+2	+2		83	(1)
	Totals	72	73 1/2	75 1/2	77	79	81				
5 429	Penalty		-3								
	Maneuver Score	+1 1/2	0	+1 1/2	+1	+1 1/2	+1 1/2	+1		75	(8)
	Totals	71 1/2	68 1/2	70	71	72 1/2	74				
6 1110	Penalty		-3								
	Maneuver Score	+2	0	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2		75 1/2	(7)
	Totals	72	69	70 1/2	71 1/2	73	74 1/2				
7 240	Penalty		-3								
	Maneuver Score	+2	0	+1	+1	+1 1/2	+1 1/2	+1/2		74 1/2	(9)
	Totals	72	69	70	71	72 1/2	74				
8 1033	Penalty										
	Maneuver Score	+2	+1 1/2	+2	+2	+1 1/2	+1 1/2	+1 1/2		81	(4)
	Totals	72	73 1/2	75 1/2	77 1/2	79	79 1/2				
9 1065	Penalty										
	Maneuver Score	+2	+1 1/2	+1 1/2	+2	+1 1/2	+2	+2		82 1/2	(2)
	Totals	72	73 1/2	75	77	78 1/2	80 1/2				

*Jay Tracy*  
 Judges Signature



# YEDA Official Score Sheet – Ranch Horse Pattern # 5

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 4

JR 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	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments	
		1	2	3	4	5	6	7	8	9	10	11	12	13						
1	807																			
	Penalty																			
	Maneuver Score	+2	+1	+1 1/2	+2	+1 1/2	+2	+2	+1 1/2	+2	+1 1/2	+2	+1 1/2	+2					92 1/2	(1)
	Totals	72	73	74 1/2	76 1/2	78	80	82	83 1/2	85 1/2	87	89	90 1/2	92 1/2						
2	543																			
	Penalty																			
	Maneuver Score	+2	+2	0	+1 1/2	0	+2	+1 1/2	+1 1/2	+1 1/2	+1	+1	+1	+1 1/2					86 1/2	(4)
	Totals	72	74	-	75 1/2		77 1/2	79	80 1/2	82	83	84	85	86 1/2						
3	1220																			
	Penalty																			
	Maneuver Score	+2	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2	+2	+2	+2	+2	+1 1/2	+1 1/2	+2					92	(2)
	Totals	72	73 1/2	74 1/2	76	77 1/2	79	81	83	85	87	88 1/2	90	92						
4	1259																			
	Penalty																			
	Maneuver Score	+2	+2	+1	+1	+1 1/2	+1	+1 1/2	+1	+1 1/2	+1 1/2	+2	+1	+1 1/2					86	(5)
	Totals	72	74	75	76	76 1/2	77 1/2	78	79	80 1/2	82	84	85	86						
5	203																			
	Penalty																			
	Maneuver Score	+1 1/2	+1 1/2	+1	+1	+1 1/2	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2	+1	+1 1/2	+1 1/2					83 1/2	(6)
	Totals	71 1/2	73	74	75	75 1/2	75	76	77 1/2	79	80 1/2	81 1/2	83	83 1/2						
6	334																			
	Penalty																			
	Maneuver Score	+1	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2	+2	+2	+1 1/2	+1 1/2	+1	+1 1/2	+1 1/2					87	(3)
	Totals	71	72 1/2	73 1/2	75	76 1/2	78	80	82	83 1/2	85	84	86 1/2	87						
7																				
	Penalty																			
	Maneuver Score																			
	Totals																			
8																				
	Penalty																			
	Maneuver Score																			
	Totals																			

Expect Math Errors \*

*Jan Tracy*  
Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1147	Nice Line	
2 1814	Sit Forward	
3 1089	Breath	
4 8914	Lengthen Stirrups	
5 1225	Good line	
6 1428	Firm up Body	
7 1119	Good line	
8 481	Good line, Heels Down	
9 1746	Lower leg Back	
10		
11		

*Kay Tracy*  
 \_\_\_\_\_  
 Judges Signature

**YEDA Official Score Sheet – Ranch Horse Pattern # 5**

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 #6  
 SR Sapphire  
 Ranch Split A

**1 – point penalty**

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.

**3 – point penalty**

- Break of gait from walk or trot more than 2 strides
- Break of gait at the lope
- Starting on the incorrect lead, out of lead or cross canter during lead change
- Trotting excessive strides during simple lead change
- Too loose of rein

