YOUTH EQUESTRIAN
DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – RAIL Class: EKEMENTARY PENRL

Back #	Rider Comments	Overall Class Comments
1/079	Sit BALK	
2 160	. 11	
3 16 20	Breik git - Kik excessively	
4		
5		
6		
7		
8		
9		
10		
11	110	



YEDA Official Score Sheet - Opal / Pearl Pattern 1

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Severe Faults (-5 points)

Class#2

Major Faults (-3 points)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4

Minor Faults (-1 point)

- Ticking or hitting cone
- Obviously looking down to check
 leads
- 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

- · Loss of rein
- Use of either hand to instill dear 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.

										Comments
		Maneuver Description	Walk	Jog	Stop Back	,	F&E	HDD	Total	
	Entry #	Maneuver	1-2	3	4					
		Penalty								Ulas Nite con-
1	1120	Maneuver Score	+1	1/2	+1/7_		2	2	76	200
	1620	Totals			,-				,,	good Stright line Back
		Penalty		B	11					exessive kik
2	1201	Maneuver Score	+	- 1	-1		2	/	68	
	1000	Totals								
		Penalty						-	1	Veg mile
3	1679	Maneuver Score	41	+1/2	+1		5	2	16%	1 Ratifal
	10/	Totals	1'						10	7 4 6 0 m 4 6
		Penalty								*
4		Maneuver Score					1			
·		Totals								
		Penalty								
5		Maneuver Score								
		Totals								
		Penalty								
6		Maneuver Score								
		Totals								
		Penalty								
7		Maneuver Score								
		Totals								,
		Penalty								
8		Maneuver Score								
		Totals								
9		Penalty								

wK



YEDA Official Score Sheet – RAIL Class: <u>JR. HIGH OPAL</u>

Back #	Rider Comments	Overall Class Comments
1437	St St St+	
2 1410	Ut - IV	
3 1264	+ + +	
1513		
5 1058		
6 84		
7		
8		
9		
10		
11		



JR. WIGH OPAL

YEDA Official Score Sheet - Opal / Pearl Pattern 1

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Minor Faults (-1 point)

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

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for 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 dear 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.

		Manarina							Comments
		Maneuver Description	Walk	Jog	Stop Back	F&E	HDD	Total	
	Entry #	Maneuver	1-2	3	4				
	-473	Penalty			1	-		69.	Kep Stony ht
1	15/3	Maneuver Score	-12	=1/2	- 17	2	1	20/2	
	1 /	Totals						1010	
		Penalty		-1					Breikgist BACK Crusked
2	DIV	Maneuver Score	+1	-1/2	0	2	1	72/2	BACK Combed
	1264	Totals						12 12	- 0,70
		Penalty							11. 15 Deer
3	MI	Maneuver Score	+1/2	0	+1/2	7	j	711	Hell of
	81	Totals						17	Heel's Duper Strict BACK @
		Penalty							
4	437	Maneuver Score	+1/2	+7	+2	2	2	TOM	greed.
-		Totals	1	1		١,		10/1	gred 545
		Penalty	. 1	. 1					-
5	1410	Maneuver Score	+1/2	11/2	4/12	2	j.	h	wice oil
	1-110	Totals	1	10	116			17	nice rde
	11	Penalty	1						Shorten rais
6	1058	Maneuver Score	-1/2	-1/2	()	2	1	21	Shorten (cons
	10.	Totals	1	1					
		Penalty							
7		Maneuver Score							
1		Totals							
		Penalty							
8		Maneuver Score							
		Totals						0	
9		Penalty						//	
-	Commence of the Parish Street, or other Designations	l					7	1 /	The state of the s

YOUTH EQUESTRIAN
DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet - RAIL Class: #5 JR. HIGH WELLD

Back #	Rider Comments	Overall Class Comments
11273	+ + Cond toghter Free Arm	
21528	JJ hug Back-	
3911	Nac Steek Breik	look of
4		
5		
6		
7		
8		
9		
10		
11	\mathcal{M}	



#6 UR NIGH Emerald

YEDA Official Score Sheet - Emerald Pattern 1

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- · Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill dear 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 $\frac{1}{2}$ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

-			Market							Comments
		Maneuver Description	Walk	Jog	Lope RL	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1-2	3	4	5				
1	1528	Penalty Maneuver Score Totals	+1/2	+1/2	+1/2		2	j	74/2	ince job Shotch of t
2	1213	Penalty Maneuver Score Totals	+1	+4	3 -2		2	1	70	stretch of t stretch of t v, los not sod
3	911	Penalty Maneuver Score Totals	O'W	1/2	0		2	1	74	
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					1			



YEDA Official Score Sheet - RAIL Class: JR: HIGH RUST

Back #	Rider Comments	Overall Class Comments
1/242	14 St V + + Y	1242 7
2 75D	++ +	1242 J 750 1386
3 1386	St + S +	
4611		
5354	J+ J+	
6 1610		
7		
8		
9		
10		
11		



YEDA Official Score Sheet - Emerald Pattern 1

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- ullet 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 dear 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.

