

YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET

Class # / Split A

0	+1/2	0	71 1/2	
-1/2 07 1/2	+1/2	0	68	OP over spin
+1/2 71 1/2	+2	0	73 1/2	#
0	+1/2	0	68	tense - plan ahead
+1/2 72	2	0	74	
0	+1/2	0	73 1/2	more mobile @ times

3	644	PENALTY							
		SCORE	0	0	-1/2	0	0	+1/2	0
		Total			69 1/2			70	
4	1453	PENALTY		1/2					
		SCORE	0	-1/2	0	-1/2	0	0	-1/2
		Total		69		68 1/2			68
5	160	PENALTY							
		SCORE	0	+1/2	+1/2	0	+1/2	-1/2	0
		Total		70 1/2	71		71 1/2	71	
6	1517	PENALTY							
		SCORE	-1/2	-1	0	0	-1/2	-1/2	0
		Total	69 1/2	68 1/2			68	67 1/2	
7	717	PENALTY							
		SCORE	+1/2	+1/2	0	+1/2	0	0	0
		Total	70 1/2	71		71 1/2			
8	1019	PENALTY							
		SCORE	0	0	0	+1/2	+1/2	+1/2	+1/2
		Total				70 1/2	71	71 1/2	72

om -3 to +3 in 1/2 points increments and should be placed lower then other riders who stayed on pattern.

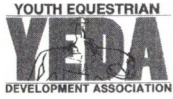
Circled penalties are deemed due to horse not rider and will not appear in the final score. Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments. Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored fr Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty

RE Diane S. [Signature]

JUDGES SIGNATURE

YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET

Class # 1A ~~Split B~~



Pg 2 of 2
Comments

EXHB #	MANEUVER DESCRIPTION	R Circles	4	L Circles	4	R Fig	RRB	LRB	Stop	Overall Ability	HDD	Penalties	Final Score	Comments
		OOo Stop	Spins Right	OOo Stop	Spins Left	8			Back					
	MANEUVER	1	2	3	4	5	6	7	8					
1	PENALTY		1/2											
	SCORE	-1/2	0	0	0	0	-1/2	-1/2	0	+1/2	0		68 1/2	
	Total	69 1/2	69					68 1/2	68					
2	PENALTY	1, 2, 1, 1, 1												
	SCORE	-1 1/2	0	-1/2	0	0	+1/2	0	0	+1/2	0		63	waten leads + transitions
	Total	62 1/2		62				62 1/2						
3	PENALTY	2												
	SCORE	-1/2	0	0	0	0	0	0	+1/2	+2	+1/2		70 1/2	
	Total	67 1/2							68					
4	PENALTY													
	SCORE													
	Total													
5	PENALTY													
	SCORE													
	Total													
6	PENALTY													
	SCORE													
	Total													
7	PENALTY													
	SCORE													
	Total													
8	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 then other riders who stayed on pattern.

JUDGES SIGNATURE

Duane Stutzman

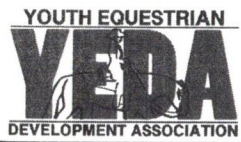
	Back #	Rider Comments	Overall Class Comments
1	1039	wrists broken	
2	807	lower legs too far back	
3	626	Tense in upper core, steady knees	
4	124	Relax palms, tense through lower leg	
5	1164	good balance + Score, watch leads	
6	543	confident, good self carriage	
7	1595	Relaxed, good form + style	
8			
9			
10			
11			

Duane Stutzman
 Judges Signature

YEDA Official Score Sheet – RAIL Class: #4 Senior Ruby Rail Horsemanship Split A

	Back #	Rider Comments	Overall Class Comments
1	1108	good alignment + connection	
2	11667	good depth in heel, steady upper core	
3	11673	very pleasant, good balance + scope. Effortless transitions	
4	267	more bend in knee	
5	968	constrained lower leg	
6	973	maintain posture, steady heels	
7	133	elastic, free arm tense	
8			
9			
10			
11			

Duane Stutzman
 Judges Signature



YEDA Official Score Sheet – RAIL Class: #5 Senior Ruby Rail Horsemanship Split B

Back #	Rider Comments	Overall Class Comments
1 216	good upper core, keep heels aligned at times	
2 1130	leaning forward, keep spine aligned	
3 954	confident + connected	
4 1340	good balance + depth in neck	
5 788	more bend in knee	
6 1472	leaning too far back, chest blocked	
7		
8		
9		
10		
11		

Duane Stutzman

Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern #4

Class # 6 Junior

630
311
840
1014
1220
351

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.

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

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

Entry #	Maneuver Description	Trot Serpentine	Lope L L 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					
1 311	Penalty													
	Maneuver Score	+1/2	+1/2	+1/2	0	0	0	0	-1/2		+1/2	0	71 1/2	
	Totals	70 1/2	71	71 1/2					71					
2 1220	Penalty													
	Maneuver Score	0	0	-1	0	-1/2	-1/2	0	0		+1/2	0	68 1/2	watch slope of circles.
	Totals			69		68 1/2	68							
3 1014	Penalty													
	Maneuver Score	0	+1/2	0	-1/2	-1/2	0	0	-1		+1/2	0	69	more back.
	Totals		70 1/2		70	69 1/2			68 1/2					
4 840	Penalty													
	Maneuver Score	0	+1/2	+1/2	0	-1/2	-1/2	0	+1/2		+1/2	0	71	ease pace
	Totals		70 1/2	71		69 1/2	69		69 1/2					
5 351	Penalty													
	Maneuver Score	+1/2	-1/2	0	0	-1/2	-1	-1/2	-1/2		+1/2	0	68	
	Totals	70 1/2	70			69 1/2	68 1/2	68	67 1/2					
6 633	Penalty													
	Maneuver Score	0	0	+1/2	+1/2	0	0	0	0		+1	0	72	
	Totals			70 1/2	71									
7	Penalty													
	Maneuver Score													
	Totals													
8	Penalty													
	Maneuver Score													
	Totals													

