

# YEDA REINING PATTERN NRHA #1 OFFICIAL SCORE SHEET Class #1 Sr Diamond Reining Split A



EXHB #	MANEUVER DESCRIPTION	Stop & LRB	Stop & RRB	Stop & Back	4 Spins Right	4 1/4 Spins Left	L. Circles OoO & Lead Change	R. Circles OoO & Lead Change	Stop	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	1691													
	PENALTY						1							
	SCORE	+1/2	0	0	+1/2	0	-1/2	0	+1/2	+2	+1/2		73 1/2	
	Total	70 1/2			71		69 1/2		70					
2	1115													
	PENALTY						2							
	SCORE	-1/2	0	0	-1/2	-1	-1/2	0	0	+1/2	0		66	
	Total	69 1/2			69	68	65 1/2							
3	1578													Strong
	PENALTY													
	SCORE	+1/2	0	0	0	0	-1/2	+1/2	0	+1/2	+1		72	
	Total	70 1/2					70	70 1/2						
4	1106													
	PENALTY						2		1, 2					
	SCORE	0	0	0	-1/2	-1	+1/2	0	-1	+1/2	+1/2		64	
	Total				69 1/2	66 1/2	67		63					
5	893													
	PENALTY													
	SCORE	-1/2	-1/2	0	-1/2	-1/2	0	0	0	+1/2	0		68 1/2	
	Total		69		68 1/2	68								
6	311													
	PENALTY						1/2		1					
	SCORE	0	0	0	0	+1/2	-1/2	0	0	+1	+1/2		70	
	Total					70	69 1/2	68 1/2						
7	377													
	PENALTY						1/2							
	SCORE	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+2	+1/2		75 1/2	
	Total	70 1/2	71	71 1/2	71 1/2	72	72 1/2		73					
8														
	PENALTY													
	SCORE													
	Total													

377  
 1691  
 1578  
 311  
 893  
 1115  
 1106  
 1106

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

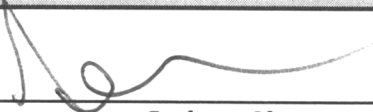
Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments.

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

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

JUDGES SIGNATURE \_\_\_\_\_

leg RL	3
↓	4

  
\_\_\_\_\_  
Judges Signature

5	883	+ , Hands low , loose
6	1802	leaning fwd , looking
7		
8		
9		
10		
11		

**YEDA Official Score Sheet – RAIL** Class: #3 Sr Emerald Rail Split A

Back #	Rider Comments	Overall Class Comments
1 326	Stached, bring leg bk, hands low	3
2 1051	stiff L arm, good heel, looking for leads	4
3 1468	stiff, leaning fwd + brk @ Jay, wrong lead LL, no connection @ lope	6
4 411	+ good position, dk @ lope, stretch ↑	2
5 352	leg loose + fwd, brk LL	5
6 1557	+ , soften, ex-3 +, LL +	1
7		
8		
9		
10		
11		

  
 \_\_\_\_\_  
**Judges Signature**

# YEDA REINING PATTERN NRHA #1 OFFICIAL SCORE SHEET Class #4 Sr Diamond Reining



Split B  
249  
633  
1108

EXHB #	MANEUVER DESCRIPTION	Stop & LRB	Stop & RRB	Stop & Back	4 Spins Right	4 ¼ Spins Left	L. Circles OoO & Lead Change	R. Circles OoO & Lead Change	Stop	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	PENALTY				1			1						
	SCORE	+1/2	0	+1/2	-1/2	0	+1/2	0	+1/2	+2	+1		72 1/2	
	Total	70 1/2		71	69 1/2		70	69	69 1/2					
2	PENALTY		1/2		-1 1/2	-1 1/2	1, 1							OP 5 spins
	SCORE	-1	-1	-1/2	-1 1/2	-1 1/2	-1 1/2	0	0	-1	0		59 1/2	
	Total	69	67 1/2	67	64	64	60 1/2							
3	PENALTY			2		1/2								marker penalty
	SCORE	0	0	-1/2	0	0	0	+1/2	+1/2	+1	0		69	
	Total			67 1/2		67		67 1/2	68					
4	PENALTY													
	SCORE	0	0	0	0	0	+1	+1/2	+1/2	+2 1/2	+1/2		75	
	Total						71	71 1/2	72					
5	PENALTY													
	SCORE	0	0	0	+1/2	+1/2	+1/2	+1	0	+2 1/2	+1		76	
	Total				70 1/2	71	71 1/2	72 1/2						
6	PENALTY						1							
	SCORE	+1/2	0	+1/2	0	+1/2	-1/2	-1/2	0	+1	+1		71 1/2	
	Total	70 1/2		71		71 1/2	70	69 1/2						
7	PENALTY				1									
	SCORE	0	0	-1/2	-1	+1/2	-1/2	0	-1/2	+1/2	+1/2		68	
	Total			69 1/2	67 1/2	68	67 1/2		67					
8	PENALTY													
	SCORE													
	Total													

