

YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET

CLASS 100  
SR Diana Reining A

EXHB #	MANEUVER DESCRIPTION	R Circles		L Circles		R Fig 8	RRB	LRB	Stop Back	Overall Ability	HDD	Penalties	Final Score	Comments		
		000 Stop	Spins Right	000 Stop	Spins Left											
1	979	MANEUVER	1	2	3	4	5	6	7	8						
		PENALTY	2													
		SCORE	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	-1/2	0	0	2	69 1/2	
2	201	PENALTY	0	+1/2	0	+1/2	+1/2	+1/2	0	-1/2	0	0	1 1/2	66 1/2		
		SCORE	0	+1/2	0	+1/2	+1/2	+1/2	0	-1/2	0	0	3	68 1/2		
		Total	0	68 1/2	68 1/2	69	69 1/2	70	70	69 1/2	66 1/2					
3	254	PENALTY	-1/2	0	-1/2	1/2										
		SCORE	0	0	0	0	0	0	0	0	0	0	0	0		
		Total	70 1/2	70 1/2	70 1/2	70 1/2	67 1/2	67 1/2	67 1/2	67 1/2	67 1/2					
4	1529	PENALTY	-1/2	-1	-1	+1/2										
		SCORE	0	0	0	0	0	0	0	0	0	0	0	0		
		Total	69 1/2	68 1/2	67 1/2	68	68	68	68	68	68					
5	1517	PENALTY	+1/2	0	+1/2	+1/2										
		SCORE	0	0	0	0	0	0	0	0	0	0	0	0		
		Total	70 1/2	70 1/2	71	71 1/2	71 1/2	72	72	72	72					
6	913	PENALTY	+1/2	-1/2	0	0										
		SCORE	0	0	0	0	0	0	0	0	0	0	0	0		
		Total	70 1/2	70	70	70	70	70	70	70	70 1/2					
7	490	PENALTY			1											
		SCORE	+1/2	+1/2	-1/2	+1/2	0	+1/2	+1/2	0	+1	0	1	72		
		Total	70 1/2	71	69 1/2	70	70	70 1/2	71	71	71					
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





**YEDA Official Score Sheet - RAIL Class: #21 Jr Emerald Rail A**

Back #	Rider Comments	Overall Class Comments
1	legs too far back, keep shoulders square @ lope	
2	legs too far back, don't lean forward	
3	bring free arm forward, don't let shoulders get behind hips	
4	don't overarch back, very consistent	
5	relax arms, sitting too forward, quiet upper body @ lope	
6	overall good position, quiet legs @ lope (swinging)	
7	good position, quiet upper body @ lope	
8		
9		
10		
11		

  
Judges Signature



**YEDA Official Score Sheet - RAIL Class: #22 JK Emeralds Pair B**

Back #	Rider Comments	Overall Class Comments
1	tighten legs, don't let shoulders get behind hips @ lope, wrong lead @ lope	
2	good position, solid ride	
3	good position but relax arms, sit down/back @ lope	
4	too arched/tight, relax upper body, tighten core @ lope	
5	legs too far back, consistent ride	
6	legs too far back, bring free arm forward (elbow behind back)	
7		
8		
9		
10		
11		

  
Judges Signature

YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET

Class # 25  
SP Diamond reining  
B

EXHB #	MANEUVER DESCRIPTION	R Circles		L Circles		R Fig 8	RRB	LRB	Stop Back	Overall Ability	HDD	Penalties	Final Score	Comments	
		OOO Stop	Spins Right	OOO Stop	Spins Left										
1	1141	1	2	3	4	5	6	7	8	0	0	2	66 1/2		
		Penalty	11												
		Score	-1/2	+1/2	0	+1/2	0	-1	-1/2						-1/2
2	479	Total	67 1/2	68	68	68 1/2	67 1/2	67	66 1/2	0 1/2	0	4	66		
		Penalty	121												
		Score	-1	0	0	0	0	0	1/2						0
3	1578	Total	70 1/2	70 1/2	70 1/2	70 1/2	70 1/2	70 1/2	70 1/2	0	0	3	68	-5 spins left	
		Penalty	70 1/2												
		Score	+1/2	0	-1/2	0	0	+1/2	+1/2						0
4	672	Total	70	70	69 1/2	69 1/2	69 1/2	69 1/2	68 1/2	0	+1/2	/	69		
		Penalty	0												
		Score	0	0	-1/2	0	0	-1/2	-1/2						0
5	682	Total	70	70 1/2	70 1/2	71	71	71	71	0 1/2	0	/	71 1/2		
		Penalty	0												
		Score	0	+1/2	0	+1/2	0	0	0						0
6	188	Total	69 1/2	68 1/2	68 1/2	68 1/2	68 1/2	68 1/2	68	0	0	1/2	68	Tighten upper body hold arms still	
		Penalty	-1/2												
		Score	-1/2	-1/2	0	0	0	0	0						-1/2
7		Total													
		Penalty													
		Score													
8		Total													
		Penalty													
		Score													
9		Total													
		Penalty													
		Score													