Duane Stutzman
Judges Signature

Back #	Rider Comments	Overall Class Comments
1 584	good form + style	Bold confident riders!
2 11613	tense in upper core, align heels w/ upper body	
3 1468	Steady lower leg, sit deep + □	
4 1096	legs too long. more bend in knee	
5 1132	Strong upper core, bring heels back	
6 907	Square + relaxed in saddle	
7 1364	Watch heels, slightly perched in saddle	
8 814	Steady free arm	
9 947	good carriage + balance	
10		
11		

Duane Stutzman
 Judges Signature

YEDA Official Score Sheet – Diamond Pattern 4

Updated 2020

Class #8 Split A

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

pg 1 of 2
 717
 1019
 1644
 160

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.

1517
 154
 557
 725
 OP
 682
 453

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back					
1 557	Penalty											
	Maneuver Score	0	-1/2	0	-1	-1/2	0	+1	0	68	more bend in knee	
	Totals		69 1/2		68 1/2	67						
2 682	Penalty											
	Maneuver Score	0	0	0	+1/2	0	0	+1/2	0	71	OP no LL	
	Totals				70 1/2							
3 1691	Penalty											
	Maneuver Score	0	+1/2	+1	-1/2	0	0	+1	0	72	watch upper transitions	
	Totals		70 1/2	71 1/2	71							
4 160	Penalty											
	Maneuver Score	0	+1	+1	0	+1	+1	+2	0	76		
	Totals		71	72		73	74					
5 725	Penalty											
	Maneuver Score	+1/2	-1/2	0	+1/2	-1/2	0	+1	0	64	watch counter center	
	Totals	70 1/2	70		70 1/2	69						
6 1517	Penalty											
	Maneuver Score	0	0	0	-1/2	0	-1/2	+1/2	0	70 1/2	Don't over think transitions	
	Totals				69 1/2		69					
7 1453	Penalty											
	Maneuver Score	0	0	-1/2	-3	-1/2	-1/2	+1/2	0	66	OP - excessive backing lower hand in turns	
	Totals			69 1/2	66 1/2	66	65 1/2					
8 154	Penalty											
	Maneuver Score	+1/2	-1/2	-1/2	0	+1/2	+1/2	+1	0	76 1/2	Tense	
	Totals	70 1/2	69	68 1/2		69	69 1/2					
9 644	Penalty											
	Maneuver Score	+1	+1	+1	0	+1	+1 1/2	2 1/2	0	78		
	Totals	71	72	73		74	75 1/2					

Duane Stutzman
 Judges Signature

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 ¼
- 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	Maneuvers							F & E	HDD	Total	Comments
		Walk	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back					
1	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1	0	+2	0	77	Watch pace	
	Totals	71	72	73	74	75						
2	Penalty											
	Maneuver Score	0	0	+1/2	r1	+1	+1/2	+2	+1 1/2	76 1/2	good job working through tough horse	
	Totals			70 1/2	71 1/2	72 1/2	73					
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											

Duane Stutzman
 Judges Signature

YEDA Official Score Sheet – Ruby Pattern 4

Updated 2020

Class #9 Junior

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

543

124

807

1039

1664

626

1595

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ¼
- 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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Jog	X-Jog					
1	124										
	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2		+2	0	75	Brilliant seat
	Totals	70 1/2	71	71 1/2		73					
2	626										
	Penalty										
	Maneuver Score	0	0	-1/2	0	-1/2		+1/2	0	69 1/2	maintain alignment more extension
	Totals			69 1/2		69					
3	807										
	Penalty										
	Maneuver Score	0	+1/2	+1	+1	+1/2		+1 1/2	0	74 1/2	Confident
	Totals		70 1/2	71 1/2	72 1/2	73					
4	1595										
	Penalty										
	Maneuver Score	0	0	-1/2	-1/2	0		+1/2	0	67 1/2	ease transitions down
	Totals			69 1/2	67						
5	543										
	Penalty										
	Maneuver Score	+1	+1	+1/2	+1	+1/2		+2	0	76	Nice picture
	Totals	71	72	72 1/2	73 1/2	74					
6	1039										
	Penalty										
	Maneuver Score	0	0	0	+1/2	0		+1/2	0	72	Tense through elbows
	Totals				70 1/2						
7	1664										
	Penalty										
	Maneuver Score	0	0	0	+1/2	0		+1	0	71 1/2	Blocked in shoulders @ times
	Totals				70 1/2						
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										
	Maneuver Score										
	Totals										

Duane Stutzman
 Judge's Signature

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

1340
 216
 954
 1108
 973

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
- 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.

