

YEDA REINING PATTERN NRHA #6 OFFICIAL SCORE SHEET



EXHB #	MANEUVER DESCRIPTION	4 Spins R	4 Spins L	L. Circle OOo & Change	R. Circle OOo & Change	Stop & Right Roll Back	Stop & Left Roll Back	Stop	Back	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	PENALTY				1,1									
	SCORE	0	-1/2	+1/2	-1/2	+1/2	0	0	0	+1 1/2	0	2	69 1/2	
	Total			70	67 1/2	68								
2	PENALTY													
	SCORE	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+2	0	0	75	
	Total			71		72			73					
3	PENALTY			1	2	(OP)	(2 OP)	1						
	SCORE	0	+1/2	-1/2	-1	(-3)	(-3)	0	+1/2	+1	0	6	(58 1/2)	Watch leads
	Total			69	66	63	58	57	57 1/2					
4	PENALTY													
	SCORE	+1	+1/2	-1/2	0	+1/2	0	+1/2	+1/2	+1 1/2	0	0	74	Quiet free arm
	Total			71					72 1/2					
5	PENALTY													
	SCORE	-1/2	0	-1/2	+1/2	0	0	+1/2	+1/2	+1 1/2	0	0	72	Find middle
	Total			69				70						
6	PENALTY			1/2			2							
	SCORE	0	0	0	+1/2	0	-1	0	0	+1	0	2 1/2	68	
	Total			69 1/2	70				67					
7	PENALTY													
	SCORE													
	Total													
8	PENALTY													
	SCORE													
	Total													
9	PENALTY													
	SCORE													
	Total													

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

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

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

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

JUDGES SIGNATURE Batsuz

YEDA Official Score Sheet – Ruby Pattern 6
 Updated 2020

Class #2
 JR. Ruby

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

Minor Faults (-1 point)

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

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								F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Lope LL 4	Walk 5	Stop Back 6	Walk 7					
1 1624	Penalty			5								Watch leads
	Maneuver Score	+1/2	0	-3	0	0	0		+1	+1	64 1/2	
	Totals			62 1/2								
2 614	Penalty											Good lower leg
	Maneuver Score	+1/2	+1/2	+1	+1/2	-1	0		+2	0	73 1/2	
	Totals			71				71 1/2				
3 1580	Penalty											Square shoulders
	Maneuver Score	+1/2	+1	+1	+1/2	-1/2	+1/2		+3	0	76	
	Totals			72 1/2				73				
4 1119	Penalty			5			3					Shorten reins Maintain contact
	Maneuver Score	0	0	-1	0	+1/2	0		+2	+2	68 1/2	
	Totals			64				64 1/2				
5 245	Penalty											Pull legs back
	Maneuver Score	0	+1/2	+1/2	+1/2	0	0		+1 1/2	0	73	
	Totals			71				71 1/2				
6 1089	Penalty											Lengthen leg
	Maneuver Score	+1	+1/2	+1/2	0	-2	0		+1	+1/2	72 1/2	
	Totals			72				70				
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Barbara

Judges Signature

YEDA Official Score Sheet – Ruby Pattern 6
 Updated 2020

Class #3
 SR Ruby

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

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 3/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Lope LL 4	Walk 5	Stop Back 6	Walk 7					
1	Penalty											Strong lower leg Soften seat
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1	+1/2	+3	0	77		
	Totals			72			74					
2	Penalty											Lengthen leg
	Maneuver Score	0	+1/2	+1/2	+1	+1/2	+1/2	+1 1/2	0	74 1/2		
	Totals			71			73					
3	Penalty											Good position
	Maneuver Score	0	-1/2	+1/2	+1	+1	+1/2	+3	0	75 1/2		
	Totals			70			72 1/2					
4	Penalty											Pick up hands
	Maneuver Score	0	+1/2	+1/2	+1	0	+1/2	+2	0	74 1/2		
	Totals			71			72 1/2					
5	Penalty											Pull legs back
	Maneuver Score	+1/2	+1/2	0	+1/2	0	0	+1 1/2	0	73		
	Totals			71								
6	Penalty											Lengthen everything
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	0	+1 1/2	0	73 1/2		
	Totals			71			72					
7	Penalty											Sit up
	Maneuver Score	0	0	0	0	+1/2	+1/2	+1 1/2	0	72 1/2		
	Totals						71					
8	Penalty											Lengthen legs
	Maneuver Score	0	+1/2	+1/2	+1/2	-1/2	0	+2	0	73		
	Totals			71			71					
9	Penalty											
	Maneuver Score											
	Totals											