**Faults incurring a score of 0:** Must be placed under rider/s without or not incurring faults.

- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

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

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

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope R	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1 1793	Penalty											-3							
	Maneuver Score	+2	+2	+2	+1 1/2	+2	+1	+1	0	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2				86	(4)
	Totals	72	74	76	77 1/2	79 1/2	80 1/2	81 1/2	78 1/2	80	81 1/2	83	84 1/2	86					
2 788	Penalty																		
	Maneuver Score	+1	+1 1/2	-1/2	+1/2	+1	+1	+1	+1 1/2	+1 1/2	+1	+1	+1 1/2	+1				83	(5)
	Totals	71	72 1/2	72	72 1/2	73 1/2	74 1/2	75 1/2	77	78 1/2	79 1/2	80 1/2	82	83					
3 365	Penalty																		
	Maneuver Score	+1 1/2	+1 1/2	+2	+1 1/2	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2	+1	+1	+1	+1				87 1/2	(2)
	Totals	81 1/2	73	75	76 1/2	78	79	80 1/2	82	83 1/2	84 1/2	85 1/2	86 1/2	87 1/2					
4 1036	Penalty																		
	Maneuver Score	+2	+2	+1	+1 1/2	+1	+2	+2	+1 1/2	+1	-3	-3	+1	+1 1/2				74 1/2	(6)
	Totals	78	74	75	76 1/2	77 1/2	79 1/2	81 1/2	83	84	78	72	73	74 1/2					
5 284	Penalty																		
	Maneuver Score	+2	+1	0	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+2	+2	+1 1/2	+1	+1 1/2				87	(3)
	Totals	72	78	73	74	75 1/2	77	78 1/2	80	82	84	85 1/2	86 1/2	87					
6 107	Penalty																		
	Maneuver Score	+2	+1 1/2	+2	+1 1/2	+2	+2	+2	+1 1/2	+2	0	+1	+1 1/2	+1 1/2				90 1/2	(1)
	Totals	72	73 1/2	75 1/2	77	79	81	83	84 1/2	86 1/2	88	87 1/2	89	90 1/2					
7	Penalty																		
	Maneuver Score																		
	Totals																		
8	Penalty																		
	Maneuver Score																		
	Totals																		

*Jay Tracy*

Judges Signature



YEDA Official Score Sheet – RAIL Class: 7 SR Ruby Rail

Back #	Rider Comments	Overall Class Comments
1 679	Heels Down	
2 164	Watch lower leg, Good oth	
3 429	Chin Up, Nice line	
4 769	Nice line	
5 1110	Lower leg back	
6 1033	Watch lower leg	
7 1065	Watch lower leg, breath	
8 240	Nice line	
9 133	Smile :)", Heels Down	
10		
11		

*Kay Tracy*  
\_\_\_\_\_  
Judges Signature



**YEDA Official Score Sheet – Ranch Horse Pattern # 5**

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 # 8  
 SR Saphire Ranch  
 Split B

**1 – point penalty**

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.

**3 – point penalty**

- Break of gait from walk or trot more than 2 strides
- Break of gait at the lope
- Starting on the incorrect lead, out of lead or cross canter during lead change
- Trotting excessive strides during simple lead change
- Too loose of rein

**Faults incurring a score of 0:** Must be placed under rider/s without or not incurring faults.

- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

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

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

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments	
		1	2	3	4	5	6	7	8	9	10	11	12	13						
1	901																			
	Penalty																			
	Maneuver Score	+2	+1	+1	+1 1/2	+1 1/2	+1	0	+1	+1 1/2	0	+1	+1	+1					83	(2)
	Totals	72	73	74	75 1/2	77	78	79	80 1/2	80	81	82	83							
2	215																			
	Penalty																			
	Maneuver Score	+2	+1	+1 1/2	+1 1/2	+1 1/2	+2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1	+2						
	Totals	72	73	74 1/2	76	77 1/2	79 1/2	81	82 1/2	84	85 1/2	87	88	90					90	(2)
3	880																			
	Penalty																			
	Maneuver Score	+1 1/2	+2	+1 1/2	+1 1/2	+2	+1	+1	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+2						
	Totals	71 1/2	73 1/2	75	76 1/2	78 1/2	79 1/2	80 1/2	81 1/2	83	84 1/2	86	87 1/2	89 1/2					89 1/2	(3)
4	1150																			
	Penalty																			
	Maneuver Score	+2	+2	+1	+1	+1	+1 1/2	+2	+1 1/2	+1 1/2	+1 1/2	+1	+1	+1 1/2						
	Totals	72	74	75	76	77	78 1/2	80 1/2	82	83 1/2	85	86	87	88 1/2					88 1/2	(4)
5	266																			
	Penalty																			
	Maneuver Score	+2	+2	+1	+1 1/2	+1 1/2	+1	+1	+1 1/2	+1	+1	+1 1/2	+1	+1 1/2						
	Totals	72	74	75	76 1/2	78	79	80	81 1/2	82 1/2	83 1/2	84	85	86 1/2					86 1/2	(6)
6	278																			
	Penalty																			
	Maneuver Score	+1	+1	+1 1/2	+1 1/2	+2	+2	+1 1/2	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2						
	Totals	71	72	73 1/2	75	77	79	80 1/2	82	83	84 1/2	85	86 1/2	88					88	(5)
7	389																			
	Penalty																			
	Maneuver Score	+1 1/2	+1 1/2	+1	+2	+2	+2	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+2						
	Totals	71 1/2	73	74	76	78	80	81 1/2	82 1/2	84	85 1/2	87	88 1/2	90 1/2					90 1/2	(1)
8																				
	Penalty																			
	Maneuver Score																			
	Totals																			

*Day Loan*

Judges Signature



# YEDA Official Score Sheet – Ranch Horse Pattern # 5

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 # 9  
Alum Sapphire  
Ranch

**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-Tr of	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments	
		1	2	3	4	5	6	7	8	9	10	11	12	13						
1	Penalty																			
	Maneuver Score	+2	+2	+1	+1	+1 1/2	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1	+1 1/2					88 1/2	(1)
	Totals	72	74	75	76	77 1/2	79	80	81 1/2	83	84 1/2	86	87	88 1/2						
2	Penalty																			
	Maneuver Score	+2	+2	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	0	+1 1/2	+1					84	(2)
	Totals	72	74	75	76 1/2	78	78 1/2	80	81 1/2	82	82 1/2		83	84						
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																			

