

O'Neil



YEDA Official Score Sheet – RAIL

Class: Elementary Pearl Rail

Back #	Rider Comments	Overall Class Comments
1	1717 needs more leg contact -	
2	11081 good pos. less hand more leg.	
3	1722 needs to look up busy hand	
4	1105 good body pos nice job	
5		
6		
7		
8		
9		
10		
11		

Tom DND
Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 7
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 1/2 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.
- Loss of rein

Severe Faults (-5 points)

- Loss 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 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	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
			Walk	Jog	Walk	Stop	Back	Walk	Jog				
1	Penalty												Nice job good position 75% 0
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	2		
	Totals	70 1/2	71	71 1/2	72	72 1/2	73	73 1/2	74	74 1/2			
2	Penalty												Needs to look up. 72 1/2 0
	Maneuver Score	+1/2	0	+1/2	0	0	0	0	0	0	1		
	Totals	70 1/2	71	71 1/2	71	71	71 1/2	71 1/2	71 1/2	71 1/2			
3	Penalty												Needs more leg 72 0
	Maneuver Score	+1/2	-1/2	0	+1/2	0	+1/2	0	+1/2	0	1		
	Totals	70 1/2	70	70 1/2	70 1/2	71	71 1/2	71 1/2	71 1/2	71 1/2			
4	Penalty												Nice job. 74 1/2 0
	Maneuver Score	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	0	2		
	Totals	70 1/2	71	71	71 1/2	71 1/2	72	72 1/2	72 1/2	72 1/2			
5	Penalty												
	Maneuver Score												
	Totals												
6	Penalty												
	Maneuver Score												
	Totals												
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

Judges Signature

O'Neil

Emergency

YEDA Official Score Sheet – RAIL

Class: 5 Junior/Senior High Open Rail

O'Neil

Back #	Rider Comments	Overall Class Comments
1 1573	good position - nice job.	Evenly matched
2 1591	good position - nice ride!	good job kids
3 1908	needs more leg - but had good job	Nice class.
4 1513	good position - good job	
5		
6		
7		
8		
9		
10		
11		



YEDA Official Score Sheet -- RAIL

Class: 4 Junior/Senior High Emerald Rail

OrNeil

Back #	Rider Comments	Overall Class Comments
1	437 good position look up. ^{lope} ✓	Great 1st time happening!
2	1475 hook up! good job ^{lope} ✓	
3	1518 needs to use legs - less hand. ^{lope} ✓	
4	1679 nice position ✓ ^{lope} ✓	
5	750 nice position ✓ ^{lope} ✓	
6	1538 nice position leg movement. ^{lope} ✓	
7		
8		
9		
10		
11		

Jon D.

Judges Signature



YEDA Official Score Sheet - RAIL

Class: 5

Junior Sprinters Ruby Rail

Oreil

Back #	Rider Comments	Overall Class Comments
1	354 good body pos. nice job!	Nice class!
2	689 lower leg needs tighten! Nice job	
3	911 too much body movement - good job	
4		
5		
6		
7		
8		
9		
10		
11		

Judges Signature



VEDA Official Score Sheet - Sapphire Alumni Pattern 7

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

ONE!

Entry #	Maneuver Description	Rail Work	Walk	Jog	Stop Back	Jog	Stop 180 R	Lope LL	Stop	F & E	HDD	Total	Comments
1	1086	f2	0	+1/2	+1	+1/2	0	+1/2	0	1/2	0	76	very nice
Totals													
2	619	f1	0	0	0	0	0	+1/2	0	1	0	73 1/2	good
Totals													
3	658	f1 1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	1/2	0	75 1/2	very nice
Totals													
4	1045	f1 1/2	+1/2	+1/2	+1/2	0	-1/2	+1/2	+1/2	1/2	0	74 1/2	good
Totals													
5	1370	f1 1/2	+1/2	0	+1/2	0	+1/2	+1/2	0	1/2	0	75	good
Totals													
6													
Totals													
7													
Totals													
8													
Totals													
9													
Totals													

Judge's Signature

[Handwritten Signature]

Minor Faults (-1 point)

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

Major Faults (-3 points)

- Break 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

YEDA Official Score Sheet – Emerald Pattern 7

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
- Tricking 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.

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
Form & Effectiveness (F & E) of the rider 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	Maneuver					F & E	HDD	Total	Comments
		Description	Walk	Jog	Jog OL	Lope LL				
1	Maneuver	Totals	0	+1/2	+1/2	70	70	70	70	Very nice!
		Maneuver Score	0	+1/2	+1/2	70	70	70	70	
		Penalty								
2	Maneuver	Totals	+1/2	+1/2	+1	70	70	70	70	Very nice!
		Maneuver Score	+1/2	+1/2	+1	70	70	70	70	
		Penalty								
3	Maneuver	Totals	+1/2	-1/2	0	70	70	70	70	Good job!
		Maneuver Score	+1/2	-1/2	0	70	70	70	70	
		Penalty								
4	Maneuver	Totals	+1/2	+1/2	0	70	70	70	70	Good job!
		Maneuver Score	+1/2	+1/2	0	70	70	70	70	
		Penalty								
5	Maneuver	Totals	+1/2	0	0	70	70	70	70	Good job!
		Maneuver Score	+1/2	0	0	70	70	70	70	
		Penalty								
6	Maneuver	Totals	0	0	-1	70	70	70	70	Good job!
		Maneuver Score	0	0	-1	70	70	70	70	
		Penalty								
7	Maneuver	Totals								
		Maneuver Score								
		Penalty								
8	Maneuver	Totals								
		Maneuver Score								
		Penalty								
9	Maneuver	Totals								
		Maneuver Score								
		Penalty								

Judges Signature

DNEL



VEDA Official Score Sheet – Ranch Horse Pattern # 7

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

Updated August 2022

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

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

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

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

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

Entry #	Maneuver Description	Walk	Trot	X Trot	Lope LL	X Lope Circle	Cig Leads N Lope	Stop 360 R	X Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments	
																1
1	638	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+0 1/2	+1/2	0	0	2	75	Good job
		Totals	70 1/2	71	71 1/2	72	72	72 1/2	72 1/2	72 1/2	73					
		Penalty														
2	1370	Maneuver Score	+1/2	+1/2	0	0	+1/2	0	-1/2	+1/2	+1/2	0	0	2	74	Good job
		Totals	70 1/2	71	71	71	71	71 1/2	71 1/2	71	71 1/2	72				
		Penalty														
3	1086	Maneuver Score	0	+1/2	+1/2	-1	0	-1/2	0	+1/2	+1/2	0	0	2	71 1/2	Good job More seat and leg less hand.
		Totals	70	70 1/2	71	69	69	68 1/2	69	69	69 1/2					
		Penalty														
4	1045	Maneuver Score	+1/2	+1/2	0	-1/2	0	+1/2	-1/2	+1/2	+1/2	0	0	2	73 1/2	
		Totals	70 1/2	71	71	70 1/2	70 1/2	71 1/2	71 1/2	71	71 1/2					
		Penalty														
5	619	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	-1	+1/2	0	0	2 1/2	74 1/2	Good job
		Totals	70 1/2	71	71 1/2	72	72	72 1/2	72 1/2	71 1/2	72					
		Penalty														
6		Maneuver Score														
		Totals														
		Penalty														
7		Maneuver Score														
		Totals														
		Penalty														
8		Maneuver Score														
		Totals														
		Penalty														

Judges Signature

O'Neil