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

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -1 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 # 1

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 Ranch Riding  
Split A

**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

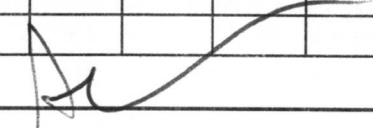
**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments. "Easy" horse would receive a 0 or - score, where a horse who is a challenge would receive a + if the rider handled it well.

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

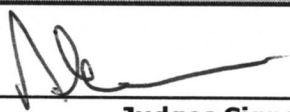
\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

1399  
1036  
794  
372 - 626  
1130  
880

Entry #	Maneuver Description	Walk	Trot	X Trot	Stop 360 L	Lope LL	Change Leads	X Lope RL	N Lope RL	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	Penalty							1	1								
	Maneuver Score	0	0	+1/2	-1/2	0	+1/2	-1	-1/2	-1/2	-1/2	0		0	0	66	
	Totals				70		70 1/2				66 1/2	66					
2	Penalty									1							
	Maneuver Score	0	0	+1/2	+1/2	0	0	0	+1/2	-1/2	-1/2	0		0	+1	70 1/2	
	Totals				70 1/2	71				71 1/2	70	69 1/2					
3	Penalty									1							
	Maneuver Score	+1/2	0	-1/2	0	0	-1/2	+1/2	0	-1/2	0	0		0	+1/2	69	
	Totals	70 1/2		70			69 1/2	70		68 1/2							
4	Penalty			3			5										
	Maneuver Score	0	0	-1/2	0	-1/2	0	-1/2	-1/2	0	-1	0		+1/2	+1/2	65	
	Totals			66 1/2		66		65 1/2	65		64						
5	Penalty							1									
	Maneuver Score	0	0	-1/2	0	0	-1	-1/2	0	0	0	0		0	0	67	
	Totals			69 1/2			68 1/2	67									
6	Penalty			3			5			1							
	Maneuver Score	0	+1/2	-1/2	+1/2	+1/2	-1	0	0	-1	0	0		+1	+1/2	67 1/2	
	Totals		70 1/2	67	69 1/2	68	67				65						
7	Penalty									1							
	Maneuver Score	0	0	0	0	+1/2	0	0	+1/2	-1/2	0	0		0	+1/2	70	
	Totals					70 1/2			71	69 1/2							
8	Penalty																
	Maneuver Score																

  
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1155	leg fwd	5
2 1031	loose leg, sit ↑ @ lope	2
3 1505	+ nice seat, push ↓ into hand @ jog	1
4 305	leaning fwd	3
5 771	leaning fwd, low hands, laxing ↓ @ lope	6
6 1619	stiff, break @ RL	4
7		
8		
9		
10		
11		



Judges Signature



# YEDA Official Score Sheet – Ranch Horse Pattern # 1 Class # 7 Sr Sapphire Ranch Riding

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.

Split B278 → 954  
107  
1673  
929  
795  
452

**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

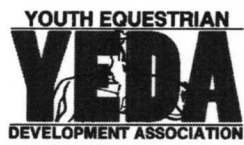
**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments. "Easy" horse would receive a 0 or - score, where a horse who is a challenge would receive a + if the rider handled it well.