*Hayley L...*  
Judges Signature



### YEDA Official Score Sheet – Diamond Pattern 5

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

Class #10 Diamond  
Rail / pattern 1 of 2

Entry #	Maneuver Description	Rail Work	Jog	Lope LL	O @ B Stop	90 L	Back	Jog Stop	F & E	HDD	Final Score	Comments
		RW	1	2	3	4	5	6				
1	366	Penalty										
	Maneuver Score	↓1	+1½	+2	+2	+2	+2	+1½	+½		83½	(7) ✓
	Totals	71	72½	74½	76½	78½	80½	82				
2	598	Penalty										
	Maneuver Score	+1½	+2	+½	0	+½	+1	+2	+½		81	(8) ✓
	Totals	71½	73½	75		76½	77½	79½				
3	1691	Penalty										
	Maneuver Score	+1½	+2	+2	+2	+½	+1	+2	+2½		84½	(3) ✓
	Totals	76½	73½	75½	77½	79	80	82				
4	1578	Penalty										
	Maneuver Score	+2	+2	+2	+½	+½	+½	+½	+2		84	(4) ✓
	Totals	72	74	76	77½	79	80½	82				
5	383	Penalty										
	Maneuver Score	+2½	+2½	+½	+½	+½	+½	+2	+2½		85½	(1) ✓
	Totals	72½	75	76½	78	79½	81	83				
6	446	Penalty										
	Maneuver Score	+1	+½	+½	0	+½	0	+1	+½		72	(10)
	Totals	71	72½	70		70½	0	71½				
7	377	Penalty										
	Maneuver Score	+½	+1	+1	+½	+1	+½	+½	+1		80	(9)
	Totals	71½	72½	73½	75	76	77½	79				
8	494	Penalty										
	Maneuver Score	+½	+2	+2	+½	+2	+½	+½	+2		84*	(5) ✓
	Totals	71½	73½	75½	77	79	80½	82				
9	520	Penalty										
	Maneuver Score	+2	+2	+½	+2	+2	+2	+½	+½		84½*	(2) ✓
	Totals	72	74	75½	77½	79½	81½	83				

#### 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

#### 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 corral
- Spurring in front of cinch

Judge's Signature

Kay Tracy



### YEDA Official Score Sheet – Diamond Pattern 5

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

*Class #10 Diamond rail/Pattern 2 of 2*

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

Entry #	Maneuver Description	Rail Work	Jog	Lope LL	O @ B Stop	90 L	Back	Jog Stop	F & E	HDD	Final Score	Comments
		RW	1	2	3	4	5	6				
1	Penalty								+2		84	(6)
	Maneuver Score	+1 1/2	+2	+1 1/2	+1	+2	+2	+2				
	Totals	71 1/2	73 1/2	75	76	78	80	82				
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											

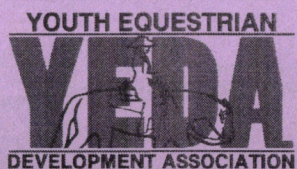
- Minor Faults (-1 point)**
- Beak gait at walk or jog for up to 2 strides
  - Over/under turn from ¼ to ¼
  - Ticking or hitting cone

- 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 rope
  - Spurring in front of cinch

Judge's Signature

*Kay Lacey*



# YEDA Official Score Sheet - Sapphire / Alumni Pattern 5

Updated 2022

Class 11 Jr sapphire rail/pattern

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	Jog	Lope O RL	Change Leads	Lope LL	Stop Back	F & E	HDD	Final Score	Comments
		RW	1-2	3	4	5	6	7				
1	Penalty											
	Maneuver Score	+1 1/2	+1 1/2	21	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2		80	(5)
	Totals	71 1/2	73	74	75	75 1/2	77	78 1/2				
2	Penalty											
	Maneuver Score	+2	+2	+2	+1	+1 1/2	+2	+2	+2 1/2		85 1/2	(1)
	Totals	72	74	76	77	78 1/2	80 1/2	82 1/2				
3	Penalty											
	Maneuver Score	+1	+1 1/2	+1 1/2	+1	+1 1/2	+1 1/2	+1	+1 1/2		80 1/2	(4)
	Totals	71	72 1/2	74	75	76 1/2	78	79				
4	Penalty											
	Maneuver Score	+1 1/2	+2	+2	+2	+2	+1 1/2	+1 1/2	+2		84 1/2	(2)
	Totals	71 1/2	73 1/2	75 1/2	77 1/2	79 1/2	81	82 1/2				
5	Penalty											
	Maneuver Score	+1	+2	+2	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2		82	(3)
	Totals	71	73	75	76 1/2	77 1/2	79	80 1/2				
6	Penalty				-3							
	Maneuver Score	+1	+1 1/2	+1 1/2	0	0	+1/2	+1/2	+1		73	(6)
	Totals	71	72 1/2	74	71		71 1/2	72				
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 1/2 to 1/4
- Ticking or hitting cone

### Major Faults (-3 points)

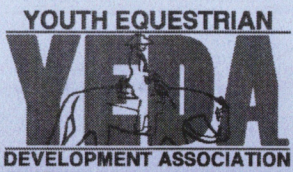
- Break of gait at lope, out of lead or missing lead for 1-2 strides
- Not performing gait or stopping when called for within 10' of designated area
- Incorrect lead
- Break of gait at a walk or jog for more than 2 stride
- Loss of stirrup