Palsen

Judges Signature

Class #4 SR
Diamond Split B

YEDA REINING PATTERN NRHA #6 OFFICIAL SCORE SHEET



EXHB #	MANEUVER DESCRIPTION	4	4	L. Circle	R. Circle	Stop &	Stop &	Stop	Back	Overall Ability	HDD	Penalties	Final Score	Comments
		Spins R	Spins L	OOo & Change	OOo & Change	Right Roll Back	Left Roll Back	7	8					
1	494													
	PENALTY		2,2		2 op									
	SCORE	0	0	+1/2	-3	+1/2	+1/2	0	0	+1	+2		69 1/2	Watch leads Missed circle
	Total				10 1/2		10 1/2							
2	569													
	PENALTY													
	SCORE	0	+1/2	+1/2	+1/2	0	-1	-1/2	0	+2	+0	0	72	Sit deeper
	Total			71			70 1/2	70						
3	111													
	PENALTY			2	2	1/2								
	SCORE	+1	+1	+1/2	+1/2	0	+1/2	0	+1/2	+2	+1 1/2	2 1/2	75	Effective rider
	Total		72		71				71 1/2					
4	383													
	PENALTY													
	SCORE	-1/2	0	+1/2	+1	+1	+1	+1/2	+1/2	+2 1/2	0		76 1/2	Find center
	Total			70	71	72	73		74					
5	1578													
	PENALTY													
	SCORE	+1/2	+1/2	+1	+1/2	0	+1/2	+1	+1/2	+3	+1		78 1/2	Confidant rider
	Total		71	72			73		74 1/2					
6	839													
	PENALTY													
	SCORE	+1/2	0	+1/2	+1	-2	-1/2	0	0	+1 1/2	0		71	Sit deeper
	Total			71	72		69 1/2							
7														
	PENALTY													
	SCORE													
	Total													
8														
	PENALTY													
	SCORE													
	Total													
9														
	PENALTY													
	SCORE													
	Total													

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

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

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

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

JUDGES SIGNATURE

YEDA Official Score Sheet – Ranch Horse Pattern # 6

Updated August 2022

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

Class #3 SR Sapphire

RR
1 of 2

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. "Easy" horse would receive a 0 or - score, where a horse who is a challenge would receive a + if the rider handled it well.

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

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Lope LL	Stop 1 1/2 R	X-Lope RL	N Lope	Change Leads	Trot	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	1150			3													
	Penalty																
	Maneuver Score	0	0	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	3	+2	+2	74 1/2
Totals						67 1/2	68		69			70 1/2					
2	215																
	Penalty																
	Maneuver Score	0	0	+1/2	0	OP	-1/2	0	+1/2	+1	0	0	-1/2	OP	+1	+1	72
Totals							69					70					
3	1061				3			3									
	Penalty																
	Maneuver Score	0	0	-1/2	-1/2	-1/2	-1/2	0	0	0	0	-1		6	+2	+1	64
Totals					66	65 1/2	65	62				61					
4	825																
	Penalty																
	Maneuver Score	0	0	+1/2	+1/2	+1/2	-1/2	0	+1	0	+1/2	+1/2		0	0	+2	75
Totals					71			71	72			73					
5	843																
	Penalty																
	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1/2	0	0	0	+1	+1		0	0	+1 1/2	75 1/2
Totals					71			72				74					
6	1793																
	Penalty																
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	0	0	+1	+1/2	+1	+1		0	0	+2	77 1/2
Totals									73			75 1/2					
7	454																
	Penalty																
	Maneuver Score	0	+1/2	0	+1/2	0	-1/2	0	-1/2	0	+1/2	+1/2		0	+1	68	Watch leads
Totals					71				66			67					
8	901																
	Penalty																
	Maneuver Score	0	+1/2	3	-1	0	-1	0	0	0	+1/2	+1/2		6	+1	+1 1/2	66
Totals					66 1/2				62 1/2			63 1/2					

Batsura

Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 6

Updated August 2022

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

Class #5 SR Sapphire

R.R.
2 of 2

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. "Easy" horse would receive a 0 or - score, where a horse who is a challenge would receive a + if the rider handled it well.

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

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Lope LL	Stop 1 1/2 R	X-Lope RL	N Lope	Change Leads	Trot	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	Penalty																
	Maneuver Score	+1/2	+1/2	+1	+1/2	-1/2	0	0	+1	-1/2	+1/2	+1/2	0	0	+2	75 1/2	more extended lope
	Totals		71	72		72			73			73 1/2					
2	Penalty			1	3			3									
	Maneuver Score	0	0	0	0	+1/2	+1/2	-1	+1/2	+1/2	+1/2	+1/2	7	+2	+2	69	Good ride on tough horse
	Totals			69		66 1/2	67	63		64		65					
3	Penalty																
	Maneuver Score	0	+1/2	+1/2	+1/2	-1/2	+1/2	+1	+1	+1	+1	+1/2	0	0	+2	78	Nice ride
	Totals			71		71		72 1/2		74 1/2		76					
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																

[Handwritten Signature]

Judges Signature



YEDA Official Score Sheet – RAIL Class: #6 Jr Ruby rail

	Back #	Rider Comments	Overall Class Comments
✓ 1	1624	Strengthen lower leg	
✓ 2	1089	Pull legs back	
✓ 3	1119	Lengthen upper body	
✓ 4	1580	Legs back	
✓ 5	245	More contact needed	
✓ 6	614	Good position	
7			
8			
9			
10			
11			



Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 6

Updated August 2022

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

Class # 7

Junior Sapphire
RR

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. "Easy" horse would receive a 0 or - score, where a horse who is a challenge would receive a + if the rider handled it well.