**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.

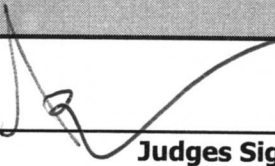
Entry #	Maneuver Description	Walk	Trot	X Trot	Stop 360 L	Lope LL	Change Leads	X Lope RL	N Lope RL	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	Penalty			1,1													
	Maneuver Score	0	+1/2	-1	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	0		+1	+1	72	
	Totals		70 1/2	67 1/2	68		69	69 1/2	70								
2	Penalty								3								
	Maneuver Score	0	+1/2	+1/2	+1	0	+1/2	+1/2	0	0	0	0		+1/2	+1	71 1/2	
	Totals				72			73	70								
3	Penalty									1							
	Maneuver Score	0	+1/2	+1	+1/2	+1/2	0	0	0	-1/2	0	0		+1/2	+1	72 1/2	
	Totals		70 1/2	71 1/2	72	72 1/2				71							
4	Penalty																
	Maneuver Score	0	0	+1/2	0	0	0	+1/2	+1/2	+1/2	0	0		0	+2	74	Use more pen
	Totals			70 1/2				71	71 1/2	72							
5	Penalty								1								
	Maneuver Score	-1/2	0	0	0	0	-1/2	-1/2	0	-1/2	-1	0		+1	+1/2	66 1/2	overbridged ex
	Totals	69 1/2					69	67 1/2		66	65						
6	Penalty									1							
	Maneuver Score	0	+1/2	+1/2	+1	+1/2	0	0	+1/2	-1/2	0	0		+1/2	+1/2	73 1/2	
	Totals		70 1/2	71	72	72 1/2			73	71 1/2							
7	Penalty					3											
	Maneuver Score	0	+1/2	+1/2	0	-1	-1	-1/2	-1/2	0	-1/2	0		0	0	64 1/2	Use more pen
	Totals		70 1/2	71		67	66	65 1/2	65		64 1/2						
8	Penalty																
	Maneuver Score																

\_\_\_\_\_  
Judges Signature



# YEDA Official Score Sheet – RAIL Class: #8 Sr Emerald Pail Split B

Back #	Rider Comments	Overall Class Comments
1 1536	+ , bouncy hands	1
2 1232	+ , bend elbows	2
3 1413	short stimp , good rhythm @ jog , good @ lope , wrong RL	6
4 814	+ , good feel @ jog + nice rhythm , brk @ jog , movement @ lope , rocky @ lope	3
5 1132	stiff , legs fwd	5
6 329	slouched , stretch ↑ , brk @ lope	4
7		
8		
9		
10		
11		

  
\_\_\_\_\_  
Judges Signature



# YEDA Official Score Sheet – Ranch Horse Pattern # 1

Updated August 2022

Class # 9 Jr Sapphire Ranch Riding

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

357  
543

**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.

840

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

1039

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

Entry #	Maneuver Description	Walk	Trot	X Trot	Stop 360 L	Lope LL	Change Leads	X Lope RL	N Lope RL	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	543																
	Penalty																
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	0	0	+1/2	0	+1/2	+1/2		0	+2	75 1/2	
	Totals		71	71 1/2		72			72 1/2			73 1/2					
2	840																
	Penalty						(5)										
	Maneuver Score	0	+1	-1/2	+1/2	0	-1/2	-1/2	0	0	0	0		+1/2	+1	71 1/2	
	Totals		71		71			70									
3	357																
	Penalty																
	Maneuver Score	+1/2	-1	+1/2	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1		+1/2	+2 1/2	77 1/2	
	Totals		109 1/2	70			71	71 1/2	72 1/2	73		74 1/2					
4	1039																
	Penalty			1													
	Maneuver Score	0	-1/2	-1/2	-1/2	0	-1/2	0	-1/2	0	-1/2	0		0	0	65	too slow ex- jump
	Totals		109 1/2		106 1/2		106		105 1/2		105						
5																	
	Penalty																
	Maneuver Score																
	Totals																
6																	
	Penalty																
	Maneuver Score																
	Totals																
7																	
	Penalty																
	Maneuver Score																
	Totals																
8																	
	Maneuver Score																