### 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

*Kay Isaac*



# YEDA Official Score Sheet – Sapphire / Alumni Pattern 5

Updated 2022

Class #12 SR Sapphire Split A

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	Lope O RL	Change Leads	Lope LL	Stop Back	F & E	HDD	Final Score	Comments
		RW	1-2	3	4	5	6	7				
1	Penalty								+1 1/2		83	(4)
	Maneuver Score	+2	+2	+2	+1 1/2	+1 1/2	+1 1/2	+1 1/2				
	Totals	72	74	76	77 1/2	79	80 1/2	82				
2	Penalty								+2		83 1/2	(3)
	Maneuver Score	+2	+2	+1	+1 1/2	+1 1/2	+1 1/2	+2				
	Totals	72	74	75	76 1/2	78	79 1/2	81 1/2				
3	Penalty								+2 1/2		86 1/2	(1)
	Maneuver Score	+2	+2	+2	+2	+2	+2	+2				
	Totals	72	74	76	78	80	82	84				
4	Penalty								+1 1/2		81 1/2	(5)
	Maneuver Score	+1 1/2	+2	+2	+1 1/2	+1 1/2	+1	+1 1/2				
	Totals	71 1/2	73 1/2	75 1/2	77	78 1/2	79 1/2	80				
5	Penalty								+2		84	(2)
	Maneuver Score	+1 1/2	+2	+2	+2	+1 1/2	+1 1/2	+1 1/2				
	Totals	71 1/2	73 1/2	75 1/2	77 1/2	79	80 1/2	82				
6	Penalty								+1 1/2		81	(6)
	Maneuver Score	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1	+1 1/2	+1				
	Totals	71 1/2	73	74 1/2	76	77	78 1/2	79 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 ¼ to ¼
- Ticking or hitting cone

### Major Faults (-3 points)

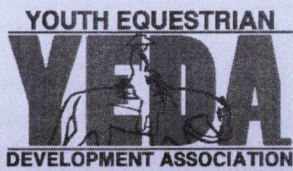
- Break of gait at lope, out of lead or missing lead for 1-2 strides
- Not performing gait or stopping when called for within 10' of designated area
- Incorrect lead
- Break of gait at a walk or jog for more than 2 stride
- Loss of stirrup

### 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 \_\_\_\_\_

*Kay Tracy*



# YEDA Official Score Sheet – Sapphire / Alumni Pattern 5

Updated 2022

CLASS # 13 SR Sapphire  
Split B

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	Lope O RL	Change Leads	Lope LL	Stop Back	F & E	HDD	Final Score	Comments
		RW	1- 2	3	4	5	6	7				
1	Penalty											
	Maneuver Score	+2½	+2	+2	+2	+1	+1	+1	+½		83	(4)
	Totals	72½	74½	76½	78½	79½	80½	81½				
2	Penalty											
	Maneuver Score	+1½	+2	+2	+1½	+1	+1	+1	+½		81½	(6)
	Totals	71½	73½	75½	77	78	79	80				
3	Penalty				-3							
	Maneuver Score	+1½	+2	+2	0	-3	+½	+2	+½		72½	(7)
	Totals	71½	73½	73½	70½	67½	69	71				
4	Penalty											
	Maneuver Score	+1	+2	+1½	+1½	+1	+1½	+2	+½		82	(5)
	Totals	71	73	74½	76	77	78½	80½				
5	Penalty											
	Maneuver Score	+2	+2	+2	+1½	+2	+2	+2	+2		85½	(1)
	Totals	72	74	76	77½	79½	81½	83½				
6	Penalty											
	Maneuver Score	+1½	+2	+1½	+2	+1½	+1½	+2	+2½		84½	(3)
	Totals	71½	73½	75	77	78½	80	82				
7	Penalty											
	Maneuver Score	+2	+2	+2	+2	+1½	+1½	+2	+2		85	(2)
	Totals	72	74	76	78	79½	81	83				
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

**Major Faults (-3 points)**

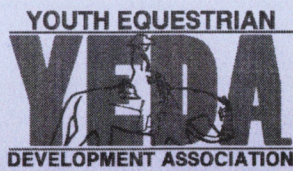
- Break of gait a lope, out of lead or missing lead for 1-2 strides
- Not performing gait or stopping when called for within 10' of designated area
- Incorrect lead
- Break of gait at a walk or jog for more than 2 stride
- Loss of stirrup

**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 \_\_\_\_\_

Kay Brown



YEDA Official Score Sheet – Sapphire / Alumni Pattern 5

Updated 2022

Class #14 Alum Sapphire

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	Lope O RL	Change Leads	Lope LL	Stop Back	F & E	HDD	Final Score	Comments
		RW	1-2	3	4	5	6	7				
1	Penalty											
	Maneuver Score	+1½	+2	+2	+1½	+1½	+2	+2	+2		84½	(1)
	Totals	71½	73½	75½	77	78½	80½	82½				
2	Penalty											
	Maneuver Score	+1	+2	+2	+1½	+1	+1½	+1½	+1½		82	(2)
	Totals	71	73	75	76½	77½	79	80½				
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

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 stride
- 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

*Key Grass*





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

Class #16

Topaz  
Indp.