133

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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Jog	X-Jog					
1	Penalty										Over flexed ⁽²⁾ times in back
	Maneuver Score	0	0	0	0	-1/2		+1	0	70 1/2	
	Totals					69 1/2					
2	Penalty				1						maintain forward momentum
	Maneuver Score	0	0	+1/2	-1/2	-1		+1	0	69	
	Totals			70 1/2	69	68					
3	Penalty										even tapered connection
	Maneuver Score	0	+1/2	+1	+1	+2		+2	0	76 1/2	
	Totals		70 1/2	71 1/2	72 1/2	74 1/2					
4	Penalty										Relax palms
	Maneuver Score	0	0	0	+1/2	+1/2		+1 1/2	0	73 1/2	
	Totals				70 1/2	72					
5	Penalty										Bring leg back nice upper cone
	Maneuver Score	+1	+1	+1	+1/2	+1/2		2	0	76	
	Totals	71	72	73	73 1/2	74 1/2					
6	Penalty										
	Maneuver Score	0	0	+1/2	0	0		+1 1/2	0	72	
	Totals			70 1/2							
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Duane Stutzman
 Judges Signature

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

968
 788
 1130
 1472
 1662

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.

96
 267

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Jog	X-Jog					
1	Penalty										
	Maneuver Score	0	0	-1/2	0	0		+1	0	70 1/2	more bend in knee - shorten stirrup
	Totals			69 1/2							
2	Penalty	0	0	3	1						
	Maneuver Score	0	0	-3	-1	-1		+1/2	0	61 1/2	op wrong side of cone good job riding through
	Totals			64	62	61					Sept
3	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	0		+1	0	72	Strengthen core in chest + forearm.
	Totals			70 1/2	71						
4	Penalty										
	Maneuver Score	+1	+1	+1	+1/2	+1		+2	0	76 1/2	Confident + connected good job
	Totals	71	72	73	73 1/2	74 1/2					
5	Penalty										
	Maneuver Score	0	0	+1/2	0	0		+1	0	71 1/2	Strengthen arms + elbows
	Totals			70 1/2							
6	Penalty										
	Maneuver Score	+1/2	+1/2	0	0	+1		+1/2	0	73 1/2	watch extended
	Totals	70 1/2	71			72					
7	Penalty										
	Maneuver Score	+1	+1	0	+1/2	+1/2		+2	0	75	elastic form + position
	Totals	71	72		72 1/2	73					
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Duane Stutzman

Judges Signature

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 ¼
- 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.

947
584
1096
1468
814
1132
1132
907

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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop				
1	Penalty									907 op wrong side of cone.
	Maneuver Score	0	0	0	0	0	+1	0	71	
	Totals									
2	Penalty									1468 ease transitions down
	Maneuver Score	+1/2	0	0	+1/2	-1/2	+1/2	0	72	
	Totals	70 1/2			71	70 1/2				
3	Penalty									1096 watch face
	Maneuver Score	0	0	+1/2	+1/2	0	+1/2	0	72 1/2	
	Totals			70 1/2	71					
4	Penalty									947 good shape + balance
	Maneuver Score	+1/2	+1	+1/2	+1	+1	+2	0	76	
	Totals	70 1/2	71 1/2	72	73	74				
5	Penalty									1132 watch transitions down
	Maneuver Score	+1/2	0	-1	-2	0	+1/2	0	69	
	Totals	70 1/2		69 1/2	67 1/2					
6	Penalty									814 steady upper core
	Maneuver Score	0	+1/2	0	0	0	+1	0	71 1/2	
	Totals		70 1/2							
7	Penalty				3					1132 transitions keep horse going
	Maneuver Score	0	+1/2	0	-2	0	+1	0	66 1/2	
	Totals		70 1/2		65 1/2					
8	Penalty									584 Relax palms
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1/2	0	73	
	Totals		70 1/2	71	71 1/2					
9	Penalty				3					1364
	Maneuver Score	+1	+1	+1/2	-1/2	-1/2	+2 1/2	+2	73 1/2	
	Totals	71	72	72 1/2	69	68 1/2				

Duane Stutzman
 Judges Signature (Judge B)



YEDA Official Score Sheet – Sapphire/Alumni Pattern 4 Class # 13 Junior

Updated 2020

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

840
633
1014
311
1220
351

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ¼
- 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.

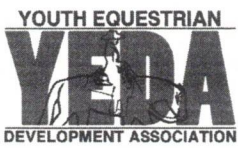
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

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	Maneuvers							F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Lope O RL 4	X Jog 5	Jog 6	Stop 7					
1	Penalty											tense pian ahead
	Maneuver Score	0	0	-1/2	-1/2	0	0	+1	0	70		
	Totals			69 1/2	69							
2	Penalty						1					maintain fwd momentum
	Maneuver Score	+1	0	+1/2	+1/2	0	+1/2	+2	0	73 1/2		
	Totals	71		71 1/2	72	71	71 1/2					
3	Penalty											watch stop.
	Maneuver Score	0	+1/2	+1/2	0	0	-1/2	+1 1/2	0	72		
	Totals		70 1/2	71			70 1/2					
4	Penalty											ease pace
	Maneuver Score	0	0	-1/2	+1/2	+1/2	0	+1	0	71 1/2		
	Totals			69 1/2	70	70 1/2						
5	Penalty											watch pace
	Maneuver Score	0	-1/2	0	0	+1/2	+1/2	+2	0	72 1/2		
	Totals		69 1/2			70	70 1/2					
6	Penalty											active but connected
	Maneuver Score	0	+1/2	+1	+1	+1	+1	+2 1/2	0	77		
	Totals		70 1/2	71 1/2	72 1/2	73 1/2	74 1/2					
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Duane Stutzman
Judges Signature