Judges Signature



## YEDA Official Score Sheet – Ranch Horse Pattern # 1

*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 # 10 Alumni Sapphire  
Ranch Riding

**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	Stop 360 L	Lope LL	Change Leads	X Lope RL	N Lope RL	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	Penalty					1											
	Maneuver Score	0	0	-1/2	0	-1/2	0	0	0	0	0	0		0	+1/2	68 1/2	
	Totals			69 1/2		68											
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																

AK

---

Judges Signature

**YEDA Official Score Sheet – Diamond Pattern 1** *Class # 11 Sr Diamond Rail/Pattern Split A*  
 Updated 2022

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

Form & Effectiveness (F&E) of the rider is scored from -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 point increments  
 \*Circled penalties are deemed due to horse, not rider, and will not appear in the final

Entry #	Maneuver Description	Rail Work	Walk	Stop Back	Jog	Lope LL	X Trot	Jog	F & E	HDD	Final Score	Comments
		RW	1	2	3	4	5	6				
1	Penalty											
	Maneuver Score	+1	+1	+1	0	0	+1/2		0	0	73 1/2	
	Totals	71	72	73			73 1/2					
2	Penalty					5						
	Maneuver Score	0	0	-2	0	-3	0		-1	+1/2	59 1/2	
	Totals			68		60						
3	Penalty											
	Maneuver Score	+3	+1/2	+2	+3	+1/2	+3		+2	0	84	Don't give up
	Totals	73	73 1/2	75 1/2	78 1/2	79	82					
4	Penalty											
	Maneuver Score	+2	+1/2	0	+2	+1	+2		+2 1/2	0	80	
	Totals	72	72 1/2		74 1/2	75 1/2	77 1/2					
5	Penalty											
	Maneuver Score	+2	0	-1	-1/2	-1	0		+1/2	0	70	
	Totals	72		71		69 1/2						
6	Penalty											
	Maneuver Score	+2	+1	+1	0	-1	-1/2		0	+1/2	73	
	Totals	72	73	74		73	72 1/2					
7	Penalty											
	Maneuver Score	-1/2	0	0	0	-1	-1/2		-1/2	0	66 1/2	
	Totals	69 1/2				68 1/2	67					
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

- Minor Faults (-1 point)**
- Beak gait at walk or jog for up to 2 strides
  - Over/under turn from ¼ to ¼
  - Ticking or hitting cone
  - Obviously looking down to check leads

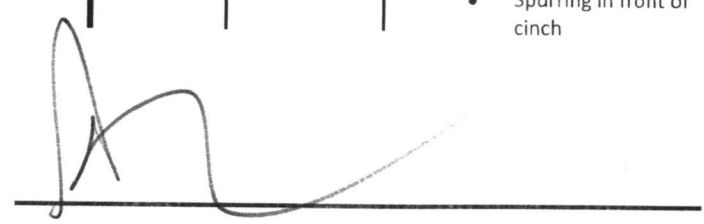
- Major Faults (-3 points)**
- Break of gait at lope, out of lead or missing lead for 1-2 strides
  - Not performing gait or stopping when called for within 10' of designated area
  - Incorrect lead
  - Break of gait at a walk or jog for more than 2 strides
  - Loss of stirrup

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

1106-377  
 633  
 682  
 691

893 520

Judge's Signature



Updated 2022

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

Form & Effectiveness (F&E) of the rider is scored from -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 point increments