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

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Lope L.L.	Stop 1 1/2 R	X-Lope R.L.	N Lope	Change Leads	Trot	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1 336	Penalty		OP										OP				Know your pattern
	Maneuver Score	0	-1 1/2	+1/2	+1/2	+1/2	0	0	+1/2	-1 1/2	+1	+1/2		0	+1	71 1/2	
	Totals			69		70				69		70 1/2					
2 1837	Penalty								3								Watch leads
	Maneuver Score	+1/2	+1/2	0	-1/2	0	0	0	-1 1/2	0	+1/2	0	3	+1	+1	68 1/2	
	Totals		71					70 1/2	66			66 1/2					
3 643	Penalty			3													Finish turns
	Maneuver Score	0	0	-1/2	0	-1/2	+1/2	0	0	+1/2	0	+1/2	3	+1	+1 1/2	70	
	Totals			66 1/2		66				67		67 1/2					
4 807	Penalty												OP				Know your pattern
	Maneuver Score	+1/2	+1/2	0	+1/2	-1 1/2	0	0	+1	-1 1/2	-1	0	OP	0	+1	69 1/2	
	Totals			71		69		70	71	68 1/2							
5 1039	Penalty																Work on pattern layout
	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	0	+1/2	75 1/2	
	Totals			71		72		73				74					
6 1442	Penalty																More Contact
	Maneuver Score	0	0	0	0	-1	0	-1	0	0	0	0	0	0	+1/2	69 1/2	
	Totals					69		68				68					
7	Penalty																
	Maneuver Score																
	Totals																
8	Penalty																
	Maneuver Score																
	Totals																

Bob

Judges Signature

	Back #	Rider Comments	Overall Class Comments
✓ 1	109	Good positioning	
✓ 2	1404	Pull legs back	
✓ 3	542	Good positioning	
✓ 4	679	Strong leg	
✓ 5	1065	Shoulders back	
✓ 6	851	More contact	
✓ 7	1033	Good positioning	
✓ 8	1501	Good leg	
9			
10			
11			


 Judges Signature

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

Update

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

Entry #	Maneuver Description	Rail Work	Walk	Lope LL	X Jog	Stop	180 L	Walk	Stop Back	F & E	H D D	Total	Comments
		RW	1	2	3	4	5	6	7				
1	900	Penalty											Eyes up
	Maneuver Score	+2	+1/2	+1	+1	0	-1/2	0	0	+2	+1	77	
	Totals			73 1/2			74						
2	824	Penalty											Lengthen leg
	Maneuver Score	+1 1/2	+1/2	0	+1/2	0	+1/2	+1/2	0	+1 1/2	0	75	
	Totals			72			73		73 1/2				
3	494	Penalty			3								Legs back
	Maneuver Score	+2	0	0	0	+1/2	0	+1/2	0	+1 1/2	0	71 1/2	
	Totals			72	69		70						
4	446	Penalty											Legs back
	Maneuver Score	+1 1/2	0	+1/2	+1	+1/2	+1/2	+1	0	+2	0	77	
	Totals			72			74		75				
5	383	Penalty											Effective rider
	Maneuver Score	+2 1/2	+1/2	+1	+1	+1	-1/2	+1/2	+1	+3	0	80	
	Totals			74		76		76	77				
6	160	Penalty						3					
	Maneuver Score	+2	0	+1/2	+2	+1	+1	0	+1	+3	+1 1/2	79	
	Totals		72		74 1/2		76 1/2		74 1/2				
7		Penalty											
	Maneuver Score												
	Totals												
8		Penalty											
	Maneuver Score												
	Totals												
9		Penalty											
	Maneuver Score												
	Totals												

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

Faults (-3 points)

- 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 within 10' of designated area
- Incorrect lead
- Break of gait at a walk or jog for more than 2 strides

Faults (-5 points)

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

Judge's Signature
[Signature]

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

Update

Form & Effectiveness (F&E) of the rider is scored from -3 to +3 in 1/2 point increments
 Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 point increments