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 Er



**YEDA Official Score Sheet - RAIL Class: #24 JR Finals Rail C**

Back #	Rider Comments	Overall Class Comments
1 478	good position, relax elbows a little bit	
2 1526	good position, consistent ride	
3 1480	legs too far back, don't overarch back	
4 1228	good position, elbows a bit far back	
5 195	legs a little far back, tighten upper body @ lope (looks slouchy)	
6 838	set up a little straighter (leaning back too far)	
7		
8		
9		
10		
11		

  
Judges Signature



**YEDA Official Score Sheet - RAIL Class: #25 JR Emerald Pail D**

Back #	Rider Comments	Overall Class Comments
1 1099	legs too far back, wrong lead @ lope	
2 1151	too far forward in saddle, bring free hand up slightly	
3 449	pick hands up, broke @ lope, quiet upper body @ lope	
4 1225	good position, don't let shoulders get behind hips @ lope	
5 1089	relax upper body (looks stiff)	
6 952	relax legs + get more against horse, broke @ lope	
7		
8		
9		
10		
11		

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Judges Signature

**YEDA Official Score Sheet – Ranch Horse Pattern # 4**

Updated June 2020

Scoring 0-100 with 70 denoting the average.

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

**Faults incurring a score of 0:**

Must be placed under rider/s without or not incurring faults.

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

**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

**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

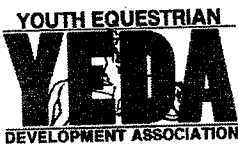
\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Class # 26  
JR Sapph ranch

Entry #	Maneuver Description	Trot Serpentine	Lope LL O	Change Leads	Lope RL o Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	111									/	0	0	69	
	Penalty													
	Maneuver Score	+1	0	-1	0	-1/2	-1/2	0	0					
Totals		71	71	70	70	69 1/2	69	69	69					
2	545									/	0	0	68 1/2	
	Penalty													
	Maneuver Score	+1/2	-1/2	-1/2	0	-1/2	-1/2	0	0					
Totals		70 1/2	70	69 1/2	69 1/2	69	68 1/2	68 1/2	68 1/2					
3	178									7	0	0	58	
	Penalty	1			3			3						
	Maneuver Score	-1/2	-1/2	-1/2	-1	-1/2	0	-1	-1					
Totals		68 1/2	68	67 1/2	63 1/2	63	63	59	58					
4	278									1	0	0	69 1/2	
	Penalty	1												
	Maneuver Score	0	0	+1/2	0	0	0	0	0					
Totals		69	69	69 1/2	69 1/2	69 1/2	69 1/2	69 1/2	69 1/2					
5	1268									/	0	0	68	
	Penalty													
	Maneuver Score	+1/2	-1	-1/2	0	-1	0	0	0					
Totals		70 1/2	69 1/2	69	69	68	68	68	68					
6	760									/	0	0	70 1/2	
	Penalty													
	Maneuver Score	0	+1	+1/2	0	-1/2	0	-1/2	0					
Totals		70	71	71 1/2	71 1/2	71	71	70 1/2	70 1/2					
7														
	Penalty													
	Maneuver Score													
Totals														
8														
	Penalty													
	Maneuver Score													
Totals														

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Judges Signature



# YEDA Official Score Sheet – Diamond Pattern 4

Updated 2020

Class # 27  
SR Diamond patt

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

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### 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.

