



YEDA Official Score Sheet - RAIL Class: #

1 STELLA PERC RAIL

Back #	Rider Comments	Overall Class Comments
1	nice position	<p>Good effort by everyone for a beginner level class :)</p>
2	bring free hand, elbow back	
3	mix position on lead	
4	reins too long, holding reins incorrectly.	
5	long to jog	
6	reins uneven (stopped ceases to fix reins)	
7	marks halt during jog, circle @ walk during jog	
8		
9		
10		
11		

Kelli M. Davis
Judges Signature

YEDA Official Score Sheet - Opal / Pearl Pattern 1

Updated 2020

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

Elementary

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 to 1%
- 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)

- 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	Walk	Jog	Stop	Back	F & E			HDD	Total	Comments
						1-2	3	4			
1	1800	0	-1/2	-1/2	-1/2	0	+1/2	0	0	1/2	late jog, steering issues after B
2	1803	0	+2	+1		+1	0	0	0	1/4	good planning around C good position
3	1805	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	1/2	need more control @ jog, leaning long
4	1817	-1/2	-1	-1		-1/2	0	0	0	1/2	Looking down A-B steering issues around C
5	1822	0	+2	-1/2		+1/2	0	0	0	1/2	need to sit taller broke early @ D
6											
7											
8											
9											

Judges Signature



YEDA Official Score Sheet - RAIL

Class:

#3 SR HIGH OPAL RAIL

Back #	Rider Comments	Overall Class Comments
1 710	free hand + arm bouncing ✓	
2 728	leaning forward ✓	
3 720	+ position, make @ jog ✓	
4 730	reins too long ✓	
5 733	+ position, weaker to the right ✓	
6 732	free hand behind waist (winning), good leg position ✓	
7 759	use seat more ✓	
8 7513	helmet crooked, needs to rock up ✓	
9		
10		
11		

Judges Signature



YEDA Official Score Sheet - Opal Pearl Pattern 1

Updated 2020

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

Jr / Sr combo

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					
1	1573								
	Penalty								
	Maneuver Score	+1	+1	+1/2	+1	0	73 1/2	+ position (good planning) reins too long arms bouncing @ jog	
	Totals								
2	1206								
	Penalty								
	Maneuver Score	+1	-1/2	+1/2	+1/2	0	71 1/2	+ position reins too long more control @ jog	
	Totals								
3	1591								
	Penalty								
	Maneuver Score	0	+2	+1	+1	0	74	Raise free hand Don't look down Good planning, sit taller	
	Totals								
4	1513								
	Penalty								
	Maneuver Score	-1/2	0	+1/2	+1/2	0	70 1/2	Looking down Helmet crooked Good leg	
	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								

Kellie [Signature]
Judges Signature



YEDA Official Score Sheet - RAIL Class:

#5 JR ALI H GUSSELL RAIL

Back #	Rider Comments	Overall Class Comments
1	Bring shoulders back, open chest pumping free hand @ jog, back @ jog Rider @ 10px x 2	
2	Take time in transitions Leaning forward Rider @ 10px	
3	Bring lower leg back	
4	Back @ jog ⊕ position @ 10px	
5		
6		
7		
8		
9		
10		
11		

Kermy Dams
Judges Signature



YEDA Official Score Sheet – Emerald Pattern 1

Updated 2020

Jr High

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	Lope RL	Stop	F & E	HDD	Total	Comments
1	Penalty								Leaning forward @ lope
	Maneuver Score	0	+1	0	+1	0	0	72	
	Totals								
2	Penalty								Good plan nice lope transition
	Maneuver Score	+1	+1	+1	0	+1	0	74	
	Totals								
3	Penalty								+ position
	Maneuver Score	+1/2	+1	+2	-1/2	+2	0	75	
	Totals								
4	Penalty								Looking down w/o uneven @ lope transition
	Maneuver Score	-1	-1	+1	-1/2	-1/2	0	68	
	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								

Kim Dainoff

Judges Signature



YEDA Official Score Sheet - RAIL

Class: #11 Sr. High Barrels RAIL

Back #	Rider Comments	Overall Class Comments
1	Bring lower leg back wrong lead Broke @ jog	
2	Bring elbows + lower leg back, needs to lengthen stirrups Riding too much @ 10pm	
3	nice leg position sit in middle of saddle training forward	
4		
5		
6		
7		
8		
9		
10		
11		