YEDA Official Score Sheet - Sapphire/Alumni Pattern 4

Class # 14 Senior Split A 390

Updated 2020

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

547
Hole 896
452
929
591
709

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

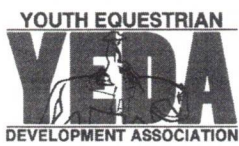
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	X Jog	Jog	Stop					
1	Penalty											452 Sit deep + Square
	Maneuver Score	0	0	0	+1/2	+1/2	+1/2	+1 1/2	0	73		
	Totals				70 1/2	71	71 1/2					
2	Penalty											547 good transitions
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+2	0	75 1/2		
	Totals	70 1/2	71	71 1/2	72 1/2	73	73 1/2					
3	Penalty											591 steady arms + elbows
	Maneuver Score	0	-1/2	0	-1/2	0	0	+1	0	70		
	Totals		69 1/2		69							
4	Penalty											896 ease transitions ↓
	Maneuver Score	+1/2	+1/2	0	+1	0	0	+2	0	74		
	Totals	70 1/2	71		72							
5	Penalty											929 Steady feet + heels - Hold lower leg still + quiet
	Maneuver Score	0	0	0	0	+1/2	0	1 1/2	0	72		
	Totals					70 1/2						
6	Penalty											390 Extraordinary form
	Maneuver Score	+1	+1	+2	+1 1/2	+1 1/2	+2	+3	0	82		
	Totals	71	72	74	75 1/2	77	79					
7	Penalty											709 leaning fwd - choppy stride @ times - tense through elbow
	Maneuver Score	0	-1/2	-1/2	0	0	0	+1/2	0	69 1/2		
	Totals		69 1/2	69								
8	Penalty											Hole keep eye on geometry
	Maneuver Score	0	0	+1/2	+1	+1	+1/2	+2	0	75		
	Totals			70 1/2	71 1/2	72 1/2	73					
9	Penalty											
	Maneuver Score											
	Totals											

Duane Stutzman
Judges Signature



YEDA Official Score Sheet - Sapphire/Alumni Pattern 4

Updated 2020

Class # 15 Senior Split B

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

1423
1064
1106

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.

766
502 - 342
372

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	X Jog	Jog	Stop	Stop				
1	Penalty											
	Maneuver Score	0	0	0	-1/2	-1/2	-1/2	+1/2	0	69		
	Totals											legs too far fwd Steady upper body
2	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	0	0	0	+1/2	0	73		
	Totals	70 1/2	71	71 1/2								Watch L circle
3	Penalty											
	Maneuver Score	+1	+1/2	0	+1	+1	+1	+2 1/2	0	77		
	Totals	71	71 1/2		72 1/2	73 1/2	74 1/2					Well prepared transitions
4	Penalty											
	Maneuver Score	0	0	+1/2	+1/2	+1	0	+2	0	74		
	Totals			70 1/2	71	72						Watch pace
5	Penalty											
	Maneuver Score	0	0	0	+1/2	+1/2	-1/2	+1 1/2	0	72		
	Totals				70 1/2	71	70 1/2					Watch step
6	Penalty											
	Maneuver Score	0	0	-1	-1/2	-1/2	-1/2	+1/2	0	68		
	Totals			69	68 1/2	68	67 1/2					work on geometry
7	Penalty											
	Maneuver Score	0	+1/2	0	0	-1	0	+1	0	69 1/2		
	Totals		70 1/2			68 1/2						keep chin □
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Duane Stutzman

Judges Signature



YEDA Official Score Sheet - Sapphire Alumni Pattern 4

Updated 2020

Class #16 Senior Split C

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

1135

389

446

1098

153

op 1399
671

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

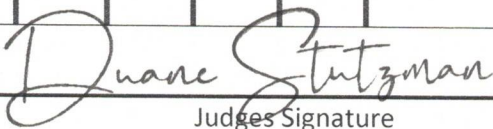
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	X Jog	Jog	Stop					
		1-2	3	4	5	6	7					
1	Penalty											good alignment watch trans.
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	0	73 1/2		
	Totals	70 1/2	71	71 1/2	72							
2	Penalty			3								Op - no RL perched fwd. tense elbows.
	Maneuver Score	-1/2	-1/2	-3	-1/2	0	0	+1/2	0	63		
	Totals	69 1/2	69	63	62 1/2							
3	Penalty											Work on extended
	Maneuver Score	+1/2	0	0	0	0	+1/2	+1	0	72		
	Totals	70 1/2					71					
4	Penalty											Stiff upper core
	Maneuver Score	0	-1/2	0	+1/2	0	0	+1	0	71		
	Totals		69 1/2		70							
5	Penalty											ease trans.
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+2	0	75 1/2		
	Totals	70 1/2	71	72	72 1/2	73	73 1/2					
6	Penalty											Work on trans.
	Maneuver Score	0	0	-1/2	0	0	0	+1	0	70 1/2		
	Totals			69 1/2								
7	Penalty											op - no jog
	Maneuver Score	+1	-3	+1/2	+1	+1/2	0	+2	0	72		
	Totals	71	68	68 1/2	69 1/2	70						
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											