1										Comments
		Maneuver Description	Walk	Jog	Lope RL	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1-2	3	4	5				
1	264	Penalty Maneuver score	ALZ	1/20	=	3	2	1	\sim	Shorten rains
	1	Totals								
2	750	Penalty Maneuver Score Totals	+2	+2	2	1	2	2	81	very ware
3	1610	Penalty Maneuver Score Totals	3	0	0	0	2	/	70	Sit of trail lewist
4	611	Penalty Maneuver Score Totals	1/2	1/2	+		2	2	76	65 BACK
5	1386	Penalty Maneuver Score Totals	+1	+\	+1	1/2	7	2		Lape transition
6	1242	Penalty Maneuver Score Totals	2	+2	1	ľ	2	2	80	wie vide
7	354	Penalty Maneuver Score Totals	1	1/12	3	11/2	Z	1	70%	6
8		Penalty Maneuver Score Totals						ſ	7	
9		Penalty								

YOUTH EQUESTRIAN
DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet - RAIL Class: THE SE HIGH STELLED

Back #	Rider Comments	Overall Class Comments
1619	++ Spork	
2912	++ + Hit Comes - Canhol	
3/2/2	V+ Break	
1512	VVVY	
5 638	V8	
6		
7		
8		
9		1
10		
11	1 AA	



YEDA Official Score Sheet – Ruby Pattern 1

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill dear 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 $\frac{1}{2}$ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

1		Maneuver										Comments
		Maneuver Description	Walk	Jog	X-Jog	Stop Back 5	Lope RL	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6				
		Penalty						0		,		speed so
1	02	Maneuver Score	1/2	0	0	0		3	2			Speed of Cool Stop Worm
	7/2	Totals	'									Cose Job Cours
		Penalty				555						
2	ais	Maneuver Score	1	10	-B	>3	-42	and I				
-	112	Totals										
	1	Penalty									./1	
3	1 : 0	Maneuver Score	+2	1	1		1	1/2	2	2	80%)
"	(0/9	Totals				,		1	1		· '	
		Penalty		1	1							
1	12.17	Maneuver Score	117	1/2	+Uh	0	1/2	0	2	1)	20	
4	140	Totals	10	10	THE STATE OF THE S		/			/	10	
	1	Penalty									1.	
5	124	Maneuver Score	4	0	11/2	1	1		7	1	78%	
	670	Totals						/	\prec	~	10/2	
		Penalty					3			Ι,	.19	//
6	ana	Maneuver Score		1	0	1	-31/2	10	2	11	TOO	12
"	1910	Totals				. 1					TE	
		Penalty										
7		Maneuver Score										
		Totals										
		Penalty										
8		Maneuver Score							1			
		Totals										
		Penalty										
9	V	Maneuver Score						1	00			

Judges Signature

2 be



YEDA Official Score Sheet – Sapphire / Alumni Pattern 1

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ½ 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 dear or praise while on pattern or rail work.

High Sppphe

- · 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.

[Comments
		Maneuver Description	Walk	Jog	Lope RL	Simple Lead Δ	Lope LL	Stop Back	¼ R Walk	F &	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6	7	E			
		Penalty										101	
1	1043	Maneuver Score	1		1	1	1/2	1		7	7	8/	
	100	Totals		,	1	•	1	L'		-			
	,	Penalty			39	3						1	
2	1114	Maneuver Score	0	1/2	-2	-/	-1/2	+3	12	2	1.	701	71/
_		Totals	,63									101	
		Penalty	1			7						19 14	
3	010	Maneuver Score	-1/2	0	1/2	-17	1/2	-1/2	-12	2	1	V SY	
	1986	Totals				1	10	10	,-	4	10	000	
	1 "	Penalty				,							
4	0.77	Maneuver Score	0	15	1/2	1/2	-1	-/	-/	2	11	69	
	921	Totals			16			(<u> </u>		9	
		Penalty											1
5	111	Maneuver Score	0	0	-17	0	18	-10	-1/7	2	11	17/1/	ł
	0	Totals						W.	10			110	
		Penalty											
6		Maneuver Score										1	
"		Totals											
		Penalty											
7		Maneuver Score											
,		Totals											
		Penalty											
8		Maneuver Score											
°		Totals											
		Penalty											
	1	Maneuver Score	-	+	-	-	-	\vdash	1	1			
9		ivianeuver score						1/	1//	//			



YEDA Official Score Sheet - Ranch Horse Pattern # 1

Updated June 2020
Scoring 0-100 with 70 denoting the average. Maneuvers and Overall Ability are scored +3 to -3 in ½ point increments.