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

Entry #	Maneuver Description	Rail Work	Walk	Lope LL	X Jog	Stop	180 L	Walk	Stop Back	F & E	H D D	Total	Comments
		RW	1	2	3	4	5	6	7				
1	Penalty												Excellent rider
	Maneuver Score	+3	+1/2	+1	+2	+1	+1	+1	+1 1/2	+3	+1	85	
	Totals					77 1/2			81				
2	Penalty												Lengthen upper body
	Maneuver Score	+2	+1	+1/2	+1	+1/2	+1	+1/2	+1/2	+2	0	79	
	Totals		73		74 1/2		76		77				
3	Penalty												Don't lean around corners
	Maneuver Score	+2 1/2	+1/2	+1/2	+1	+1	+1	+1/2	+1	+2 1/2	0	80 1/2	
	Totals		73		74 1/2				78				
4	Penalty												Effective rider
	Maneuver Score	+2 1/2	+1/2	+1	+2	+1	+1	+1	+1	+2 1/2	+1	83 1/2	
	Totals		73		76				80				
5	Penalty												Lengthen legs
	Maneuver Score	+2	+1/2	0	+1	+1/2	+1/2	0	+1/2	+2	0	77	
	Totals				73 1/2	74			75				
6	Penalty												Legs back
	Maneuver Score	+2	+1/2	+1	+1 1/2	+1	+1	+1/2	+1	+2 1/2	+1	82	
	Totals			73 1/2	75		77		78 1/2				
7	Penalty												Loss of rein
	Maneuver Score												
	Totals												
8	Penalty												Use of either hand to instill fear or praise while on pattern or rail work
	Maneuver Score												
	Totals												
9	Penalty												Holding saddle with either hand
	Maneuver Score												
	Totals												
9	Penalty												Cueing with end of romal
	Maneuver Score												
	Totals												
9	Penalty												Spurring in front of cinch
	Maneuver Score												
	Totals												

- 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
- Faults (-3 points)**
- 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 within 10' of designated area
 - Incorrect lead
 - Break of gait at a walk or jog for more than 2 strides
- Faults (-5 points)**
- Loss of rein
 - Holding saddle with either hand
 - Cueing with end of romal
 - Spurring in front of cinch

Judge's Signature *[Signature]*

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

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

Entry #	Maneuver Description	Rail Work	Walk	Lope RL	Jog	Jog	X Jog	X Jog	Stop Back	F & E	H D D	Total	Comments
		RW	1	2	3	4	5	6	7				
1	Penalty												Effective rider
	Maneuver Score	+2 1/2	0	+1 1/2	+1 1/2	+1	+1 1/2	+1 1/2	+1	+2 1/2	0	83	
	Totals			74			76 1/2		77 1/2	80 1/2			
2	Penalty												Know your pattern
	Maneuver Score	+1 1/2	0	+1/2	0	-1 1/2	-1 1/2	0	+1/2	+1 1/2	0	71	
	Totals			72			69						
3	Penalty												Good leg
	Maneuver Score	+2 1/2	+1/2	+1	+1	0	0	+1/2	+1	+2 1/2	0	79	
	Totals		73	74				75 1/2	76 1/2				
4	Penalty				5								Watch transition location
	Maneuver Score	+2	+1/2	0	-1/2	+1/2	0	0	-1/2	+2	+1	70	
	Totals			72 1/2		67 1/2			67				
5	Penalty												Sit back
	Maneuver Score	+1 1/2	+1/2	+1	+1/2	0	+1/2	+1/2	+1/2	+1 1/2	0	76 1/2	
	Totals		72	73			74		75				
6	Penalty												Precise pattern
	Maneuver Score	+2	0	+1/2	+1	+1/2	+1	+1	0	+2 1/2	0	78 1/2	
	Totals		72		73 1/2	74		76					
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												Holding saddle with either hand
	Maneuver Score												
	Totals												
9	Penalty												Cueing with end of romal Spurring in front of cinch
	Maneuver Score												
	Totals												

Faults (-1 point)
Beak gait at walk or jog for up to 2 strides
Over/under turn from 1/4 to 3/4
Ticking or hitting cone
Obviously looking down to check leads

Faults (-3 points)
Break of gait at lope, out of lead or missing lead for 1-2 strides
Not performing gait or stopping when called for within 10' of designated area
Incorrect lead

Faults (-5 points)
Loss of rein
Use of either hand to instill fear or praise while on pattern or rail work
Holding saddle with either hand
Cueing with end of romal
Spurring in front of cinch

Judge's Signature 

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

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

Entry #	Maneuver Description	Rail Work	Walk	Lope RL	Jog	Jog	X Jog	X Jog	Stop Back	F & E	HDD	Total	Comments
		RW	1	2	3	4	5	6	7				
1	Penalty												Strong lower leg
	Maneuver Score	+2 1/2	+1/2	+1	+1	+1	0	0	+1	+2 1/2	+1	80 1/2	
	Totals			74		76			77				
2	Penalty			5									Lengthen leg
	Maneuver Score	+2	+1/2	-1/2	+1/2	+1/2	0	0	+1/2	+2	+1	71 1/2	
	Totals	72		67		68			68 1/2				
3	Penalty												Effective rider
	Maneuver Score	+2 1/2	0	+2	+1	+1	0	+1	+1	+2 1/2	0	81	
	Totals			74 1/2		76 1/2			78 1/2				
4	Penalty												Strengthen lower leg
	Maneuver Score	+1 1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1 1/2	0	75 1/2	
	Totals		72			72 1/2			73 1/2				
5	Penalty			5			3	3					Watch leads
	Maneuver Score	+2 1/2	0	-1	-1/2	0	-1/2	-1/2	+1/2	+1 1/2	+2	63	
	Totals		72 1/2	66 1/2		66		59	59 1/2				
6	Penalty			5									Lengthen legs
	Maneuver Score	+1 1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	+2	+1 1/2	71 1/2	
	Totals		72			73			74				
7	Penalty												Lengthen legs
	Maneuver Score	+1 1/2	+1/2	0	+1/2	0	0	+1/2	+1/2	+1 1/2	0	75	
	Totals			72				73	73 1/2				
8	Penalty							3					Softer ques
	Maneuver Score	+2	+1/2	+1	+1/2	0	0	0	+1/2	+2 1/2	0	74	
	Totals			73 1/2		74			71				
9	Penalty												Lengthen legs
	Maneuver Score	+2	0	0	0	0	-1/2	0	+1/2	+1 1/2	0	73 1/2	
	Totals		72				72		71 1/2				