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	Maneuver						F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	X-Walk O L 4	Jog 5	Stop 6					
1	Penalty										
	Maneuver Score	+2	+1 1/2	+1 1/2	+2	+2	+1 1/2			80 1/2	Good upper body, heels down
	Totals	72	73 1/2	75	77	79					
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										

*Kay Tracy*  
Judges Signature



# YEDA Official Score Sheet – Opal / Pearl Pattern 5

Updated 2020

Class 17  
Elem Pearl  
Pattern split A

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

### Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ¼ 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 missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

### Severe Faults (-5 points)

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

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	+2	+1	+1	+1	+1	+1½	+1½		79	(6)
	Totals	72	73	74	75	76	77½				
2	Penalty										
	Maneuver Score	+2	+1	+1½	+1½	+1½	+1	+1½		80	(5)
	Totals	72	73	74½	76	77½	78½				
3	Penalty										
	Maneuver Score	+2	+2	+1½	+2	+2	+2	+2		83½	(2)
	Totals	72	74	75½	77½	79½	81½				
4	Penalty										
	Maneuver Score	+2	+½	+1	+1	+1	+½	+1		77	(8)
	Totals	72	72½	73½	74½	75½	76				
5	Penalty										
	Maneuver Score	+2	+1½	+1½	+1	+1½	+1½	+1½		80½	(4)
	Totals	72	73½	75	76	77½	79				
6	Penalty										
	Maneuver Score	+2	+1	+1½	+1	+½	+1	+1		78	(7)
	Totals	72	73	74½	75½	76	77				
7	Penalty										
	Maneuver Score	+2	+2	+1½	+1	+1	+1½	+2		81	(3)
	Totals	72	74	75½	76½	77½	79				
8	Penalty										
	Maneuver Score	+2	+2	+1½	+2	+2	+2	+2½		84	(1)
	Totals	72	74	75½	77½	79½	81½				
9	Penalty										
	Maneuver Score										
	Totals										

Hay Tracy

Judges Signature

**YEDA Official Score Sheet – Opal / Pearl Pattern 5**  
 Updated 2020

Class #18  
 Jr Opal  
 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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	583										
	Penalty										
	Maneuver Score	+2	+2	+1 1/2	+1 1/2	+1	+1 1/2	+1 1/2		81	(5)
	Totals	72	74	75 1/2	77	78	79 1/2				
2	1708										
	Penalty										
	Maneuver Score	+2	+2	+2	+2	+2	+2	+2		84	(1)
	Totals	72	74	76	78	80	82				
3	1072										
	Penalty										
	Maneuver Score	+2	+1 1/2	+1 1/2	+2	+2	+2	+2		83	(3)
	Totals	72	73 1/2	75	77	79	81				
4	653										
	Penalty										
	Maneuver Score	+2	+1 1/2	+2	+2	+2	+2	+2		83 1/2	(2)
	Totals	72	73 1/2	75 1/2	77 1/2	79 1/2	81 1/2				
5	1450										
	Penalty										
	Maneuver Score	+2	+1	+1 1/2	+1	+1	+1	+1		78 1/2	(6)
	Totals	72	73	74 1/2	75 1/2	76 1/2	77 1/2				
6	1506										
	Penalty										
	Maneuver Score	+2	+1 1/2	+2	+1 1/2	+1 1/2	+1 1/2	+1 1/2		81 1/2	(4)
	Totals	72	73 1/2	76 1/2	77	78 1/2	80				
7											
	Penalty										
	Maneuver Score										
	Totals										
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										
	Maneuver Score										
	Totals										

*Jay Tracy*

Judges Signature

**YEDA Official Score Sheet – Opal / Pearl Pattern 5**  
 Updated 2020

Class #19  
 SR Opal  
 1052

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

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ½
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in ½ points increments

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1 1734	Penalty										
	Maneuver Score	+2	+1½	+1½	+1½	+1½	+2	+1½		81½	(4)
	Totals	72	73½	75	76½	78	80				
2 1797	Penalty										
	Maneuver Score	+2	+2	+1½	+1½	+1½	+1½	+2		82	(3)
	Totals	72	74	75½	77	78½	80				
3 662	Penalty										
	Maneuver Score	+2	+1½	+1½	+1½	+1½	+1½	+1½		81	(5)
	Totals	72	73½	75	76½	78	79½				
4 432	Penalty										
	Maneuver Score	+2	+1½	+2	+1½	+1	+1½	+1		80½	(6)
	Totals	72	73½	75½	77	78	79½				
5 1806	Penalty										
	Maneuver Score	+2	+2	+1	+1	+1	+1½	+1½		80	(7)
	Totals	72	74	75	76	77	78½				
6 885	Penalty										
	Maneuver Score	+2	+2	+2	+2	+2	+2	+2		84	(1)
	Totals	72	74	76	78	80	82				
7 1784	Penalty										
	Maneuver Score	+2	+1½	+1½	+1	+½	+1	+1		78½	(9)
	Totals	72	73½	75	76	76½	77½				
8 810	Penalty										
	Maneuver Score	+2	+2	+2	+2	+1½	+1½	+2		83	(2)
	Totals	72	74	76	78	79½	81				
9 1662	Penalty										
	Maneuver Score	+2	+1	+1	+½	+½	+1	+1		77	(10)
	Totals	72	73	74	74½	75	76				

*Jay Tracy*  
 Judges Signature

**YEDA Official Score Sheet – Opal / Pearl Pattern 5**  
 Updated 2020

*Class # 19*  
*SR opal*  
*2 of 2*

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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	Penalty										
	Maneuver Score	+2	+1 1/2	+2	+1 1/2	+1	+1	+1/2		79 1/2	(8)
	Totals	72	73 1/2	75 1/2	77	78	79				
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										