 Duane Stutzman
 Judges Signature



YEDA Official Score Sheet – Topaz EWD Pattern 3 & 4

Class# 17

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Stop Back	Ext. Walk	Jog	Stop					
1	Penalty										Very pleasant
	Maneuver Score	11	+1/2	6	11	+1/2		2	0	75	
	Totals	71	71 1/2		71 1/2	73					
2	Penalty										
	Maneuver Score										
	Totals										
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Duane Stutzman

Judges Signature

Back #	Rider Comments	Overall Class Comments
1 .1431	Confident + connected keep chin <input type="checkbox"/>	
2 .1000	Good form + position. Steady palms	
3 1497	leaning fwd. steady + level arms ^{keep} heels ↓	
4 .1020	keep horse moving fwd. arms wide @ times.	
5 .1473	good alignment relax palms.	
6 .1649	less bend in knee	
7		
8		
9		
10		
11		

Duane Stutzman

 Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern #4

Class #19 Senior (Split A)

153
766
547

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.

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

342
389
896
1423
547

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

Entry #	Maneuver Description	Trot Serpentine	Lope L.L.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	Penalty							3						
	Maneuver Score	+1/2	+1	0	0	0	-1	-1	-1		+1	0	66 1/2	Rushing
	Totals	70 1/2	71 1/2					70 1/2	66 1/2	65 1/2				
2	Penalty													
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1/2	0	-1/2		+1	0	71 1/2	ease pace
	Totals		70 1/2	71	71 1/2			71		70 1/2				
3	Penalty													
	Maneuver Score	0	+1/2	+1	+1	+1/2	0	0	+1/2		+1/2	0	75	watch 2nd spins
	Totals		70 1/2	71 1/2	72 1/2	73				73 1/2				
4	Penalty													
	Maneuver Score	0	0	+1/2	0	-1/2	-1	0	+1/2		+1	0	70 1/2	watch upper transitions.
	Totals			70 1/2		70	69		69 1/2					
5	Penalty													
	Maneuver Score	+1/2	+1/2	+1/2	0	+1	+1	+1	+1		+2	0	77 1/2	Fluid
	Totals	70 1/2	71	71 1/2		72 1/2	73 1/2	74 1/2	75 1/2					
6	Penalty													
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1	+1/2	+1/2	+1/2		+2	0	77	
	Totals	70 1/2	71	72	72 1/2	73 1/2	74	74 1/2	75					
7	Penalty				3									
	Maneuver Score	0	0	-3	-1	+1/2	+1	+1/2	0		+1	0	66	watch LC ask earlier.
	Totals			67	63	63 1/2	64 1/2	65						
8	Penalty													
	Maneuver Score													
	Totals													

Duane Stutzman
Judges Signature



YEDA Official Score Sheet – RAIL Class: # ²⁰ **Elementary Pearl Rail
Horsemanship – Split B**

Back #	Rider Comments	Overall Class Comments
1 1483	keep horse moving fwd Sit deep + □ Steady free arm	
2 694	misaligned legs too far fwd, more henc knee keep chin □	
3 1551	leaning back @ times	
4 1168	perched fwd. tense through arms + elbows	
5 1695	Pleasant expression, keep elbows contained to core	
6 1219	good form + style Very attentive	
7		
8		
9		
10		
11		

Duane Stutzman
Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern #4

Class #21 Senior (Split B) *446*

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.

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

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

Entry #	Maneuver Description	Trot	Lope	Change	Lope RL	2 Spins	2 Spins	Lope	Stop	Penalties	Overall Ability	HDD	Final Score	Comments
		Serpentine	LL O	Leads	o Stop	L	R	RL	Back 5					
	Maneuver	1	2	3	4	5	6	7	8					
1 <i>709</i>	Penalty													
	Maneuver Score	0	-1/2	-1/2	-1	-1/2	-1/2	0	-1		+1	0	67	ease transitions.
	Totals		69 1/2	69	68	67 1/2	67		66					
2 <i>929</i>	Penalty													
	Maneuver Score	+1/2	0	0	+1/2	0	+1/2	0	0		+1/2	0	73	good fluid momentum
	Totals	70 1/2			71		71 1/2							
3 <i>591</i>	Penalty				3									
	Maneuver Score	+1/2	+1/2	+1/2	-1	-1	-1	-1	0		+1	0	65 1/2	Relax
	Totals	70 1/2	71	71 1/2	67 1/2	66 1/2	65 1/2	64 1/2						
4 <i>502</i>	Penalty													
	Maneuver Score	0	0	+1/2	+1/2	+1	+1/2	+1/2	+1		+2	0	76	good working hms.
	Totals			70 1/2	71	72	72 1/2	73	74					
5 <i>671</i>	Penalty													
	Maneuver Score	+1/2	+1/2	0	+1/2	0	-1/2	0	0		+1	0	72	Maintain momentum in turns
	Totals	70 1/2	71		71 1/2		71							
6 <i>1098</i>	Penalty													
	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1/2	0	0		2 1/2	0	74 1/2	Drifting away from center line
	Totals			70 1/2	71	71 1/2	72							
7 <i>446</i>	Penalty													
	Maneuver Score	0	+1/2	+1	0	+1	+1/2	+1	+1		2	0	78	Well prepared
	Totals		70 1/2	71 1/2		72 1/2	74	75	76					
8 <i>1135</i>	Penalty													
	Maneuver Score	0	+1/2	-1	0	+1/2	+1/2	0	0		+1/2	0	71	op - out of order maneuvers.
	Totals		70 1/2	69 1/2	70	70 1/2								

Duane Stutzman
Judges Signature

446
502
1098
929

671

709

591
929



**YEDA Official Score Sheet – RAIL Class: #²² Elementary Pearl Rail
Horsemanship – Split C**

Back #	Rider Comments	Overall Class Comments
1 726	Steady elbows + shoulders	
2 1596	Falling back @ times, Steady free arm	
3 1514	Keep arms balanced, wrists broken @ times	
4 296	confident + connected good scope + balance	
5 1452	elbows too far back, Steady arms	
6 1508	Steady, good self carriage	
7		
8		
9		
10		
11		

Duane Stutzman
Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern #4

Class # **23** Senior (Split C)

266
1064
452

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.