- Faults (-1 point)**
- Beak gait at walk or jog for up to 2 strides
 - Over/under turn from 1/2 to X
 - Ticking or hitting cone
 - Obviously looking down to check leads
- Faults (-3 points)**
- Break of gait at lope, out of lead or missing lead for 1-2 strides
 - Not performing gait or stopping when called for within 10' of designated area
 - Incorrect lead
- Faults (-5 points)**
- Break of gait at a walk or jog for more than 2 strides
 - Loss of stirrup
 - Loss of rein
 - Use of either hand to instill fear or praise while on pattern or rail work
 - Holding saddle with either hand
 - Cueing with end of romal
 - Spurring in front of cinch

Judge's Signature

[Handwritten Signature]

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

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

Entry #	Maneuver Description	Rail Work	Walk	Lope RL	Jog	Jog	X Jog	X Jog	Stop Back	F & E	HDD	Total	Comments
		RW	1	2	3	4	5	6	7				
1	Penalty				5								Maintain contact
	Maneuver Score	+2	0	0	-1/2	+1/2	+1	+1/2	+1/2	+1/2	+1	71/2	
	Totals			72		67			69				
2	Penalty												Keep legs underneath you
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	0	0	+1/2	+1	0	74 1/2	
	Totals		72			73			73 1/2				
3	Penalty												
	Maneuver Score												
	Totals												
4	Penalty												
	Maneuver Score												
	Totals												
5	Penalty												
	Maneuver Score												
	Totals												
6	Penalty												
	Maneuver Score												
	Totals												
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

- Faults (-1 point)**
 - Beak gait at walk or jog for up to 2 strides
 - Over/under turn from 1/4 to 3/4
 - Ticking or hitting cone
 - Obviously looking down to check leads
- Faults (-3 points)**
 - Break of gait at lope, out of lead or missing lead for 1-2 strides
 - Not performing gait or stopping when called for within 10' of designated area
 - Incorrect lead
 - Break of gait at a walk or jog for more than 2 strides
 - Loss of stirrup
- Faults (-5 points)**
 - Loss of rein
 - Use of either hand to instill fear or praise while on pattern or rail work
 - Holding saddle with either hand
 - Cueing with end of romal
 - Spurring in front of cinch

Judge's Signature *[Signature]*



YEDA Official Score Sheet – Topaz EWD Pattern 5 & 6
Updated 2020

Class #13

EWD TOPAZ

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	X-Walk O L	Jog	Stop					
		1-2	3	4	5	6					
1	Penalty										Quiet legs Push heels down
	Maneuver Score	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	73 1/2		
	Totals			71		72					
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										

[Handwritten Signature]

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.

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back					
		1-2	3	4	5					
1	Penalty		5							More weight in her stirrups
	Maneuver Score	0	-1	0	+1/2		+1	+1	66 1/2	
	Totals		64		64 1/2					
2	Penalty									Sit back
	Maneuver Score	+1	+1	0	+1		+2	0	75	
	Totals		72		73					
3	Penalty			OP						Know your pattern
	Maneuver Score	+1	+1 1/2	-3	0		+1	0	70 1/2	
	Totals		72 1/2	69 1/2	69 1/2					
4	Penalty		3							Heels down
	Maneuver Score	+1/2	-1	0	+1		+1 1/2	0	69	
	Totals		68 1/2		67 1/2					
5	Penalty									Don't over turn
	Maneuver Score	+1	+2	0	-2		+1 1/2	0	72 1/2	
	Totals		73		71					
6	Penalty									Pull legs back
	Maneuver Score	+1 1/2	+1/2	0	+1/2		+2 1/2	0	75	
	Totals		72		72 1/2					
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

[Handwritten Signature]

Judges Signature

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 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	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back					
		1-2	3	4	5					
1 1542	Penalty									More contact
	Maneuver Score	0	-1	-1/2	0		+1/2	+1/2	70 1/2	
	Totals		69		68 1/2					
2 1219	Penalty		3							Maintain contact
	Maneuver Score	+1	+1/2	+1	+1		+2	+1	73 1/2	
	Totals				70 1/2					
3 1734	Penalty									Legs back
	Maneuver Score	+1	+1/2	0	0		+1 1/2	0	73	
	Totals			71 1/2						
4 1072	Penalty									More contact
	Maneuver Score	0	0	-2	0		+1	0	69	
	Totals			68						
5 1738	Penalty									Pull shoulders back
	Maneuver Score	+1/2	+1/2	+1	-1/2		+1 1/2	0	73	
	Totals		71	72	71 1/2					
6 1785	Penalty									Lengthen leg
	Maneuver Score	0	0	-2	0		+1 1/2	0	69 1/2	
	Totals			68						
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

[Signature]

Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 6
Updated 2020

Class #16

Sk Opal
Split A

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.