- 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

 $\textbf{Horse Degree of Difficulty (HDD)} \ is a consideration of the degree of difficulty of the horse scored from -3$

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

Circles permitted the Control of the																		
1	Entry #	Maneuver Description Maneuver	Walk	Trot 2	X Trot	Stop 360 L	Lope LL 5	Change Leads 6	X Lope RL	N Lope RL 8	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments
		Penalty	1	-		1				3	10							2/2
1	1 1	Maneuver Score	0	/	-1	4/7	1/7	21	1	-1	0						BI) worn
1	61	Totals	0			10	16	-	-	1				1			UT	well
_		Penalty															1	
2	. (12	Maneuver Score	0.	+	1	0	ß	1	1	0	1/2	1/2	17				711	_ /
2	1045	Totals	.6	. /	-	0					10	10					161	_
	10 12	Penalty		,			3	çin .									0	Peril
3	and.	Maneuver Score	-1/7	-1/2	0	21/2	0	6	-1/2	-/	~1/2	0	-117				45	1
	Min	Totals	10	1		1,0			10		,-		10				0	PLANN
_		Penalty						33	33	33							-	eas land
4	as	Maneuver Score	09	1	1	0	1	7	-	-/	0	1/2	0				TO THE REAL PROPERTY.	100 lese
	70	Totals		-		0				,		10					9	anye
		Penalty		1/				3										Slead
5	000	Maneuver Score	1	1/2	1/1			-/	/	-/	-/	14	4				BP	100
	de	Totals	-	10	110		,	1		,	/	1	/				01	ost ren
		Penalty																
6		Maneuver Score																
		Totals																
		Penalty																
7		Maneuver Score											1	1				
		Totals											1					
		Penalty									h /	X /						
8		Maneuver Score									11 //							
										1 /	1 //	1//						



YEDA Official Score Sheet - Diamond Pattern 1

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- · Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill dear 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.

Signature

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.

													Comments
		Maneuver Description	Walk	Stop Back	Jog	Lope LL	X Trot	Jog		F &	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6	7	E			
	1	Penalty					3						
1	958	Maneuver Score	1		0	-	-1	-1/2		P		69/	2
	1/	Totals			/					4		611	
		Penalty											
2		Maneuver Score											
		Totals											
		Penalty											
3		Maneuver Score						-					
		Totals											
		Penalty											
4		Maneuver Score											
		Totals											
		Penalty					11						
5		Maneuver Score											
		Totals											
		Penalty		-									
6		Maneuver Score											
		Totals											
		Penalty											
7		Maneuver Score											
		Totals											
		Penalty											
8		Maneuver Score											
"		Totals											
	1	Penalty											
		Maneuver Score	1	1		 	_	 	Λ			1	
9	1		<u> </u>						X	1			

YEDA REINING PATTERN 1684 #3 OFFICAL SCORE SHEET

YOUT	H EQUESTRIAN		e	مل			26	2							
DEVELO	PMENT ASSOCIATION	MANEUVER DESCRIPTION	356 356	3-166	Checkly Sinds	J'STROS		-		STOCK	Overall Ability	HDD	Penalties	Final Score	Comments
	EXHB#	MANEUVER	1	2	3	4	5	.6	7	8					
	,	PENALTY					2,	2		-			4	10	
1	and	SCORE	-1	-0	0	0	-	-/	-	0			/	10/	
	120	Total					* *		-					00	
		PENALTY													
2		SCORE								-		1			
		Total												_	
		PENALTY													
3		SCORE								-					
		Total							AND DESCRIPTION OF THE PARTY OF				-		
		PENALTY						-			-				
4		SCORE						-			-				
		Total													
		PENALTY						-			-				
5		SCORE					-				-				1
		Total											-		
		PENALTY									-				
6		SCORE					-		-	-	-		1	1	
		Total							-	-		-		-	
		PENALTY									-			1	
7		SCORE						-	-	-	-		1	1	
		Total									_		-	-	
		PENALTY									-			1	
8		SCORE								-	-	1		1	
		Total					-				-	-			
		PENALTY									-				
9		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 ½ point increments.

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ 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 liders who stayed on pattern.

JUDGES SIGNATURE



YEDA Official Score Sheet - Sapphire / Alumni Pattern 1

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)

- 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

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 dear 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.