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												Comments
	Maneuver Description	Walk	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back	F & E	HDD	Total		
Entry #	Maneuver	1-2	3	4	5	6	7					
1	1529											
	Penalty											
	Maneuver Score	-1/2	0	0	-1	0	0	0	0	0	68 1/2	
	Totals	69 1/2	69 1/2	69 1/2	68 1/2	68 1/2	68 1/2					
2	913											
	Penalty			3		3						
	Maneuver Score	0	0	0	0	1/2	0	0	0	0	64 1/2	
	Totals	70	70	67	67	64 1/2	64 1/2					
3	1141											
	Penalty											
	Maneuver Score	0	-1/2	0	-1/2	0	-1/2	0	0	0	68 1/2	
	Totals	70	69 1/2	69 1/2	69	69	68 1/2					
4	979											
	Penalty											
	Maneuver Score	0	1/2	0	0	0	0	0	1/2	0	71	
	Totals	70	70 1/2	70 1/2	70 1/2	70 1/2	70 1/2					
5	201											
	Penalty											
	Maneuver Score	-1/2	0	0	-2	-1	-1/2	0	0	0	66	
	Totals	69 1/2	69 1/2	69 1/2	67 1/2	66 1/2	66					
6	1578											
	Penalty					3						
	Maneuver Score	0	+1	+1	-2	-1	0	1/2	0	0	66 1/2	
	Totals	70	71	72	70	66	66					
7	254											
	Penalty											
	Maneuver Score	0	0	+1	+1	0	1/2	1/2	0	0	73	
	Totals	70	70	71	72	72	72 1/2					
8												
	Penalty											
	Maneuver Score											
	Totals											
9												
	Penalty											
	Maneuver Score											
	Totals											

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Judges Signature





# YEDA Official Score Sheet – Diamond Pattern 4

Updated 2020

CLASS # 28  
SR Diamond ~~Pattern~~  
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.

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Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Walk	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back					
1	1517											
	Penalty											
	Maneuver Score	0	0	0	0	0	0	0	0	0	70	
	Totals	70	70	70	70	70	70	70				
2	154											
	Penalty											
	Maneuver Score	0	0	+1	0	-1	0		+1	0	71	* ←
	Totals	70	70	71	71	70	70					
3	672											
	Penalty			3								
	Maneuver Score	0	0	-2	0	-1	0		1/2	0	64 1/2	
	Totals	70	70	65	65	64	64					
4	479											
	Penalty											
	Maneuver Score	0	0	0	-1	-1	0		0	0	68	* ←
	Totals	70	70	70	69	68	68					
5	188											
	Penalty											
	Maneuver Score	0	0	-1/2	-1/2	-1	0		0	0	68	
	Totals	70	70	69 1/2	69	68	68					
6	682											
	Penalty											
	Maneuver Score	0	0	0	0	+1/2	0		1/2	0	71	
	Totals	70	70	70	70	70 1/2	70 1/2					
7	490											
	Penalty											
	Maneuver Score	0	0	+1/2	0	-2	0		0	0	62 1/2	
	Totals	70	70	70 1/2	70 1/2	62 1/2	62 1/2					
8												
	Penalty											
	Maneuver Score											
	Totals											
9												
	Penalty											
	Maneuver Score											
	Totals											

Judges Signature

**YEDA Official Score Sheet – Topaz EWD Pattern 3 & 4**  
 Updated 2020

Class #3  
 EWP Topaz

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 roman
- 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	Stop Back	Ext. Walk	Jog	Stop	F & E	HDD	Total	Comments
		1-2	3	4	5	6				
1	Penalty									
	Maneuver Score	0	+1/2	0	+1/2	0	0	0	71	
	Totals	70	70 1/2	70 1/2	71	71				
2	Penalty									
	Maneuver Score	0	-1/2	0	0	0	0	0	69 1/2	
	Totals	70	69 1/2	69 1/2	69 1/2	69 1/2				
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									

Judges Signature

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

- Break of gait 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 O RL	X Jog	Jog	Stop	Stop				
1	278											
	Penalty											
	Maneuver Score	0	0	-1/2	-1	0	0	0	0	0	68 1/2	
	Totals	70	70	69 1/2	68 1/2	68 1/2	68 1/2					
2	760											
	Penalty											
	Maneuver Score	-1/2	-1	-1/2	-1	-1/2	0	0	0	0	62 1/2	didn't walk past A
	Totals	69 1/2	68 1/2	65	64	62 1/2	62 1/2					
3	111											
	Penalty											
	Maneuver Score	0	+1/2	-2	0	-1/2	-1/2	0	0	0	66 1/2	
	Totals	70	70 1/2	68 1/2	68 1/2	67	66 1/2					
4	1268											
	Penalty											
	Maneuver Score	0	0	+1/2	+1/2	0	0	0	0	0	71	
	Totals	70	70	70 1/2	71	71	71					
5	178											
	Penalty											
	Maneuver Score	-1	-1/2	0	+1/2	0	0	0	0	0	69	
	Totals	69	68 1/2	68 1/2	69	69	69					
6	545											
	Penalty											
	Maneuver Score	-1/2	0	-2	0	0	0	0	0	0	67 1/2	
	Totals	69 1/2	69 1/2	67 1/2	67 1/2	67 1/2	67 1/2					
7												
	Penalty											
	Maneuver Score											
	Totals											
8												
	Penalty											
	Maneuver Score											
	Totals											
9												
	Penalty											
	Maneuver Score											
	Totals											