*Hayden*  
 Judges Signature

**YEDA Official Score Sheet – Opal / Pearl Pattern 5**  
 Updated 2020

*Class 20  
 Jr Opal  
 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	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	+2	+2	+1 1/2	+2	+1 1/2	+1 1/2				
	Totals	72	74	75 1/2	77 1/2	79	80 1/2	+1 1/2		82	(1)
2	Penalty										
	Maneuver Score	+2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2				
	Totals	72	72 1/2	74	74 1/2	75	76 1/2	+1		77 1/2	(3)
3	Penalty			0							
	Maneuver Score	+2	+2	-3	+2	+1 1/2	+1 1/2				
	Totals	72	74	71	73	74 1/2	76	+1 1/2		0 / 76 1/2	(4)
4	Penalty			0							
	Maneuver Score	+2	+2	-3	+1 1/2	+1 1/2	+1				
	Totals	72	74	71	72 1/2	74	75	+1 1/2		0 / 75 1/2	(5)
5	Penalty			0							
	Maneuver Score	+2	+2	-3	+1	+1	+1				
	Totals	72	74	71	72	73	74	+1 1/2		0 / 74 1/2	(6)
6	Penalty										
	Maneuver Score	+2	+1	+1 1/2	+1 1/2	+1	+1 1/2				
	Totals	72	73	74 1/2	76	77	78 1/2	+1		79 1/2	(2)
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*Kay Loran*  
 Judges Signature

**YEDA Official Score Sheet – Opal / Pearl Pattern 5**  
 Updated 2020

Class 21  
 Elem Pearl  
 Split B

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

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ¼ 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 missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

**Severe Faults (-5 points)**

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

**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in ½ 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 score.

Entry #	Maneuver Description	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	324										
	Penalty										
	Maneuver Score	+2	+1	+1½	+1½	41	+1	+1½		79½	(7)
	Totals	72	73	74½	76	77	78				
2	535										
	Penalty										
	Maneuver Score	+2	+1½	+1½	+1½	+1½	+2	+2		82	(2)
	Totals	72	78½	75	76½	78	80				
3	1818										
	Penalty										
	Maneuver Score	+2	+2	+2	+2	+2	+2	+2		84	(1)
	Totals	72	74	76	78	80	82				
4	1801										
	Penalty										
	Maneuver Score	+2	+1½	+1	+1½	+1	+1½	+1½		80	(6)
	Totals	72	73½	74½	76	77	78½				
5	154										
	Penalty										
	Maneuver Score	+2	+1	+1½	+1½	+1½	+1	+2		80½	(5)
	Totals	72	73	74½	76	77½	78½				
6	665										
	Penalty										
	Maneuver Score	+2	+2	+1½	+½	+1½	+1½	+2		81	(4)
	Totals	72	74	75½	76	77½	79				
7	182										
	Penalty										
	Maneuver Score	+2	+1½	+1	+1½	+2	+1½	+2		81½	(3)
	Totals	72	73½	74½	76	78	79½				
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										
	Maneuver Score										
	Totals										

*Kay Green*

Judges Signature

**YEDA Official Score Sheet – Opal / Pearl Pattern 5**  
 Updated 2020

Class 22  
 JR opal  
 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)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
		1	2	3	4	5	6				
1	218										
	Penalty										
	Maneuver Score	+2	+1 1/2	+1	+1	+1 1/2	+1 1/2	+1 1/2		80	(4)
	Totals	72	73 1/2	74 1/2	75 1/2	77	78 1/2				
2	1796										
	Penalty										
	Maneuver Score	-2	+1 1/2	+1	+1	+1	+1	+1	+1	78 1/2	(6)
	Totals	72	73 1/2	74 1/2	75 1/2	76 1/2	77 1/2				
3	137										
	Penalty										
	Maneuver Score	+2	+2	+2	+2 1/2	+1 1/2	+2	+2	+2	84	(1)
	Totals	72	74	76	78 1/2	80	82				
4	443										
	Penalty										
	Maneuver Score	+2	+1 1/2	+1 1/2	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2	80 1/2	(3)
	Totals	72	73 1/2	75	76 1/2	77 1/2	79				
5	859										
	Penalty										
	Maneuver Score	+2	+1 1/2	+1 1/2	+2	+2	+2	+2	+2	83	(2)
	Totals	72	73 1/2	75	77	79	81				
6	568										
	Penalty										
	Maneuver Score	+2	+1	+1 1/2	+1 1/2	+1	+1	+1	+1	79	(5)
	Totals	72	73	74 1/2	76	77	78				
7											
	Penalty										
	Maneuver Score										
	Totals										
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										
	Maneuver Score										
	Totals										

*Kay Tracy*  
 Judges Signature





YEDA Official Score Sheet – RAIL Class: 23 Elem Pearl split A

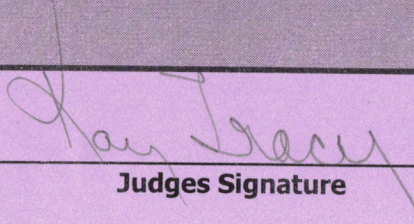
Back #	Rider Comments	Overall Class Comments
1 182	Free Arm Still Heels Down	
2 324	Good line	
3 1214	Sit Forward A Bit +	
4 154	Still UP Free Hand	
5 1801	Smile, Good line	
6 1778	Straighten up a bit!	
7		
8		
9		
10		
11		

Joey Green  
Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1794	Lower leg back	
2 583	Heels Down	
3 506	Heels Down	
4 653	Great Look	
5 859	Good line	
6 1734	Nice smile, Good line	
7		
8		
9		
10		
11		

*Karen Tracy*  
 \_\_\_\_\_  
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 810	Good line & Smile	
2 885	Heels Down	
3 1734	Steady Upper Body & Smile	
4 432	Sit Back, Heels Down	
5 797	Nice line, Heels Down	
6 1806	Heels Down, Steady Upper Body	
7 1142	Sit Back	
8 1568	Nice	
9 662	Sit Back, Deeper	
10 1784	Good line	
11		