													Comments
		Maneuver Description	Walk	Jog	Lope RL	Simple Lead Δ	Lope LL	Stop Back	1/4 R Walk	F &	HDD	Total	
A STATE OF THE STA	Entry #	Maneuver	1	2	3	4	5	6	7	E			
		Penalty									,	2.1	(per Sura
1	07	Maneuver Score	1	-1/2	0	0	0	1/2	1/2	2	,	14/	leg france
	58 2	Totals										12	
		Penalty				-							
2		Maneuver Score								2			
_		Totals											
		Penalty											
3		Maneuver Score											
		Totals											
		Penalty											11
4		Maneuver Score								1			
-		Totals	1										
		Penalty											
5		Maneuver Score											
0		Totals											
		Penalty											
6		Maneuver Score		1						1			
١	1	Totals	1	1						1			
		Penalty											
7	1	Maneuver Score								1			
'	1	Totals								1			
	-	Penalty		1		1		1					
8		Maneuver Score	1							1			
8		Totals											
		Penalty		1				1					
9	1 V 1	Maneuver Score								M			

Signature



3 - point penalty

Too loose of rein

Break of gait out of the walk or trot of 2 strides.

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

1 Mull 80#

YEDA Official Score Sheet — Ranch Horse Pattern # 1 Updated June 2020

Scoring 0-100 with 70 denoting the average. Maneuvers and Overall Ability are scored +3 to -3 in ½ point increments. Point penalty
 Rider allows horse to go too slow. Faults incurring a score of 0:

Performing maneuvers other than in the specified order

- Must be placed under rider/s without or not incurring faults.
- 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 ½ points increments

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

ı	Entry#	Maneuver Description	Walk	Trot 2	X Trot	Stop 360 L 4	Lope LL 5	Change Leads 6	X Lope RL 7	N Lope RL 8	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments
		Maneuver	-		-	7	3	0		0	7	10	1				_	- 11
	117	Penalty	6	0	0	-11/2	0	0	-1	Ð	A)V	P	0				11	Pollow Padden
1	4780	Maneuver Score	10	0	10	10	0	0	-	0	- TIL	0	0				EX	Padlew
	10	Totals							-				-					1 40.
		Penalty			-													
2		Maneuver Score								-								
		Totals																
		Penalty																
3		Maneuver Score																
		Totals																
		Penalty																
4		Maneuver Score																
		Totals																
		Penalty																
5		Maneuver Score																
		Totals																
		Penalty																
6		Maneuver Score																
		Totals																
		Penalty																
7		Maneuver Score																
		Totals		1														
		Penalty											-	1				
8		Maneuver Score	 	1	1								T					



TURANSPENDANT POH

YEDA Official Score Sheet - Topaz EWD Pattern 1 & 2

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Minor Faults (-1 point)

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

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for 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 dear 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.

Maneuver Maneuver 1-2 3 4 5 6 7 7 7 7 7 7 7 7 7							A. A.						Comments
Penalty			Maneuver Description	Walk	Stop Back	Jog	Stop	Walk		F&E	HDD	Total	
Maneuver Score Mareuver Score Totals Tot		Entry #	Maneuver	1-2	3	4	5	6	7				
Penalty Maneuver Score Totals Maneuver Score Totals Maneuver Score Maneuver S		/		i,		33						-	Wile
Penalty Maneuver Score Totals Maneuver Score Totals Maneuver Score Maneuver S	1	133	Maneuver Score	41/2	+12	0	+12	Ŧ[2	2	1//	Jop 1
Penalty Maneuver Score Totals Maneuver Score Totals Maneuver Score Maneuver S		10	Totals	1									2 Breik gait
Totals			Penalty									, i	0
Penalty Maneuver Score Totals Maneuver Score Totals Maneuver Score Maneuver S	2		Maneuver Score										
Maneuver Score Totals Maneuver Score Maneuver Sco			Totals										
Totals			Penalty										
Totals	3		Maneuver Score										
Maneuver Score Totals Maneuver Score Maneuver Sco			Totals										
Totals Penalty Maneuver Score Totals			Penalty										
Totals	4		Maneuver Score										
Maneuver Score Totals			Totals										
Totals Penalty Maneuver Score Totals			Penalty										
Totals	5		Maneuver Score				7						
6			Totals										
Totals Penalty Maneuver Score Totals Penalty Maneuver Score Totals Penalty Maneuver Score Totals			Penalty										
Totals	6		Maneuver Score										
7			Totals										
Totals Penalty Maneuver Score Totals Populty Populty			Penalty										
Totals Penalty Maneuver Score Totals Populty Populty	7		Maneuver Score							1			
Maneuver Score Totals Populty			Totals										
O Totals			Penalty										
Totals	8		Maneuver Score										
g Penalty			Totals					1					
	9		Penalty					- Contraction	1.	1			



YEDA Official Score Sheet - RAIL Class: ELEMENTARY PEARL

Back #	Rider Comments	Overall Class Comments
1679.	9.A. (1)	
2 /60)	Balanoi- Munami (3)	
3 1620	Ralanoz-Munami (2) Keyp movung Gistzs. Remy folisma. (3)	
4		
5		
6		
7		
8		
9		
10		
11		

Judges Signature

///



YEDA Official Score Sheet - Opal / Pearl Pattern 1

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill dear 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.