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

1399

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

390
372
1106

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

Entry #	Maneuver Description Maneuver	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 1399	Penalty													
	Maneuver Score	0	+1	+1	+1/2	-1	-1/2	0	-1/2		+1	0	70 1/2	Drifting turns
	Totals		71	72	72 1/2	71 1/2	70		69 1/2					
2 372	Penalty				3									
	Maneuver Score	+1/2	+1/2	+1/2	-1/2	-1/2	-1/2	0	-1		+1	0	67	more back
	Totals	70 1/2	71	71 1/2	68	67 1/2	67		66					
3 266	Penalty													
	Maneuver Score	+1/2	+1/2	+1	+1	+1	+1/2	+1/2	+1		+2	0	78	good working hms.
	Totals	70 1/2	71	72	73	74	74 1/2	75	76					
4 452	Penalty													
	Maneuver Score	+1/2	+1/2	+1/2	0	0	-1	0	+1/2		+1/2	0	72 1/2	watch turns more leg @ times
	Totals	70 1/2	71	71 1/2			70 1/2		71					
5 1106	Penalty		3											
	Maneuver Score	-2	-2	-1	0	-1/2	0	0	-1		+1/2	0	61	watch leads + trans.
	Totals	68	63	62		61 1/2			60 1/2					
6 390	Penalty													
	Maneuver Score	+1/2	-1/2	-2	-1/2	+1/2	+1/2	0	0		+1/2	0	68	Watch LC.
	Totals	70 1/2	70	68	67 1/2	68	67 1/2							
7 1064	Penalty													
	Maneuver Score	0	+1/2	+1/2	0	0	+1/2	0	+1/2		+2	0	74	
	Totals		70 1/2	71			71 1/2		72					
8	Penalty													
	Maneuver Score													
	Totals													

Duane Stutzman
Judges Signature



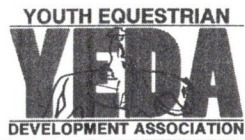
YEDA Official Score Sheet – RAIL Class: # ²⁴ Junior Opal Rail Horsemanship Split A

Back #	Rider Comments	Overall Class Comments
1 1487	Good form + style well aligned + connected	
2 1512	Sit deep + □, keep chin □, balance arms	
3 1407	Tense in upper core, Relax palms	
4 1490	keep spine erect, arms wider @ times	
5 1583	More depth in heel	
6 1430	leaning fwd @ times	
7 329	good alignment + balance	
8		
9		
10		
11		

Duane Stutzman
Judges Signature

Back #	Rider Comments	Overall Class Comments
1 409	Tense through shoulder + spine	
2 1155	elbows wide, bring heels back misaligned watch leads	
3 608	good balance + alignment, confident + connected	
4 1228	align heels w/ upper cores	
5 1151	Tense through elbows + palms, keep chin <input type="checkbox"/> , keep horse going	
6 215	good self carriage + position Free arm Slightly tense watch transitions in + out of loop	
7 1051	Slightly more bend in knee falls fwd @ times	
8		
9		
10		
11		

Duane Stutzman
 Judges Signature



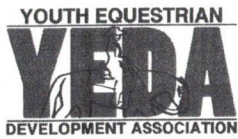
YEDA Official Score Sheet – RAIL Class: # ²⁶ Junior Opal Rail Horsemanship Split B

Back #	Rider Comments	Overall Class Comments
1 1543	Falling fwd, steady free arm. keep knees closed	
2 567	confident + aligned, watch pace of gaits - more fwd @ times.	
3 1126	Strong upper core, bring heels fwd slightly	
4 1449	stirrups too long - more bend in knee, Chest is blocked tense in shoulders	
5 139	arms wide, align heels	
6 1687	good balance + connection	
7		
8		
9		
10		
11		

Duane Stutzman
Judges Signature

Back #	Rider Comments	Overall Class Comments
1 349	Shoulders braced	-
2 1448	Work on X-Jog (brake), falls fwd @ times	-
3 1428	good balance, form + connect ion	-
4 952	Watch free arm	-
5 883	Steady upper core, palms + elbows tense	-
6 1480	Fixed reins - 2 hands	-
7 894	good connection, tense in upper core @ times relax free arm slightly	-
8		
9		
10		
11		

Duane Stutzman
 Judges Signature



YEDA Official Score Sheet – RAIL Class: # 28 Senior Opal Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 1732	Bring heels back + align w/ upper core	
2 629	arms wide @ times, keep knees closed	
3 855	more bend in knee, shorten stirrup a notch less bend in elbow steady shoulders, keep heels down	
4 1501	good self carriage, relax free arm	
5 1557	well aligned + connected to horses. good job riding through horse! - not phased + controlled - keep L elbow closed	
6 688	good scope + balance well aligned + connected	
7 1685	upright tense in knees + palms more depth to heel needed - 2nd way - pulled self together - much better	
8		
9		
10		
11		

Duane Stutzman
Judges Signature

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

894
 1428

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 3/4 to 3/4
- 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.