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

Entry #	Maneuver Description	Rail Work	Walk	Stop Back	Jog	Lope LL	X Trot	Jog	F & E	HDD	Final Score	Comments
		RW	1	2	3	4	5	6				
1	Penalty											
	Maneuver Score	0	0	-1	-1/2	-1	-1/2		-1/2	+1/2	67	
	Totals			69	68 1/2	67 1/2	67					
2	Penalty											
	Maneuver Score	0	0	0	-1	-1	-1/2		0	0	67 1/2	
	Totals				69	68	67 1/2					
3	Penalty											
	Maneuver Score	+1	0	-1/2	+1	+1	-2		0	0	70 1/2	uneven reins (pattern)
	Totals	71		70 1/2	71 1/2	72 1/2	70 1/2					
4	Penalty											
	Maneuver Score	+1	+1/2	0	0	+1	4		+1	+1/2	75	
	Totals	71	71 1/2			72 1/2	73 1/2					
5	Penalty					(5)						
	Maneuver Score	-1	-1/2	0	+1/2	0	0		+1	+1/2	71 1/2	nice job w/ tough horse
	Totals	69	68 1/2		69							
6	Penalty											
	Maneuver Score	-1/2	+1	0	+1 1/2	+1	+1		+1	+1 1/2	75 1/2	
	Totals	69 1/2	70 1/2		72	73	74					
7	Penalty											
	Maneuver Score	0	0	0	+1/2	0	+1		+1	0	72 1/2	
	Totals				70 1/2		71 1/2					
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

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

**Severe Faults (-5 points)**

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

1578  
 311  
 1098  
 1115  
 249 1064  
 1106

Judge's Signature





YEDA Official Score Sheet – Sapphire/Alumni Pattern 1 **Class # 13 Sr Sapphire Rail/Pattern Split A**  
 Updated 2022

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

Form & Effectiveness (F&E) of the rider is scored from -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 point increments  
 \*Circled penalties are deemed due to horse, not rider, and will not appear in the final

Entry #	Maneuver Description	Rail Work	Walk	Jog	Lope RL	Simple Lead Change	Lope LL	Stop Back	90 R Walk	F & E	H D D	Total	Comments
			1	2	3	4	5	6	7				
1	Penalty		0										
	Maneuver Score	+1/2	-3	0	-1/2	-1/2	-1/2	0	-1	-1	+1/2	64 1/2	
	Totals	70 1/2	67 1/2		67		66		65				
2	Penalty												
	Maneuver Score	-1	0	-1/2	-1	0	-1	-2	-1	-1	+1/2	63	
	Totals	69		68 1/2	67 1/2		66 1/2	64 1/2	63 1/2				
3	Penalty												
	Maneuver Score	0	H	+1/2	+1	+2	+1/2	0	+1/2	+1	0	76 1/2	nice job
	Totals		71		72 1/2	74 1/2	75		75 1/2				
4	Penalty												
	Maneuver Score	0	0	0	-1/2	0	0	-1/2	-1/2	0	+1/2	69	
	Totals				69 1/2				68 1/2				
5	Penalty												
	Maneuver Score	0	+1/2	H	0	0	-1	-1/2	0	0	0	70	
	Totals			71 1/2			70 1/2	70					
6	Penalty												
	Maneuver Score	+2	0	-2	0	-1	0	0	0	+1/2	+1	70 1/2	
	Totals	72		70		69							
7	Penalty						5						
	Maneuver Score	+1	0	+1/2	0	-3	-3	0	0	-2	+1/2	59	CP-LLC
	Totals	71		71 1/2		68 1/2	60 1/2						
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

954

- Minor Faults (-1 point)**
- Beak gait at walk or jog for up to 2 strides
  - Over/under turn from ¼ to ¼
  - Ticking or hitting cone
  - Obviously looking down to check leads

- Major Faults (-3 points)**
- Break of gait at lope, out of lead or missing lead for 1-2 strides
  - Not performing gait or stopping when called for within 10' of designated area
  - Incorrect lead
  - Break of gait at a walk or jog for more than 2 strides
  - Loss of stirrup

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

Judge's Signature



YEDA Official Score Sheet – Sapphire/Alumni Pattern 1 Class # 14 Jr Sapphire Rail/Pattern  
Updated 2022

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

Form & Effectiveness (F&E) of the rider is scored from -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 point increments  
\*Circled penalties are deemed due to horse, not rider, and will not appear in the final