Entry #	Maneuver Description	Walk	Jog	180 R	Back	F & E	HDD	Total	Comments
		1-2	3	4	5				
1 1583	Penalty								Lengthen leg
	Maneuver Score	0	+1/2	0	+1/2	+2	+1/2	73 1/2	
	Totals				71				
2 1736	Penalty								Legs back
	Maneuver Score	+1	+1	0	+1/2	+1 1/2	0	74	
	Totals		72		72 1/2				
3 1998	Penalty		3						Sit up taller
	Maneuver Score	+1	-1/2	0	-1/2	+1 1/2	0	68 1/2	
	Totals	71	67 1/2		67				
4 1709	Penalty			OP	OP				More bend to elbow
	Maneuver Score	+1	+1	-2	-2	+1	+1	70	
	Totals		72	70	68				
5 432	Penalty								Maintain balance of seat
	Maneuver Score	0	-1/2	+1	+1/2	+1 1/2	0	72 1/2	
	Totals				71				
6 1784	Penalty								Pull legs back
	Maneuver Score	0	0	+1/2	0	+1	0	71 1/2	
	Totals				70 1/2				
7	Penalty								
	Maneuver Score								
	Totals								
8	Penalty								
	Maneuver Score								
	Totals								
9	Penalty								
	Maneuver Score								
	Totals								

[Signature]

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.

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back					
	Maneuver	1-2	3	4	5					
1 227	Penalty									
	Maneuver Score	+1	+1	0	+1		+2 1/2	0	75 1/2	Well laid out pattern
	Totals		72		73					
2 1880	Penalty									
	Maneuver Score	+1	+1/2	+1	0		+2	0	74 1/2	Quiet hands
	Totals			72 1/2						
3 910	Penalty									
	Maneuver Score	+1	0	-1	0		+2	0	72	Finish turn
	Totals		71	70						
4 1801	Penalty									
	Maneuver Score	0	-1/2	-1	-1		+1 1/2	0	69	Legs back
	Totals			67 1/2						
5 994	Penalty									
	Maneuver Score	+1	+1	+1	+1		+2	0	76	Eyes up
	Totals		72		74					
6 1810	Penalty									
	Maneuver Score	+1/2	+1/2	0	0		+1 1/2	0	72 1/2	Legs back
	Totals		71		71					
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

[Signature]
 Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 6
 Updated 2020

Class# 18 JR qual
 Split B

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver				F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back				
		1-2	3	4	5				
1	Penalty								Softer ques
	Maneuver Score	0	-1/2	-1/2	-1/2	+1 1/2	0	69	
	Totals			68	6 1/2				
2	Penalty								Eyes up
	Maneuver Score	+1/2	+1	0	+1/2	+2	0	74	
	Totals				72				
3	Penalty								Legs back
	Maneuver Score	+1/2	+1/2	0	-1/2	+1 1/2	0	74	
	Totals		73		72 1/2				
4	Penalty								Legs back Heels down
	Maneuver Score	+1/2	0	-1/2	0	+1 1/2	0	71 1/2	
	Totals				70				
5	Penalty								More bend at elbow
	Maneuver Score	0	0	0	0	+1	0	71	
	Totals				70				
6	Penalty								Sit up
	Maneuver Score	+1/2	0	-1	0	+1	0	70 1/2	
	Totals			69 1/2					
7	Penalty								Softer ques
	Maneuver Score	+1/2	-1/2	-1/2	0	+1 1/2	0	71	
	Totals				70				
8	Penalty								
	Maneuver Score								
	Totals								
9	Penalty								
	Maneuver Score								
	Totals								

[Handwritten Signature]

Judges Signature

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Walk 1-2	Jog 3	180 R 4	Back 5	F & E	HDD	Total	Comments
1 1260	Penalty								Lengthen legs
	Maneuver Score	+1/2	+1/2	0	0	+1 1/2	0	72 1/2	
	Totals		71		71				
2 1568	Penalty								Shoulders back
	Maneuver Score	+1/2	+1/2	-1/2	0	+1	0	71 1/2	
	Totals		71		70 1/2				
3 885	Penalty								Don't rush
	Maneuver Score	0	0	+1/2	0 ^{OP}	+1	0	69 1/2	
	Totals				68 1/2				
4 228	Penalty								Good legs
	Maneuver Score	+1/2	+1	-1/2	0	+2	0	74	
	Totals		72 1/2		72				
5 1792	Penalty								Sit up
	Maneuver Score	+1/2	+1/2	0	+1/2	+1 1/2	0	73	
	Totals		71		71 1/2				
6 1806	Penalty								Lengthen legs
	Maneuver Score	+1/2	+1/2	0	0	+1		72	
	Totals		71		71				
7	Penalty								
	Maneuver Score								
	Totals								
8	Penalty								
	Maneuver Score								
	Totals								
9	Penalty								
	Maneuver Score								
	Totals								