1151
 409
 1051
 1155
 349

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Stop Back 4	Lope RL 5	Stop 6				
1 894	Penalty									Solid transitions
	Maneuver Score	0	+1/2	+1/2	+1	+1/2	+1/2	0	74	
	Totals		70 1/2	71	72	72 1/2				
2 1051	Penalty									Look up + fwd work on stop/transitions
	Maneuver Score	0	0	-1	-1/2	-1	+1/2	0	68	
	Totals			69	68 1/2	67 1/2				
3 1428	Penalty									Watch backing abrupt stop
	Maneuver Score	+1	+1	0	-1/2	0	+2	0	73 1/2	
	Totals	71	72		71 1/2					
4 349	Penalty									op no step.
	Maneuver Score	0	0	0	0	-1	+1/2	0	70 1/2	
	Totals					69				
5 1155	Penalty		1, 1, 1		3					keep horse moving fwd
	Maneuver Score	0	-2	0	-1	0	+1/2	0	61 1/2	
	Totals		65		61					
6 1151	Penalty									Watch depth to cones
	Maneuver Score	+1/2	0	-1/2	+1/2	0	+1	0	71 1/2	
	Totals	70 1/2		70	70 1/2					
7 409	Penalty									Tense
	Maneuver Score	0	-1/2	-1/2	0	0	+1	0	70	
	Totals		69 1/2	69						
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Duane Stutzman
 Judges Signature

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 ¼
- 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.

1480
 608
 883
 952
 215
 1448-1228

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop				
1	Penalty									Ball of foot more in stirrup instead of toe
	Maneuver Score	+1/2	+1	+1	+1/2	+1/2	+1/2	0	75	
	Totals	70 1/2	71 1/2	72 1/2	73	73 1/2				
2	Penalty									watch depth to cone D
	Maneuver Score	0	+1/2	-1/2	0	-1 1/2	+1	0	69 1/2	
	Totals		70 1/2	70		68 1/2				
3	Penalty									Steady upper core
	Maneuver Score	+1/2	0	0	0	-1/2	+1	0	71	
	Totals	70 1/2				70				
4	Penalty	1	1							Braced
	Maneuver Score	-1	-1/2	-1/2	-1/2	-1	+1/2	0	63	
	Totals	68	65 1/2	65	63 1/2	62 1/2				
5	Penalty		1							watch cones
	Maneuver Score	+1/2	-1/2	-1	0	-1/2	+1	0	68 1/2	
	Totals	70 1/2	69	68		67 1/2				
6	Penalty		1							keep horse going!
	Maneuver Score	+1/2	-1/2	+1/2	+1/2	+1/2	1 1/2	0	72	
	Totals	70 1/2	69	69 1/2		70 1/2				
7	Penalty									Falling fwd keep spine erect
	Maneuver Score	0	-1/2	-1	-1/2	-1	+1/2	0	67 1/2	
	Totals		69 1/2	68 1/2	68	67				
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Duane Stutzman
 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.

1126
 329
 1583
 1449
 1512 — 1430
 567

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	Penalty		1		1					use markers to advantage.
	Maneuver Score	0	-1/2	-1/2	-1	0	+1/2	0	66 1/2	
	Totals		68 1/2	68	66					
2	Penalty									
	Maneuver Score	+1/2	+1 1/2	+2	+1	+1/2	+2	0	77 1/2	
	Totals	70 1/2	72	74	75	75 1/2				
3	Penalty									op-no jog
	Maneuver Score	0	-2	-1 1/2	0	0	+1/2	0	67	
	Totals		68	66 1/2						
4	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1	+1/2	+2	+1 1/2	76	
	Totals		70 1/2	71	72	72 1/2				
5	Penalty									Tense elbows arms
	Maneuver Score	0	0	-1/2	0	-1	+1/2	0	69	
	Totals			69 1/2		68 1/2				
6	Penalty									keep elbows closed
	Maneuver Score	+1	+1	+1/2	+1/2	0	+2	0	75	
	Totals	71	72	72 1/2	73					
7	Penalty		1							Sit deep + 1 steady upper core
	Maneuver Score	0	-1/2	0	0	-1/2	+1/2	0	68 1/2	
	Totals		68 1/2			68				
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Duane Stutzman
 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 1/8 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.

1543
1687
487
1402
1440
139

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
		1	2	3	4	5				
1	Penalty									
	Maneuver Score	+1/2	+1/2	0	-1/2	0	+1	0	71 1/2	Watch depth to cones
	Totals	70 1/2	71		70 1/2					
2	Penalty									
	Maneuver Score	+1	+1/2	-1/2	-1/2	-1/2	+1/2	0	70 1/2	Confident! align heads
	Totals	71	71 1/2	71	70 1/2	70				
3	Penalty									
	Maneuver Score	0	0	+1/2	-1/2	-1	+1/2	0	69 1/2	keep chin □
	Totals			70 1/2	70	69				
4	Penalty									
	Maneuver Score	0	0	0	0	+1/2	+1/2	0	72	shankers blocked @ times
	Totals					70 1/2				
5	Penalty									
	Maneuver Score	0	+1/2	0	-1/2	-1	+1/2	0	68 1/2	backed crushed
	Totals		70 1/2		69	68				
6	Penalty									
	Maneuver Score	0	0	0	-1	0	+1	0	68	good form, keep horse going
	Totals				67					
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Duane Stutzman