									Comments
,		Maneuver Description	Walk	Jog	Stop Back	F&E	HDD	Total	
	Entry #	Maneuver	1-2	3	4				
		Penalty				,			I sanus.
1	1620	Maneuver Score	-1/2.	-12	Q	.0	0	69.	(EAVING.
	1000	Totals	69%	69.	769.	Ů			
		Penalty			-/			,	+ del Homo.
2	1601	Maneuver Score	+1	-3	-2	-/	0	14	11/11/11
	1601	Totals	7/	68	65			0/.	A STULMS -
		Penalty							. 1 .
3	1179.	Maneuver Score	1/	-/	0	10	0	70	1000 EN (195
	1611	Totals	7/	70	70	0		10	Had Home. X Kylling. Bounar
		Penalty							
4		Maneuver Score							
		Totals							
		Penalty							
5		Maneuver Score							
		Totals							
		Penalty							
6		Maneuver Score							
		Totals							
		Penalty							
7		Maneuver Score							
		Totals				1			
		Penalty							
8		Maneuver Score							/
		Totals							/
9		Penalty						7	

YOUTH EQUESTRIAN
DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet - RAIL Class: JR 4164 OPM

Back #	Rider Comments	Overall Class Comments
1 1410	× Kicken goits (on lays From 2 6	
2 437	A) Consum.	
3 1264	(1) Bruscing. (2)	
4 *************************************		
5 15 13	1499.	
6 1058	Brown alhows march. (5)	
784.	Lout down. Charactan sot.	
8		
9		
10		
11		



Minor Faults (-1 point)

Beak gait at walk or jog for up to 2

Obviously looking down to check

Over/under turn from ½ to ¼

Ticking or hitting cone

leads

JR HIGH OPAL

YEDA Official Score Sheet - Opal / Pearl Pattern 1

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

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 dear 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.

Г									Comments
		Maneuver Description	Walk	Jog	Stop Back	F&E	HDD	Total	
	Entry #	Maneuver	1-2	3	4				
	. 1	Penalty			-/				Gulling . eline
1	1513	Maneuver Score	-1	-2	-/	-/	0	64	Guilling. Auste.
	12,	Totals	69	67	45			7/	
		Penalty	/		1				ANDS SEAST
2	1311	Maneuver Score	0	.0	0	0	0	69	(3)
-	1267	Totals	69	69	69				
		Penalty		-1					BACKINI SAADE
3	64	Maneuver Score	0	0	=/	0	0	68	Backini SADD (E) Bournag (A)
	01.	Totals	70	69	68			40	74
		Penalty							SOAT 2
4	1127	Maneuver Score	41	+1	H	1+1	0	74	
7	731.	Totals	71	72.	73	1		/	
		Penalty				1			Killing. (SINMS
5	1410	Maneuver Score	0	-1	0	+1	0	70	Mad a Back
	1110	Totals	70	69	69	1 . /		10	(2)
	0	Penalty	1	1					those dlaws
6	1060	Maneuver Score	-1	-/	0	0	0	46	though shows -
	100	Totals	68	64	66			- '	Algh (3)
		Penalty							
7		Maneuver Score							
		Totals							
		Penalty							
8		Maneuver Score			1				
		Totals						11	
9		Penalty							

YOUTH EQUESTRIAN
DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet - RAIL Class: #5 JR NGH PLOUCS

П	Back #	Rider Comments	Overall Class Comments
1	911	(OW HANDS mars finwards. 1050 of Form. @)	
2	1273	Bover LEAT	
3	1528	Body. mare facusos 1649. MTMI. Ruste (3)	
4	-		
5			
6			
7			
8			· *
9			
10			
11			



46 JR HIGH

YEDA Official Score Sheet - Emerald Pattern 1

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ½ 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 dear 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.