Entry #	Maneuver Description	Rail Work	Walk	Jog	Lope RL	Simple Lead Change	Lope LL	Stop Back	90 R Walk	F & E	H D D	Total	Comments
		RW	1	2	3	4	5	6	7				
1 840	Penalty												
	Maneuver Score	+1	+1	-1/2	+1/2	0	-1/2	+1/2	0	+1	+1/2	73 1/2	
	Totals	71	72	71 1/2	72		71 1/2	72					
2 1039	Penalty												
	Maneuver Score	+1/2	+1	+1/2	+1	0	+1/2	+1	-3	0	0	71 1/2	
	Totals		71 1/2	72	73		73 1/2	74 1/2	71 1/2				
3 543	Penalty												
	Maneuver Score	+1	+1/2	+1/2	+1/2	0	0	+1/2	0	+1	0	74	
	Totals	71	71 1/2	72	72 1/2			73					
4 357	Penalty												
	Maneuver Score	+1/2	+1	0	-1	0	-1	-1	0	-1	0	66 1/2	
	Totals	69 1/2	70 1/2		69 1/2		68 1/2	67 1/2					
5	Penalty												
	Maneuver Score												
	Totals												
6	Penalty												
	Maneuver Score												
	Totals												
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

840

- Minor Faults (-1 point)**
- Beak gait at walk or jog for up to 2 strides
  - Over/under turn from ¼ to ¼
  - Ticking or hitting cone
  - Obviously looking down to check leads

- Major Faults (-3 points)**
- Break of gait at lope, out of lead or missing lead for 1-2 strides
  - Not performing gait or stopping when called for within 10' of designated area
  - Incorrect lead
  - Break of gait at a walk or jog for more than 2 strides
  - Loss of stirrup

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

Judge's Signature



YEDA Official Score Sheet – Sapphire/Alumni Pattern 1 Class # 15 Sr Sapphire Rail/Pattern Split B

Updated 2022

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

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	Jog	Lope RL	Simple Lead Change	Lope LL	Stop Back	90 R Walk	F & E	H D D	Total	Comments
1 452	Penalty												OP NO Back 7
	Maneuver Score	+1	0	0	-1/2	0	0	-3	0	-1/2	0	67	
	Totals	71				70 1/2			67 1/2				
2 1013	Penalty												2
	Maneuver Score	+2	+1/2	+1	+1/2	+1/2	+1/2	+1	0	+1	0	77	
	Totals	72	72 1/2	73 1/2	74	74 1/2	75	76					
3 1399	Penalty						1 (5)						3
	Maneuver Score	-1	+1/2	+1	+1/2	0	0	+1/2	0	+1	+1	72 1/2	
	Totals	69	69 1/2	70 1/2	71		70	70 1/2					
4 626	Penalty						5						6
	Maneuver Score	-1	0	-1/2	-1/2	-1/2	-1	-2	-2	-2	0	55 1/2	
	Totals	69		68 1/2	68	67 1/2	66 1/2	59 1/2	57 1/2				
5 107	Penalty												1
	Maneuver Score	+2	+1	+1	+1	0	0	+1/2	0	+2	0	77 1/2	
	Totals	72	73		75			75 1/2					
6 278	Penalty												4
	Maneuver Score	0	+1	+1	0	-1/2	0	0	-1/2	+1/2	0	71 1/2	
	Totals		71	72		71 1/2			71				
7 372	Penalty		(5)										5
	Maneuver Score	-3	-1	-1	0	0	+1/2	+1/2	0	+1/2	+1	67 1/2	
	Totals	67	66	65			65 1/2	66					
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

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

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

Judge's Signature



YEDA Official Score Sheet – Sapphire/Alumni Pattern 1 *Class # 16 Alumni Sapphire Rail/Pattern*

Updated 2022

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

Form & Effectiveness (F&E) of the rider is scored from -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 point increments  
\*Circled penalties are deemed due to horse, not rider, and will not appear in the final

Entry #	Maneuver Description	Rail Work	Walk	Jog	Lope RL	Simple Lead Change	Lope LL	Stop Back	90 R Walk	F & E	H D D	Total	Comments	
			1	2	3	4	5	6	7					
1	Penalty	[Handwritten wavy line]			5					0	1/2	63		
	Maneuver Score		0	1 1/2	-3	0	0	0	0					
	Totals			7 1/2	6 1/2									
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													