  
 \_\_\_\_\_  
 Judges Signature



YEDA Official Score Sheet – RAIL Class: 26 JR open Split B

Back #	Rider Comments	Overall Class Comments
1 1450	Straighten Upper Body	
2 1663	Long Back	
3 1506	Good line	
4 1117	Sit Up, lower leg Back	
5 568	Straighten Shoulders	
6 443	Good line, heels down	
7		
8		
9		
10		
11		

Kay Tracy  
Judges Signature



YEDA Official Score Sheet – RAIL Class: 27 Elem Pearl Split B

Back #	Rider Comments	Overall Class Comments
1 665	Lower leg back	
2 312	Heel Down	
3 535	Good knee	
4 575	Heels down	
5 201	Nice smile, Heels Down	
6 1818	Nice smile, Nice knee	
7 1908	lower leg back, Keep Shoulders Back	
8 505	Heels Down, line good	
9		
10		
11		

*Kay Tracy*  
\_\_\_\_\_  
Judges Signature

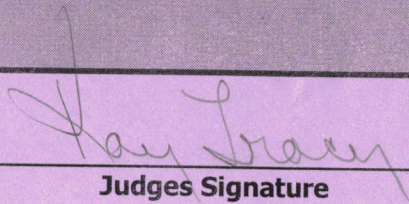


# YEDA Official Score Sheet – RAIL

Class:

28 JR open rail split C

Back #	Rider Comments	Overall Class Comments
1 1743	Straighter Shoulders, Heels Down	
2 218	Lower leg back	
3 1708	Heels Down, Don't sit Back to far	
4 137	Heels Down	
5 1072	Heels Down Steady Upper Body	
6 612	Heels Down	
7		
8		
9		
10		
11		

  
Judges Signature

**YEDA Official Score Sheet – Emerald Pattern 5**  
 Updated 2020

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

Class #29  
 JR emerald  
 Split A

**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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1	Penalty										
	Maneuver Score	+2	+1 1/2	-1	+1 1/2	+1 1/2	+1 1/2	+1		78	(6)
	Totals	72	73 1/2	74 1/2	76	76 1/2	77				
2	Penalty										
	Maneuver Score	+2	+2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2		81 1/2	(3)
	Totals	72	74	75 1/2	77	78 1/2	80				
3	Penalty										
	Maneuver Score	+2	+2	+1	+1	+1	+1	+1		79	(4)
	Totals	72	74	75	76	77	78				
4	Penalty										
	Maneuver Score	+2	+2	+1 1/2	+1 1/2	+1 1/2	+2	+1 1/2		82	(2)
	Totals	72	74	75 1/2	77	78 1/2	80 1/2				
5	Penalty										
	Maneuver Score	+2	+1	+1	+1	+1	+1 1/2	+1		78 1/2	(5)
	Totals	72	73	74	75	76	77 1/2				
6	Penalty										
	Maneuver Score	+2	+2	-1	+1 1/2	+1 1/2	+2	+2 1/2		82 1/2	(1)
	Totals	72	74	75	76 1/2	78	86				
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*Kay Tracy*  
 Judges Signature

**YEDA Official Score Sheet – Emerald Pattern 5**  
 Updated 2020

Class #30  
 JR emerald  
 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)**

- 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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1	Penalty										
	Maneuver Score	+2	+2	+2	+1 1/2	+1 1/2	+2	+1 1/2		82 1/2	①
	Totals	72	74	76	77 1/2	79	81				
2	Penalty										
	Maneuver Score	+2	+2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2		81 1/2	③
	Totals	72	74	75 1/2	77	78 1/2	80				
3	Penalty										
	Maneuver Score	+2	+2	+1 1/2	+1	+2	+1 1/2	+2		82	②
	Totals	72	74	75 1/2	76 1/2	78 1/2	80				
4	Penalty										
	Maneuver Score	+2	+2	+1 1/2	+1	+1	+1	+1		79 1/2	④
	Totals	72	74	75 1/2	76 1/2	77 1/2	78 1/2				
5	Penalty										
	Maneuver Score	+2	+1 1/2	+1	+1	+1	+1 1/2	-1		79	⑤
	Totals	72	73 1/2	74 1/2	75 1/2	76 1/2	78				
6	Penalty										
	Maneuver Score	+2	+2	+1	+1	+1	+1	+1/2		78 1/2	⑥
	Totals	72	74	75	76	77	78				
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*Kay Tracy*  
 Judges Signature



**YEDA Official Score Sheet – Emerald Pattern 5**  
 Updated 2020

Class 31

JR emerald  
 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 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	Walk	Jog	Lope LL	Lope	Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	1152										
	Penalty										
	Maneuver Score	+2	+2	+1 1/2	+1	+1 1/2	+2	+1 1/2		81 1/2	(2)
	Totals	72	74	75 1/2	76 1/2	78	80				
2	409										
	Penalty										
	Maneuver Score	+2	+2	+2	+2	+2	+1 1/2	+2		83 1/2	(1)
	Totals	72	74	76	78	80	81 1/2				
3	272										
	Penalty										
	Maneuver Score	+1 1/2	+2	+1 1/2	+1 1/2	+2	+1	+1 1/2		81	(3)
	Totals	71 1/2	73 1/2	75	76 1/2	78 1/2	79 1/2				
4	239										
	Penalty										
	Maneuver Score	+2	+2	+1	+1	+1/2	+1	+1		78 1/2	(5)
	Totals	72	74	75	76	76 1/2	77 1/2				
5	890										
	Penalty										
	Maneuver Score	+2	+1 1/2	-3	-3	+1	+1	+1		64 1/2	(6)
	Totals	72	73 1/2	67 1/2	62 1/2	62 1/2	63 1/2				
6	1473										
	Penalty										
	Maneuver Score	+2	+2	+1 1/2	+1	+1 1/2	+1 1/2	+1		80 1/2	(4)
	Totals	72	74	75 1/2	76 1/2	78	79 1/2				
7											
	Penalty										
	Maneuver Score										
	Totals										
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										
	Maneuver Score										
	Totals										