-			And the same								Comments
		Maneuver Description	Walk	Jog	Lope RL	Stop		F&E	HDD	Total	
	Entry #	Maneuver	1-2	3	4	5					
	1928	Penalty									legs.
1	Agge	Maneuver Score	0	-/	0	0		0	0	69.	12(5
	VI	Totals	70	69	69	19.				-	
		Penalty			-3						LEAD-
2	13	Maneuver Score	0	+1	-R	El'		1	0	65	Carlo
_	121	Totals	70	71	60	65					
		Penalty			-3						low HAMD.
3	all	Maneuver Score	0	0	1	0		1	0	1.6	(0
	911	Totals	70	70	66	66	:			44	
		Penalty									
4		Maneuver Score						1			
-		Totals						1			
		Penalty									
5		Maneuver Score									
		Totals									
		Penalty									
6		Maneuver Score						1			
"		Totals									
		Penalty									
7		Maneuver Score									
'		Totals									
		Penalty									
8		Maneuver Score									
		Totals									
9		Penalty								/	7

YOUTH	YEDA Official Score Sheet — RAIL Class Rider Comments	#7 SR High Emerald :: JR HIGH RUBY
Back #	Rider Comments	Overall Class Comments
1 1242	Bone 3	
2750	(1) 4 ever +:	
3 1386	Pmys (3)	
4 611	Bonony Body lega forwards. Co	
5 354	Bonony Body lega forward. (6) PHIMPING CONSIST GOATE. (5) LEGS. PHAYMAN 1295. (4)	
6/6/0	legs. May Man 1299. (4)	
7		
8		
9		
10		
11		



YEDA Official Score Sheet - Emerald Pattern 1

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- · Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill dear 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.

											Comments
		Maneuver Description	Walk	Jog	Lope RL	Stop		F&E	HDD	Total	
	Entry #	Maneuver	1-2	3	4	5					
	1	Penalty						010	00		16.00
6	20	Maneuver Score	0	0	-3	-/	24	RIC	0	105	MANDZ STO
	371	Totals	70	70	67	66					
		Penalty									restrol 4.
2	760	Maneuver Score	-11	71	0	0		+1	0	73	(ENTROL T
_	190	Totals	71	72	72	72					
		Penalty									1006. 1
3	1610	Maneuver Score	-/	0	-/	0		0	0	68	21 Kokdous
	1010	Totals	69	69	68	68				40	Bay- look done
		Penalty									1 Gor Sanza De
4	10	Maneuver Score	0	-1	0	0		0	0	69	(Eqs fermani).
	611	Totals	70	69	69	69				1.	(%)
		Penalty									2
5	28/0	Maneuver Score	+1	+/	-/	-/		0	0	70	Bady HAND :
	1504	Totals	71	72	71	70					(Gans 3)
		Penalty									1
6	1242	Maneuver Score	41	+1	PD	0		0	0	72	Sewa. (2)
	10 10	Totals	71	72	73	72					
		Penalty			-3						1495 WL (1)
7	354	Maneuver Score	0	0	-/	-1		-/		64	(695 - WC/1)
	00	Totals	70	70	46	45				171	HANDS.
		Penalty									
8		Maneuver Score									
		Totals					1				
9		Penalty						/			
-	Name and Address of the Owner, where			-				The same of the sa		//	



YEDA Official Score Sheet - RAIL Class: #13 Se High Barrey

	Back #	Rider Comments	Overall Class Comments
1	1212	BRAIL.	
2	512	le19.	
3	638	TIGHT, MOTE FOUNTS.	
4	619	Bouch control. 3	
5	912	Boven- central. 3 Boven- central. 4	
6			
7			
8			
9			
10			
11			





Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Minor Faults (-1 point)

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

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for 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 dear 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.

Γ												Comments
		Maneuver Description	Walk	Jog	X-Jog	Stop Back 5	Lope RL	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6				
		Penalty					OP.	-		164	Nh.	OP.
1	5/2	Maneuver Score	0	0	41	0	(i)	0		12700	al	HANDS (-
	219	Totals	70	70	71	71	UT		40	-		F7111/(5)
		Penalty										
2	110	Maneuver Score	41	0	0	+/	+1	0	41		74	90
-	617.	Totals	71	71	71	72	73	13			11	
	610:	Penalty			-3	0	1,					OP:
3	BU	Maneuver Score	0	-1	00		.0	0	199	peld	Co	Cartol.
	7/9	Totals	70	69	695	64	44	64	1.100	7-00		4
		Penalty	1	-	-3-	В						JANE BURAL
4	15.	Maneuver Score	0	0	-2	-/	0	0	(6D)		1	4 ANDS.
7	12/2	Totals	70	70	62	61	61	61	EP		61	50AT, (4)
		Penalty		10								0
5	120	Maneuver Score	0	0	-1	+1	0	0	0	0	70	150041/3
J	628	Totals	70	70	69	70	70	70				1899 (d)
		Penalty					-3					wL.
6	917	Maneuver Score	0	41	41	+1	1	0	0	0	69.	(3)
U	112	Totals	70	71	72	73	69	69				
		Penalty			1							
7		Maneuver Score							1	1		
,		Totals	1									
		Penalty										
8	1	Maneuver Score									1	
0		Totals										
		Penalty	\top							5		
9		Maneuver Score							1	<i>\\</i>	1	



YEDA Official Score Sheet – Sapphire / Alumni Pattern 1

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill dear 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.