Judges Signature

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

1232
 688
 1557
 1501
 855
 1685
 629

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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	Penalty									
688	Maneuver Score	+1	+1	+1	+1/2	+1	+2	0	76 1/2	Confident + collected!
	Totals	71	72	73	73 1/2	74 1/2				
2	Penalty									
1232	Maneuver Score	+1/2	+1	+1	+1/2	+1/2	+2 1/2	0	77	Much better alignment + improvement than rail
	Totals	70 1/2	71 1/2	72 1/2	73	74 1/2				
3	Penalty				1					
855	Maneuver Score	0	0	+1/2	-1/2	0	+1	0	70	Watch transitions
	Totals			70 1/2	69					
4	Penalty				1					
1685	Maneuver Score	0	0	+1/2	-1/2	0	+1/2	0	69 1/2	Steady upper core + arms
	Totals			70 1/2	69					
5	Penalty									
1501	Maneuver Score	0	0	-1/2	+1/2	+1/2	+1	0	71 1/2	Relax palms
	Totals			69 1/2		70 1/2				
6	Penalty									
1557	Maneuver Score	0	+1	+1	+1/2	0	+1 1/2	0	74	Plan ahead
	Totals		71	72	72 1/2					
7	Penalty				1					
629	Maneuver Score	0	0	-1/2	-1	0	+1/2	0	68	Keep horse moving
	Totals			69 1/2	67 1/2					
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Duane Stutzman
 Judges Signature

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

1219

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.

1473

1060

168

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

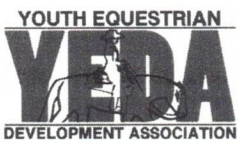
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

cp-1551
694

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	Penalty		1							Backed crooked
	Maneuver Score	0	-1/2	0	-1/2	-1	+1	0	68	
	Totals		68 1/2		68	67				
2	Penalty									Falling backward
	Maneuver Score	0	0	-1/2	-1/2	0	+1/2	0	69 1/2	
	Totals			69 1/2	69					
3	Penalty									Fluid + correct!
	Maneuver Score	0	+1/2	+1	+1	0	+2	0	74 1/2	
	Totals		70 1/2	71 1/2	72 1/2					
4	Penalty									Arms high + wide @ times
	Maneuver Score	0	0	0	-1/2	-1/2	+1	0	70	
	Totals				69 1/2	69				
5	Penalty									cp-no jog steady arms when backing
	Maneuver Score	0	0	+1/2	0	-1/2	+1/2	0	70 1/2	
	Totals			70 1/2		70				
6	Penalty									cp-no jog very nice seat
	Maneuver Score	0	0	+1/2	0	-1	+1/2	0	71	
	Totals			70 1/2		69 1/2				
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Duane Stutzman

Judges Signature



YEDA Official Score Sheet - Opal / Pearl Pattern 4

Updated 2020

Class #35 Elementary
Split B

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

1649
1514
1452
1508

Minor Faults (-1 point)

- Break of 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.

op
1596
726

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	Penalty									
	Maneuver Score	0	0	+1/2	0	0	+1	0	71 1/2	good form arms & some.
	Totals			70 1/2						
2	Penalty									
	Maneuver Score	0	0	-1/2	0	+1/2	+1	0	71	op-codded back
	Totals			69 1/2		70				
3	Penalty									
	Maneuver Score	0	+1	+1	+1/2	0	+2	0	74 1/2	good alignment
	Totals		71	72	72 1/2					
4	Penalty									
	Maneuver Score	0	0	0	0	+1/2	+1/2	0	72	Steady elbows
	Totals					70 1/2				
5	Penalty									
	Maneuver Score	0	-1/2	-1/2	0	-3	0	0	66	op-codded back more bend in knee
	Totals		69 1/2	69		66				
6	Penalty									
	Maneuver Score	0	0	0	0	0	+1/2	0	70 1/2	Steady free arm
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Duane Stutzman

Judges Signature

Updated 2020

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

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 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.

1500
1695
1431

296
1497
1483

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	Penalty									
1431	Maneuver Score	0	0	0	0	0	+1	0	71	Steady arms, wide @ times
	Totals									
2	Penalty									
1000	Maneuver Score	0	+1/2	+1/2	0	-1/2	+1/2	0	72	keep chin □
	Totals			71		70 1/2				
3	Penalty									
1695	Maneuver Score	0	+1/2	0	-1/2	+1/2	+2	0	71 1/2	Keep fwd momentum
	Totals		70 1/2		69	68 1/2				
4	Penalty									
296	Maneuver Score	0	0	-1/2	1,1	-1/2	+1/2	0	65 1/2	Steady arms + elbows
	Totals			69 1/2	65 1/2	65				
5	Penalty									
1497	Maneuver Score	0	-1/2	-1/2	0	-1	0	0	68	op-wrong side of cone #2
	Totals		68 1/2	69		68				
6	Penalty									
1483	Maneuver Score	0	-1/2	-1/2	1,1	0	+1/2	0	66 1/2	op - no jog
	Totals		69	66						
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Duane Stutzman

Judges Signature