[Signature]
 Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 6
 Updated 2020

Class# 20
 Elem Pearl
 Pattern C

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 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	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back					
1	Penalty									Good legs
	Maneuver Score	+1/2	+1	-1	+1/2		+1 1/2	0	72 1/2	
	Totals				71					
2	Penalty									Watch turns
	Maneuver Score	+1	+2	-1/2	0		+2	0	74 1/2	
	Totals		73		72 1/2					
3	Penalty									Sit up
	Maneuver Score	+1	+1/2	0	0		+2	0	73 1/2	
	Totals		71 1/2							
4	Penalty									Effective rider
	Maneuver Score	+1/2	0	+1/2	-1/2		+2 1/2	0	73	
	Totals				70 1/2					
5	Penalty									Sit up
	Maneuver Score	+1/2	+1	+1	+1		+1 1/2	0	75	
	Totals				73 1/2					
6	Penalty									Good legs
	Maneuver Score	0	3 3	0	+1/2		+2	+1	66 1/2	
	Totals		63		63 1/2					
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

[Handwritten Signature]

Judges Signature

YEDA Official Score Sheet – Emerald Pattern 6
 Updated 2020

Class # 21 Junior
 Emerald
 Split A

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
1	Penalty										
	Maneuver Score	0	+1/2	-1 1/2	0	+1		+2	0	72	Don't cut corners
	Totals					70					
2	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	0		+1 1/2	0	73	Good legs
	Totals			71		71 1/2					
3	Penalty										
	Maneuver Score	+1	+2	+1	+1	+1		+3	0	79	Excellent position
	Totals		73		75	76					
4	Penalty										
	Maneuver Score	0	0	+1	+1/2	0		+2	0	73 1/2	Lengthen legs
	Totals			71		71 1/2					
5	Penalty										
	Maneuver Score	0	0	+1	+1/2	0		+1	0	72 1/2	Lengthen legs
	Totals			71		71 1/2					
6	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1	+1/2		+1 1/2	0	74	Don't push with seat
	Totals			71	72	72 1/2					
7	Penalty										
	Maneuver Score	0	0	0	OP -3	+1/2		+1	+1	69 1/2	Know your pattern
	Totals				67	67 1/2					
8	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	0		+1 1/2	0	72 1/2	Strengthen lower leg
	Totals				71						
9	Penalty										
	Maneuver Score										
	Totals										

[Signature]
 Judges Signature

YEDA Official Score Sheet – Emerald Pattern 6
 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 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
1	Penalty										
	Maneuver Score	0	+1/2	+1	+1/2	+1/2		+1 1/2	0	74	Shoulders back
	Totals					7 1/2					
2	Penalty										
	Maneuver Score	+1/2	+1	+1/2	+1	+1		+2	0	76	Good legs
	Totals			7 1/2		7 1/4					
3	Penalty										
	Maneuver Score	+1/2	+1	+1	+1/2	+1		+2 1/2	0	76 1/2	Good lower leg
	Totals			7 1/2		7 1/4					
4	Penalty										
	Maneuver Score	0	0	+1/2	+1	+1/2		+1 1/2	0	73 1/2	Softer cues
	Totals					7 1/2					
5	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1	+1/2		+2	0	74 1/2	Don't cut corner
	Totals				7 1/2	7 1/2					
6	Penalty										
	Maneuver Score	0	0	+1	+1/2	0		+1 1/2	0	73	Sit up
	Totals					7 1/2					
7	Penalty										
	Maneuver Score	+1/2	+1	-1/2	+1	-1/2		+1	0	72 1/2	Lengthen upper body
	Totals			7 1/2	7 1/2	7 1/2					
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

[Signature]

Judges Signature

YEDA Official Score Sheet – Emerald Pattern 6
 Updated 2020

Class# 23 Jr.
 Emerald split B

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
1	Penalty										More bend to elbow
	Maneuver Score	0	0	-1/2	+1/2	0		+1 1/2	0	71 1/2	
	Totals					70					
2	Penalty										Sit up
	Maneuver Score	+1/2	+1	0	+1/2	0		+1 1/2	0	73 1/2	
	Totals				72						
3	Penalty										Sit up
	Maneuver Score	+1/2	0	-1/2	0	-1/2		+1 1/2	0	71	
	Totals			70		69 1/2					
4	Penalty										Strong leg
	Maneuver Score	0	+1/2	+1 1/2	+1	+1/2		+2	0	75 1/2	
	Totals			72		73 1/2					
5	Penalty										Soften seat
	Maneuver Score	0	+1/2	-1/2	0	+1		+1 1/2	0	72 1/2	
	Totals			70		71					
6	Penalty										Even reins
	Maneuver Score	0	+1	+1	-1/2	+1/2		+2	0	74	
	Totals		71	72		72					
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Baker
 Judges Signature