		Maneuver											Comments
		Description	Walk	Jog	Lope RL	Simple Lead Δ	Lope LL	Stop Back	1/4 R Walk	F &	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6	7	E			
	12	Penalty											18000
1	1049	Maneuver Score	41	0	0	41	0	0	0	+1		73	Legg.
	101	Totals	71	7/	71	72	72	72	72.	//			
	- 1	Penalty	1										
2	4118	Maneuver Score	0	0	0	4	0	+1	0	01	(3)	70	H 441>8
_	1110	Totals	70	70	70	69.	19	70	70		(2)	10	HANISS Xcheny
		Penalty											
3	adr	Maneuver Score	-1	-1	-/	0	0	0	0	0	(N	1.7	HAMBS-
	1 Da	Totals	69	68	67	47	67	67	67	0	(4)	01	HAMBS- CONSIDED! CONSIDED! CONSIDED! HAM GAMAS HAMBS (Egs)
	1	Penalty									5		0
4	977	Maneuver Score	-/	0	0	-2.	-/	71	1	01	5	69	(Covered)
	921	Totals	189	69	69	67	44	65	69	0		41.	HARD GAMA
		Penalty									~	,	2 Store 11
5	101	Maneuver Score	0	0	0	0	4/12	-1/2	-1/2	/	3)	193	1508
	61	Totals	70	70	70	70	703	70	6915			0 %	(29)
		Penalty											
6	1	Maneuver Score											
		Totals					-						
		Penalty											
7		Maneuver Score											
		Totals											
		Penalty											
8		Maneuver Score											
		Totals											
	у у	Penalty								5			
9		Maneuver Score						/				/	





YEDA Official Score Sheet — Ranch Horse Pattern # 1

Updated June 2020

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

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.

1	Entry #	Maneuver Description Maneuver	Walk 1	Trot 2	X Trot	Stop 360 L 4	Lope LL 5	Change Leads 6	X Lope RL 7	N Lope RL 8	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments
1	61	Penalty Maneuver Score Totals	0	070	1 48	-1 67	-1	-1 45	3 (41		0	3 P		(5)	OP	c	FEET,
2	1043	Penalty Maneuver Score Totals	20	0	41	71	41 72	7173	74	0	0	0	+1 75	c	0(75	BG.
3	1118	Penalty Maneuver Score Totals	-1	0	0	+1	3	0	0	H 67	41	0	0	2	(2	68	CN TOUR
4	982	Penalty Maneuver Score Totals	0	76	<i>41</i>	0	#1	3	3	3 100	-1	59	60			3	60	L'SADS:
5	927	Penalty Maneuver Score Totals	0	0	0	-1	67	63	-1	-1	60		-40	(4) <	DP.		works.
6		Penalty Maneuver Score Totals																JERKING.
7		Penalty Maneuver Score Totals																
8		Penalty Maneuver Score								7/			2					



YEDA Official Score Sheet - Diamond Pattern 1

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill dear 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 $\frac{1}{2}$ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

													Comments
		Maneuver Description	Walk	Stop Back	Jog	Lope LL	X Trot	Jog		F &	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6	7	E			
		Penalty					1						+ 374 CO
1	ara	Maneuver Score	0	+1	0	0	1	0				69.	tomano
	958	Totals	70	71	71	10	69	69.				-1	
		Penalty											
2		Maneuver Score											
_		Totals											
		Penalty											
3		Maneuver Score											
Ū		Totals											
		Penalty											
4		Maneuver Score											
		Totals											
		Penalty											
5		Maneuver Score											
		Totals											
		Penalty											
6		Maneuver Score											
Ĭ		Totals											
		Penalty											
7		Maneuver Score											
		Totals											
		Penalty											
8		Maneuver Score								1			
"		Totals											
	77.71	Penalty											
9		Maneuver Score							7				

		١	/EDA I	REININ	NG PA	TTERI	HIN	SA #	3		FFIC	AL SC	ORE S	HEET	
DEVELO	PMENT ASSOCIATION	MANEUVER DESCRIPTION	3385	6 500 A	Christ.	703	Sirrol	300	3,30	Ship	Overall Ability	HDD	Penalties	Final Score	Comments
	EXHB#	MANEUVER	1	2	3	4	5	6 .	7	8					
	- (1	PENALTY		-1/2			-	9	10)					1 11	USE SEAT.
1	asy	SCORE	71	1	4)	t/i	To	6416	1111	1111				671	2-
	() (Total	69	612	.682	693.	443	CA 3	692	642				-	7
		PENALTY					,								
2		SCORE													
		Total											-		
		PENALTY													
3		SCORE													
		Total											-		
		PÉNALTY													
4		SCORE													
		Total				Marie Control of the							-		
		PENALTY				4									
5		SCORE													
		Total							AND DESCRIPTION OF THE PERSON NAMED IN COLUMN TWO IS NOT THE PERSON NAMED IN COLUMN TWO IS NAMED IN COLUM	and the same training			-		
		PENALTY								-					
6		SCORE						-							
	Marine Marine Marine	Total							-	-	-	-	-		
		PENALTY							-	-					
7	7	SCORE		-				-	-		1				
		Total							_	-	-		-	-	
		PENALTY								-	1				
8		SCORE		-			-	-		-	1				
		Total						-			_	_		-	
		PENALTY	-					-		-	-				
9		SCORE		-				-	-	-	1			1	
		Total							1	1			1		