 Judges Signature



YEDA Official Score Sheet – Emerald Pattern 1

Updated 2020

Sr High

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	Walk 1-2	Jog 3	Lope RL 4	Stop 5	F & E	HDD	Total	Comments
1	1610								Shorten reins good plan @ jog good lope transition
	Penalty								
	Maneuver Score	0	+1	-1	-1/2	-1	0	68 1/2	
Totals						hault too long			
2	502								
	Penalty		-3	-3	-3				
	Maneuver Score	-1	-1	-1	-1	-1	0	56	
Totals									
3	750								
	Penalty								
	Maneuver Score	0	-1/2	+1/2	0	+1	0	71	
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									

Kumudu
Judges Signature



YEDA Official Score Sheet - RAIL

Class:

#13 SR, HIGH RUBY RAIL

Back #	Rider Comments	Overall Class Comments
1 354	good position open shoulders @ 15pe SH back + bring elbows back	
2 118	Loose helmet needs to sit back @ 15pe nice steady hands	
3 611	Tough to jog - keep breathing Tough to 15pe Full off after class ended	
4		
5		
6		
7		
8		
9		
10		
11		

Kelley Darns
Judges Signature



YEDA Official Score Sheet – Ruby Pattern 1

Updated 2020

SR High 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 1/4 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	X-Jog	Stop Back 5	Lope RL	Stop				
1	Penalty										
	Maneuver Score	0	-0.5	-1/2	-1	-1	-1	-1	0	58.5	wrong side of C and D
	Totals										
2	Penalty										
	Maneuver Score	0	-1/2	-1/2	+1	-1/2	+1	+1/2	0	71	need more extension
	Totals				70						
3	Penalty										
	Maneuver Score	-1/2	-1/2	0	-1/2	0	0	+1/2	+1/2	69.5	stopped before cone Plan walk better
	Totals			69	68 1/2						
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Kimmy Dawson
Judges Signature



YEDA Official Score Sheet - RAIL

Class: #15 ^{SEL SK} SR, ALAN SURRENDER RAIL

Back #	Rider Comments	Overall Class Comments
1 279	brings lower leg back quiet rider	
2 927	shorten reins	
3 1086	couldn't use longer stirrups sit back @ lope	
4 10414	good leg position needs tighter elbows	good clean rail work
5 691	Broke @ jog can't get lope	
6 638	lower leg back sit back @ lope	
7 982	sit in middle of saddle fighting w/ horse a little	
8		
9		
10		
11		


Judges Signature



YEDA Official Score Sheet – Sapphire/Alumni Pattern 1

SR | SR camp

Updated 2022

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

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

Entry #	Maneuver Description	Rail Work	Walk	Jog	Lope RL	Simple Lead Change	Lope LL	Stop Back	90 R Walk	F & E	HDD	Total	Comments
1 1086	Maneuver	RW	1	2	3	4	5	6	7				
	Penalty												
	Maneuver Score		0	+1	+1	+1	0	-1/2	-1/2	+1/2	0	72 1/2	rushed stop back? turn
	Totals					73							
2 1044	Maneuver												
	Penalty												
	Maneuver Score		+1	+1	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	69 1/2	Both Planning needed
	Totals				72								
3 279	Maneuver												
	Penalty												
	Maneuver Score		+1	0	+1	+1	-1	0	-1/2	-1/2	0	71	Looked down @ Lope
	Totals					73	72						
4 636	Maneuver												
	Penalty												
	Maneuver Score		0	0	-1	-1/2	0	+1	+1	+1/2	0	71	took too long to lope - not through simple
	Totals					68 1/2		69 1/2	70.5				
5 691	Maneuver												
	Penalty												
	Maneuver Score		0	-1/2	-1	0	-1	-1	0	-1	0	65 1/2	leaving @ lopc - work on body position
	Totals												
6 927	Maneuver												
	Penalty												
	Maneuver Score		0	+1	+1	+1	+1	+1	0	+1/2	0	75	rushed end
	Totals						73						
7 982	Maneuver												
	Penalty												
	Maneuver Score		0	0	+1	+1	+1	+1	+1/2	+1/2	+1/2	75 1/2	
	Totals						73	74					
8	Maneuver												
	Penalty												
	Maneuver Score												
	Totals												
9	Maneuver												
	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
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