*EM*

Judges Signature



# YEDA Official Score Sheet – Amber EWD Pattern 3 & 4

Updated 2020

(Case # 3015  
EWD Amber pattern)

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	Stop Back	Extend Walk	Reg Walk	Stop	F & E	HDD	Total	Comments
1	Penalty									
	Maneuver Score	0	0	0	+1/2	+1/2	0	0	71	
	Totals	70	70	70	70 1/2	71				
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									

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 Judges Signature

**YEDA Official Score Sheet – Opal / Pearl Pattern 4**  
Updated 2020

Class #31  
Elem pearl patt  
A

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	X-Jog	Jog	Stop Back				
1	1492									
	Penalty									*
	Maneuver Score	0	0	-1/2	0	-1/2	0	0	69	
	Totals	70	70	69 1/2	69 1/2	69				
2	1497									
	Penalty									
	Maneuver Score	0	0	-1	0	0	0	0	69	Shorten reins
	Totals	70	70	69	69	69				
3	1840									
	Penalty									
	Maneuver Score	0	0	-1	-1	0	0	0	68	
	Totals	70	70	69	68	68				
4	1431									
	Penalty									
	Maneuver Score	0	+1/2	+1/2	0	0	+1/2	0	72 1/2	
	Totals	70	70 1/2	72	72	72				
5	146									
	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	0	0	0	71 1/2	
	Totals	70	70 1/2	71	71 1/2	71 1/2				
6	1387									
	Penalty									
	Maneuver Score	0	0	0	-1/2	0	0	0	68 1/2	
	Totals	70	70	70	68 1/2	68 1/2				
7	1498									
	Penalty									
	Maneuver Score	0	-1	-1/2	-1/2	0	0	0	67	
	Totals	70	69	67 1/2	67	67				
8	434									
	Penalty		3							
	Maneuver Score	0	-1	+1/2	0	0	0	0	66 1/2	
	Totals	70	66	66 1/2	66 1/2	66 1/2				
9	694									
	Penalty		3							
	Maneuver Score	-1/2	-1/2	-1	0	0	0	0	65	
	Totals	69 1/2	66	65	65	65				

*[Signature]*

Judges Signature

**YEDA Official Score Sheet – Opal / Pearl Pattern 4**  
Updated 2020

(Class #32)  
Elem Pearl patt  
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.

\* \*2nd

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	1281									
	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	0	0	0	71 1/2	
	Totals	70	70 1/2	71	71 1/2	71 1/2				
2	1452									
	Penalty									
	Maneuver Score	0	0	0	0	0	+1/2	0	70 1/2	
	Totals	70	70	70	70	70				
3	665									
	Penalty					1				
	Maneuver Score	0	0	-1/2	-1	0	0	0	67 1/2	
	Totals	70	70	69 1/2	67 1/2	67 1/2				
4	182									
	Penalty		31	1						
	Maneuver Score	0	-1	-1	-1	-1	+1/2	0	61 1/2	
	Totals	70	65	63	62	61				
5	324									
	Penalty									
	Maneuver Score	0	0	-1/2	0	0	0	0	69 1/2	
	Totals	70	70	69 1/2	69 1/2	69 1/2				
6	708									
	Penalty									
	Maneuver Score	0	0	-1	0	0	0	0	69	
	Totals	70	70	69	69	69				
7	1287									
	Penalty									
	Maneuver Score	0	-1/2	-1/2	0	0	0	0	69	
	Totals	70	69 1/2	69	69	69				
8	1434									
	Penalty									
	Maneuver Score	0	-1/2	-1/2	-1/2	0	0	0	67 1/2	
	Totals	70	69 1/2	69	67 1/2	67 1/2				
9	1609									
	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1/2	0	72	
	Totals	70	70 1/2	71	71 1/2	71 1/2				