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 ½ point increments.

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



YEDA Official Score Sheet - Sapphire / Alumni Pattern 1

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)

- 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
- 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 dear 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.

		Maneuver											Comments
		Description	Walk	Jog	Lope RL	Simple Lead Δ	Lope LL	Stop Back	1/4 R Walk	F &	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6	7	ě.	HDD	Total	
		Penalty		-1									
1	(82	Maneuver Score	0	0	0	+1	0	41	0			71	TONWERD)
·	500	Totals	20	69	69	70	70	71	71				MENT.
		Penalty											
2		Maneuver Score											
		Totals											
		Penalty											
3		Maneuver Score											
		Totals										1	
		Penalty											
4		Maneuver Score											
		Totals											
		Penalty											
5		Maneuver Score											
		Totals											
	-	Penalty											
6		Maneuver Score											
		Totals											
		Penalty											
7		Maneuver Score											
		Totals											
		Penalty											
8	7	Maneuver Score											
-		Totals											*
		Penalty											
9		Maneuver Score							1			//	7



1000M 86#

YEDA Official Score Sheet — Ranch Horse Pattern # 1 Updated June 2020 Scoring 0-100 with 70 denoting the average. Maneuvers and Overall Ability are scored +3 to -3 in ½ 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 incremen

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

Emiry # Description Walk Flot X Flot 360 1.1. Leads R. R. X Flot Trot Back Products HDD Overall Final Score Common Common		T 3/	T								,			_				
Maneuver 1	Entry #	Maneuver Description	Walk	Trot	X Trot	Stop 360 L	Lope	Change Leads	X Lope RL	N Lope RL	X Trot	Trot	Stop &	Danoltias	HDD	Overall	Final	
Maneuver Score		Maneuver	1	2	3	4	5	6	7		9	10		renames	HDD	Ability	Score	Comments
Penalty	437	Penalty															No. of Concession, Name of Street, or other	,
Penalty Pena	1 / 8	Maneuver Score				0	0		0							,	77	ON
Penalty Maneuver Score Totals Maneuver Score Totals Maneuver Score Maneu	150	Totals	10	70	71	71	71	12	72	72.	72	12	72				7.	76C12.
Totals		Penalty						,										
Penalty Maneuver Score Maneuver Sc	2	Maneuver Score																V
Maneuver Score		Totals																
Totals		Penalty																
Penalty Maneuver Score Totals Maneuver Score Ma	3	Maneuver Score																
Maneuver Score		Totals																
Totals		Penalty																
Penalty	4	Maneuver Score																
Maneuver Score		Totals																
Totals		Penalty																
Penalty	5	Maneuver Score															- 1	
6 Maneuver Score		Totals																,
Totals		Penalty																
Penalty	6	Maneuver Score																
7 Maneuver Score Totals Penalty Penalty		Totals																
Totals Penalty		Penalty																
Penalty	7	Maneuver Score																
		Totals																
		Penalty									7							
8 Maneuver Score	8	Maneuver Score										1	0 0					



#04 INDEPENDANT

YEDA Official Score Sheet - Topaz EWD Pattern 1 & 2

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- · Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill dear 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.

		Maneuver										Comments
		Description	Walk	Stop Back	Jog	Stop	Walk		F&E	HDD	Total	
	Entry #	Maneuver	1-2	3	4	5	6	7			7014.	
	1	Penalty			7							1
1	17/20	Maneuver Score	0	0	0	0	0		0	0	10	Hoen Mann
	100	Totals	70	70	69	69	69				01	hoep Mami
		Penalty										
2		Maneuver Score										
		Totals							1			
		Penalty										
3		Maneuver Score	1									
		Totals										
		Penalty										
4		Maneuver Score							1			
ì		Totals										
		Penalty						-			-	
5		Maneuver Score										
		Totals										
		Penalty										
6		Maneuver Score										
		Totals										
		Penalty										
7		Maneuver Score										
		Totals										
		Penalty										
8		Maneuver Score										
		Totals										
9		Penalty										