*Kay Tracy*  
 Judges Signature

**YEDA Official Score Sheet – Emerald Pattern 5**  
 Updated 2020

CLASS #32  
 SR emerald  
 1 of 2

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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1	688										
	Penalty										
	Maneuver Score	+2	+2	+2	+2	+2	+2	+2 1/2		84 1/2	(1) ✓
	Totals	72	74	76	78	80	82				
2	457										
	Penalty										
	Maneuver Score	+2	+2	+1 1/2	+1 1/2	+1 1/2	+2	+2		82 1/2	(3)
	Totals	72	74	75 1/2	77	78 1/2	80 1/2				
3	1173										
	Penalty										
	Maneuver Score	+2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1	+1 1/2		80 1/2	(7)
	Totals	72	73 1/2	75	76 1/2	78	79				
4	906										
	Penalty										
	Maneuver Score	+2	+2	+1 1/2	+1	+1 1/2	+1	+1		80	(8)
	Totals	72	74	75 1/2	76 1/2	78	79				
5	1466										
	Penalty										
	Maneuver Score	+2	+2	+1	+1	+1 1/2	+1	+1		78 1/2	(9)
	Totals	72	74	75	76	76 1/2	77 1/2				
6	1144										
	Penalty										
	Maneuver Score	+2	+2	+1	+1	+1 1/2	+1 1/2	+1 1/2		77 1/2	(10)
	Totals	72	74	75	76	76 1/2	77				
7	1536										
	Penalty										
	Maneuver Score	+2	+2	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2		81	(6)
	Totals	72	74	75 1/2	76 1/2	78	79 1/2				
8	698										
	Penalty										
	Maneuver Score	+2	+2	+2	+1 1/2	+2	+1 1/2	+2		83	(2) ✓
	Totals	72	74	76	77 1/2	79 1/2	81				
9	1426										
	Penalty										
	Maneuver Score	+2	+1 1/2	+1 1/2	+1	+2	+1 1/2	+2		81 1/2	(5)
	Totals	72	73 1/2	75	76	78	79 1/2				

*Kay Tracy*  
 Judges Signature



**YEDA Official Score Sheet – Emerald Pattern 5**  
Updated 2020

CLASS #32  
SR emerald  
2 of 2

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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1	Penalty										
	Maneuver Score	+2	+2	+1 1/2	+1	+1 1/2	+2	+2	82	(4)	
	Totals	72	74	75 1/2	76 1/2	78	80				
2	Penalty										
3	Maneuver Score										
	Totals										
	4	Penalty									
5	Maneuver Score										
	Totals										
	6	Penalty									
7	Maneuver Score										
	Totals										
	8	Penalty									
9	Maneuver Score										
	Totals										

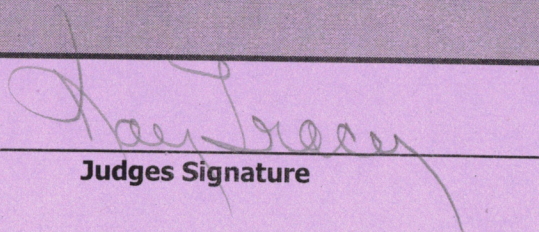
*Jay Leary*

Judges Signature



YEDA Official Score Sheet – RAIL Class: 33 JR emerald Split A

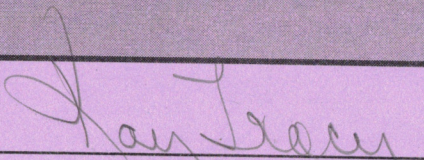
Back #	Rider Comments	Overall Class Comments
1 1242	Good look	
2 1031	Lower leg Back,	
3 1152	Smile, Breath	
4 1619	Nice line	
5 239	Lower leg Back	
6 1158	Steady Upper Body	
7		
8		
9		
10		
11		

  
\_\_\_\_\_  
Judges Signature

Back #	Rider Comments	Overall Class Comments
1 409	Good line	
2 1505	Heels Down, Good Upper Body	
3 370	Good line	
4 234	Heels Down, Legs Back	
5 143	Legs Back	
6 272	Nice smile, Good line	
7		
8		
9		
10		
11		

*Kay Tracy*  
 \_\_\_\_\_  
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1473	Sit up, lower leg back	
2 890	leg back	
3 1546	Great look	
4 1554	leg back, Good upper body	
5 1444	sit up	
6 1516	sit back Heels down	
7		
8		
9		
10		
11		

  
 \_\_\_\_\_  
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 457	Lower leg Back Good Upper Body (3)	
2 688	Nice look (1)	
3 1144	Heels Down, Straighten Upper Body	
4 698	Lower leg Back. (2)	
5 1426	lower leg back (6)	
6 906	Nice (5)	
7 1466	Leg Back (4)	
8 1173	Smile, Breath (8)	
9 967	Leg Back, Good Upper Body	
10 1536	lower leg Back, smile (7)	
11		

*Kay Tracy*  
 \_\_\_\_\_  
 Judges Signature