Judge's Signature

[Signature]



YEDA Official Score Sheet – Diamond Pattern 1

Updated 2022

SR N 192N

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

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 RW	Walk	Stop Back	Jog	Lope LL	Trot	X Jog	F & E	HDD	Final Score	Comments
1	Penalty			1								
	Maneuver Score		0	-1	0	-1/2	+1/2	-1/2	-1	0	66.5	-Back up in pattern stay straight in saddle
	Totals			08								
2	Penalty											
	Maneuver Score		+1/2	+1/2	+1	+1	+1	+1	+1	0	75	
	Totals			71								
3	Penalty											
	Maneuver Score											
	Totals											
4	Penalty											
	Maneuver Score											
	Totals											
5	Penalty											
	Maneuver Score											
	Totals											
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

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 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

YEDA REINING PATTERN # 1

1

OFFICIAL SCORE SHEET

#18 Sr. B1614

DIXON
REINING
Comments

MANEUVER DESCRIPTION	MANEUVER								Overall Ability	HDD	Penalties	Final Score	Comments	
	1	2	3	4	5	6	7	8						
1	1221													
PENALTY SCORE	-1/2	0	-1/2	-1/2	0	-1/2	-1	-1/2	-1					
Total														
2														
PENALTY SCORE														
Total														
3														
PENALTY SCORE														
Total														
4														
PENALTY SCORE														
Total														
5														
PENALTY SCORE														
Total														
6														
PENALTY SCORE														
Total														
7														
PENALTY SCORE														
Total														
8														
PENALTY SCORE														
Total														
9														
PENALTY SCORE														
Total														

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

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

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

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

JUDGES SIGNATURE

[Signature]

Did an extra circle
right after 1st
change



YOUTH EQUESTRIAN
DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet -- RAIL Class:

#20 ALUMNI SRAISE RAIL

Back #	Rider Comments	Overall Class Comments
1 582	open chest sit back raise hands	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		


Judges Signature



VEDA Official Score Sheet – Sapphire/Alumni Pattern 1

Alumni

Updated 2022

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

Form & Effectiveness (F&E) of the rider is scored from -3 to +3 in ½ point increments
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the
horse scored from -3 to +3 in ½ point increments
*Circled penalties are deemed due to horse not rider, and will not appear in the final

Entry #	Maneuver Description	Rail Work	Walk	Jog	Lope RL	Simple Lead Change	Lope LL	Stop Back	90 R Walk	F & E	HDD	Total	Comments
1	Maneuver												
	Penalty												
	Maneuver Score												
	Totals												
2	Maneuver												
	Penalty												
	Maneuver Score												
	Totals												
3	Maneuver												
	Penalty												
	Maneuver Score												
	Totals												
4	Maneuver												
	Penalty												
	Maneuver Score												
	Totals												
5	Maneuver												
	Penalty												
	Maneuver Score												
	Totals												
6	Maneuver												
	Penalty												
	Maneuver Score												
	Totals												
7	Maneuver												
	Penalty												
	Maneuver Score												
	Totals												
8	Maneuver												
	Penalty												
	Maneuver Score												
	Totals												
9	Maneuver												
	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 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 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



YOUTH EQUESTRIAN
DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – RAIL Class: #22 TBAZ RAIL

Back #	Rider Comments	Overall Class Comments
1 1235	Broke eyes a couple times + upper body position bring leg under hip + eyes looking up and ahead	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		


Judges Signature



YEDA Official Score Sheet – Topaz EWD Pattern 1 & 2

Updated 2020

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

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 walk or jog for more than 2 strides.
- 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.

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.

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

Entry #	Maneuver	1-2	3	4	5	6	7	F & E	HDD	Total	Comments	Maneuver Description		
												Walk	Stop Back	Jog
1	Maneuver Score	0	+1/2	-1	0	-1/2		+1/2	0	69 1/2		Totals	Penalty	Maneuver Score
	Penalty													
	Totals													
2	Maneuver Score													
	Penalty													
	Totals													
3	Maneuver Score													
	Penalty													
	Totals													
4	Maneuver Score													
	Penalty													
	Totals													
5	Maneuver Score													
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6	Maneuver Score													
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7	Maneuver Score													
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	Totals													
8	Maneuver Score													
	Penalty													
	Totals													
9	Maneuver Score													
	Penalty													
	Totals													

Judges Signature