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Judges Signature

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

**Minor Faults (-1 point)**

- 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	Jog	Stop Back	Lope RL	Stop	F & E	HDD	Total	Comments
1	Penalty									
	Maneuver Score	0	-1/2	0	0	0	+1/2	0	70	
	Totals	70	69 1/2	69 1/2	69 1/2	69 1/2				
2	Penalty									*2nd
	Maneuver Score	0	-1/2	0	-1	-1/2	0	0	68	
	Totals	70	69 1/2	69 1/2	68 1/2	68				
3	Penalty									
	Maneuver Score	0	0	0	-2	0	0	0	68	
	Totals	70	70	70	68	68				
4	Penalty									
	Maneuver Score	0	-1	0	0	-1/2	0	0	68 1/2	
	Totals	70	69	69	69	68 1/2				
5	Penalty									*1st
	Maneuver Score	0	-1	0	-1/2	-1/2	0	0	68	
	Totals	70	69	69	68 1/2	68				
6	Penalty									
	Maneuver Score	0	0	0	+1	0	0	0	71	
	Totals	70	70	70	71	71				
7	Penalty									
	Maneuver Score	0	-1	-1/2	-2	0	0	0	66 1/2	
	Totals	70	69	68 1/2	66 1/2	66 1/2				
8	Penalty									
	Maneuver Score	-1/2	0	0	-1/2	-1/2	0	0	67 1/2	
	Totals	69 1/2	69 1/2	69 1/2	68	67 1/2				
9	Penalty									*
	Maneuver Score	-1/2	-1	-1/2	-1	-1/2	0	0	66 1/2	
	Totals	69 1/2	68 1/2	68	67	66 1/2				

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Judges Signature

**YEDA Official Score Sheet – Emerald Pattern 4**  
 Updated 2020

(Case # 34)  
 JK Emerald Patt.

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

A

**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	Jog	Stop Back	Lope RL	Stop	F & E	HDD	Total	Comments
1	1197									
	Penalty				3					
	Maneuver Score	0	+1/2	+1/2	0	-1/2	0	0	67 1/2	
	Totals	70	70 1/2	71	68	67 1/2				
2	1225									
	Penalty									
	Maneuver Score	0	0	0	-1/2	-1	0	0	68 1/2	
	Totals	70	70	70	69 1/2	68 1/2				
3	852									
	Penalty									
	Maneuver Score	0	0	+1/2	-1/2	-1/2	0	0	69 1/2	
	Totals	70	70	70 1/2	70	69 1/2				
4	411									
	Penalty		1		3					
	Maneuver Score	0	-1	-1	-2	-1	0	0	58	loped on wrong lead
	Totals	70	68	67	59	58				
5	1089									
	Penalty									
	Maneuver Score	0	-1/2	0	-1	-1	+1/2	0	68	
	Totals	70	69 1/2	69 1/2	68 1/2	67 1/2				
6	1299									
	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	0	0	0	71 1/2	
	Totals	70	70 1/2	71	71 1/2	71 1/2				
7	1228									
	Penalty									
	Maneuver Score	0	0	0	0	-1/2	+1/2	0	70	
	Totals	70	70	70	70	69 1/2				
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

*[Signature]*

Judges Signature



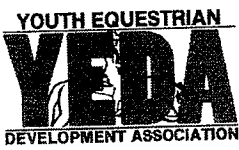
	Back #	Rider Comments	Overall Class Comments
1	434	good position, legs a little far back	
2	1452	legs a little far back	
3	1431	back a little too arched	
4	1609	get hands off of saddle, legs a little far back	
5	1540	sit back, pick hands up and bend elbows	
6	1497	good position just stay relaxed, broke @ jog	
7	1452	pick hands up, legs a little far back	
8	146	don't sit on back of saddle	
9	1434	good position, sit up @ jog (looks slouchy)	
10	1281	back is overarched, don't lean forward @ jog	
11			



Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	1498	legs too far forward, quiet upper body @ jog	
2	324	Overall good position, inconsistent jog, bring free hand up	
3	1387	relax upper body a bit, broke @ jog	
4	1287	don't overarch back (shoulders getting behind hips)	
5	665	bring hips more underneath self	
6	182	sit up a little more, don't lean forward @ jog	
7	708	good position, keep hands even	
8	694	shorten reins and get elbows closer to sides	
9	1492	don't let shoulders get behind hips	
10			
11			