YEDA Official Score Sheet – RAIL Class: #24 Elem Pearl Split A

	Back #	Rider Comments	Overall Class Comments
✓ 1	994	Good legs	
✓ 2	656	Shorten stirrups	
✓ 3	726	Sit back	
✓ 4	254	Less arch in back	
5	888	Sit up	
✓ 6	1810	Good legs	
7			
8			
9			
10			
11			


Judges Signature



YEDA Official Score Sheet – RAIL Class: #25 JR open Split A

	Back #	Rider Comments	Overall Class Comments
✓ 1	397	Good upper body	
✓ 2	1822	More weight in heels	
✓ 3	1738	Sit up	
✓ 4	1796	Good position	
✓ 5	859	Lengthen leg	
✓ 6	1219	Good position	
✓ 7	1734	Good leg more contact needed	

Judges Signature



YEDA Official Score Sheet – RAIL Class: #26 SR emerald Split A

	Back #	Rider Comments	Overall Class Comments
✓ 1	1152	Sit up	
✓ 2	234	Good position	
✓ 3	1126	Sit down Work on leads	
✓ 4	409	Good legs	
✓ 5	1174	Good upper body	
✓ 6	1133	Look up	
✓ 7	391	Legs back	
8			
9			
10			
11			

Judges Signature



YEDA Official Score Sheet – RAIL Class: #27 Elem Pearl Split B

	Back #	Rider Comments	Overall Class Comments
✓ 1	1431	Good leg	
✓ 2	376	Sit down	
✓ 3	1908	Good upper body	
✓ 4	1880	Eyes up	
✓ 5	1677	Good legs	
✓ 6	227	Sit back	
7			
8			
9			
10			
11			

Balsa

Judges Signature



YEDA Official Score Sheet – RAIL Class: #28 Jr Opal Split B

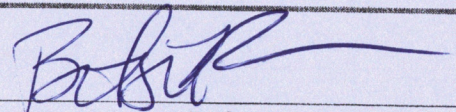
Back #	Rider Comments	Overall Class Comments
1 1785	Sit up	
2 1701	Lengthen legs	
3 1542	Good leg	
4 568	Good position	
5 1072	Good position	
6 1922	Pull legs back	
7		
8		
9		
10		
11		

Judges Signature



YEDA Official Score Sheet – RAIL Class: #29 Jr Emerald Split B

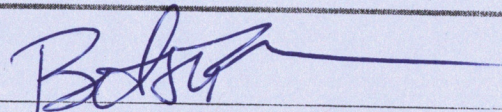
Back #	Rider Comments	Overall Class Comments
1 1177	Good legs	
2 1512	Legs back	
3 1444	Sit up	
4 1075	Good position	
5 1546	Good legs	
6 1514	Good position	
7 1516	Sit down in saddle	
8		
9		
10		
11		


Judges Signature



YEDA Official Score Sheet – RAIL Class: #30 Elem Pearl Split C

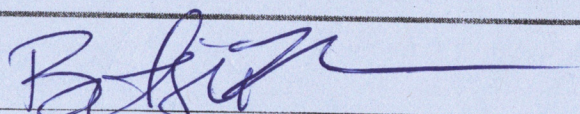
	Back #	Rider Comments	Overall Class Comments
✓ 1	1801	Pull legs back	
✓ 2	1815	Good legs	
✓ 3	182	Good upper body	
✓ 4	152	Good position	
✓ 5	505	Lengthen legs	
✓ 6	910	Sit up	
7			
8			
9			
10			
11			


Judges Signature



YEDA Official Score Sheet – RAIL Class: #31 SR opal split A

Back #	Rider Comments	Overall Class Comments
1 1260	Strengthen lower leg	
2 1583	Good position	
3 1568	Sit up	
4 1998	Sit up	
5 1784	Heels down	
6 1806	Sit up	
7		
8		
9		
10		
11		


Judges Signature

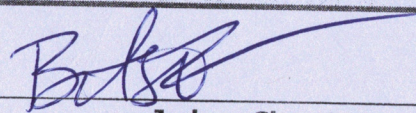


YEDA Official Score Sheet – RAIL Class: #32 SR emerald

Back #	Rider Comments	Overall Class Comments
1 58	Heels down	
2 1480	Good legs	
3 1590	Good legs, lengthen upper body	
4 1607	Sit up	
5 1912	Sit up	
6 967	Good position	
7 867	Good position	
8		
9		
10		
11		


Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1709	Good position	
2 228	Sit down	
3 1792	Sit up	
4 885	Good legs	
5 432	Good position	
6 1736	Pull legs back	
7		
8		
9		
10		
11		


 Judges Signature