  
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 Judges Signature



# YEDA Official Score Sheet – Emerald Pattern 4

Updated 2020

Class #37  
JR Emerald patt  
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 1/4 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	Lope RL	Stop				
		1-2	3	4	5	6				
1	234				3/OP		0	0	63 1/2	OP - wrong lead
	Penalty									
	Maneuver Score	0	-1/2	0	-3	0				
	Totals	70	69 1/2	69 1/2	63 1/2	63 1/2				
2	195						0	0	66	
	Penalty									
	Maneuver Score	0	0	-3	-1/2	-1/2				
	Totals	70	70	67	66 1/2	66				
3	349						0	0	63	
	Penalty		1							
	Maneuver Score	-1/2	-2	-1/2	-2	-1				
	Totals	69 1/2	66 1/2	66	64	63				
4	1480						0	0	68 1/2	
	Penalty									
	Maneuver Score	0	+1/2	0	-1	-1				
	Totals	70	70 1/2	70 1/2	69 1/2	68 1/2				
5	1699						+1/2	0	62 1/2	
	Penalty				33					
	Maneuver Score	0	0	0	-2	0				
	Totals	70	70	70	62	62				
6	608						0	0	64 1/2	
	Penalty									
	Maneuver Score	0	-3	-1	-1	-1/2				
	Totals	70	67	66	65	64 1/2				
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

*En*

Judges Signature

**YEDA Official Score Sheet – Emerald Pattern 4**  
 Updated 2020

Class # 38  
 JR Emerald patt  
 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	Walk 1-2	Jog 3	Stop Back 4	Lope RL 5	Stop 6	F & E	HDD	Total	Comments
1	478				3					
	Penalty									
	Maneuver Score	0	+1/2	0	-1	-1/2	0	0	66	
	Totals	70	70 1/2	70 1/2	66 1/2	66				
2	1152				3					
	Penalty									
	Maneuver Score	0	-3	-2	-2	-1/2	+1/2	+1/2	60 1/2	
	Totals	70	67	65	60	59 1/2				
3	1554									
	Penalty									
	Maneuver Score	0	-1/2	0	-1 1/2	0	0	0	68	
	Totals	70	69 1/2	69 1/2	68	68				
4	429									
	Penalty									
	Maneuver Score	-1/2	-1/2	-1/2	-2	-1/2	0	0	66	*
	Totals	69 1/2	69	68 1/2	66 1/2	66				
5	838									
	Penalty				3 (OP)					
	Maneuver Score	0	0	0	-3	-1	0	0	63	OP wrong lead
	Totals	70	70	70	64	63				
6	952									
	Penalty									
	Maneuver Score	0	-1	-1/2	0	-1/2	0	0	68	*
	Totals	70	69	68 1/2	68 1/2	68				
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

*[Signature]*

Judges Signature

**YEDA Official Score Sheet – Emerald Pattern 4**  
 Updated 2020

Class # 39  
 JR Emerald patt

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

0

**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 1-2	Jog 3	Stop Back 4	Lope RL 5	Stop 6	F & E	HDD	Total	Comments
1	1546									
	Penalty	1			33					OP-wrong lead
	Maneuver Score	-1/2	0	-1/2	-3	0	0	0	59	
	Totals	68 1/2	68 1/2	68	59	59				
2	1031									
	Penalty									
	Maneuver Score	0	0	0	0	0	+1/2	0	70 1/2	
	Totals	70	70	70	70	70				
3	272									
	Penalty									
	Maneuver Score	0	0	-1/2	-1/2	0	0	0	69	
	Totals	70	70	69 1/2	69	69				
4	1151									
	Penalty				33					OP-wrong lead
	Maneuver Score	0	+1/2	+1/2	-3	-1/2	0	0	58 1/2	
	Totals	70	70 1/2	71	59	58 1/2				
5	1161									
	Penalty				3					
	Maneuver Score	0	+1	0	0	0	0	0	68	
	Totals	70	71	71	68	68				
6	449									
	Penalty									*
	Maneuver Score	0	-1/2	0	0	-1/2	0	0	69	
	Totals	70	69 1/2	69 1/2	69 1/2	69				
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

*[Signature]*

Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	1301	relax elbows, overall good position	
2	457	lengthen stirrups, legs too far back	
3	947	straighten wrist on free hand	
4	426	pick hands up	
5	907	sit back (leaning forward a bit)	
6	289	don't overarch back, consistent ride	
7	1132	get elbows off sides (too tight/tense), shoulders behind hips a bit broke @ lope	
8	1522	sit back, pick hands up, bring elbows back to sides, broke @ lope	
9	174	relax upper body, don't overarch	
10			
11			

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 Judges Signature