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

Judge's Signature \_\_\_\_\_



# YEDA Official Score Sheet - Emerald Pattern 1

Updated 2020

Class # 17  
Sr Emerald Pattern

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

Split A

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

411

1413

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Stop					
1	Penalty									
	Maneuver Score	0	+1/2	+1	+1		+1	0	73 1/2	
	Totals		70 1/2	71 1/2	72 1/2					
2	Penalty									
	Maneuver Score	0	+1/2	0	0		0	0	70 1/2	
	Totals		70 1/2							
3	Penalty									
	Maneuver Score	0	-1/2	-1/2	-1		-1/2	0	62 1/2	
	Totals		69 1/2	69	68					
4	Penalty				3					
	Maneuver Score	+1	0	-1/2	-2		-1	+1/2	65	
	Totals	71		70 1/2	65 1/2				Passed marker @ stop	
5	Penalty			0						
	Maneuver Score	+1	0	-3	-1		-2	0	65	
	Totals	71		68	67				op	
6	Penalty									
	Maneuver Score	+2	+1/2	+1/2	+1/2		+1	+1	75 1/2	
	Totals	72	72 1/2	73	73 1/2					
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

352

814

1132

1

*[Signature]*  
Judges Signature

**YEDA Official Score Sheet - Emerald Pattern 1**

Updated 2020

Class # 18

Jr Emerald Pattern

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

Split A

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Stop					
		1-2	3	4	5					
1	1155			0						
	Penalty			0						
	Maneuver Score	0	+1/2	0	0		-1/2	0	70	cp
	Totals		70 1/2							4
2	1802			0						
	Penalty			0						
	Maneuver Score	+1	0	0	+1/2		-1/2	0	71	cp
	Totals	71								3
3	1505									
	Penalty									
	Maneuver Score	0	-1/2	-1/2	-2		-1	0	66 1/2	
	Totals		69 1/2	69	67					1
4	771			5						
	Penalty			5						
	Maneuver Score	-1	-1	-3	-3		-3	+2	52 1/2	cp
	Totals	69	68	60	57					R.R.?
5	1718									
	Penalty									
	Maneuver Score	0	-1/2	-3	-3		-3	+1/2	61	cp - DA
	Totals		69 1/2	66 1/2	61 1/2					61 6
6	1031			5						
	Penalty			5						
	Maneuver Score	0	-1	-3	-1/2		-3	0	57 1/2	cp wrong lead
	Totals		69	61	60 1/2					5
7	771									
	Penalty									
	Maneuver Score	-1	-1	-2	-1/2		-2	0	63 1/2	
	Totals	69	68	66	65 1/2					2
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

*[Handwritten Signature]*

Judges Signature

**YEDA Official Score Sheet - Emerald Pattern 1 Class #19**  
 Updated 2020

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

Sr Emerald Pattern  
 Split B

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

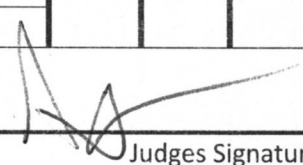
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Stop					
		1-2	3	4	5					
1	Penalty									
	Maneuver Score	0	-1/2	0	0		0	0	69 1/2	4
	Totals		69 1/2							
2	Penalty									
	Maneuver Score	+1	0	+1/2	0		+1	0	72 1/2	2
	Totals	71		71 1/2						
3	Penalty									
	Maneuver Score	0	+2	+1/2	+1		+2	+2	77 1/2	1
	Totals		72	72 1/2	73 1/2					
4	Penalty									
	Maneuver Score	-1	0	-1	-1		-1/2	+1/2	67	
	Totals	69		68	67					
5	Penalty									
	Maneuver Score	0	-1/2	-1	0		-1/2	+1	69	
	Totals		69 1/2	68 1/2						
6	Penalty									
	Maneuver Score	-1/2	0	0	+1/2		+1/2	0	70 1/2	3
	Totals	69 1/2			70					
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

  
 Judges Signature



# YEDA Official Score Sheet - Emerald Pattern 1 Class # 20

Updated 2020

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

Jr Emerald Pattern

Split B

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Stop					
1	316									
	Penalty			3,0						
	Maneuver Score	0	0	0	0		-1/2	0	66 1/2	OP
	Totals			67						
2	305									
	Penalty									
	Maneuver Score	-1/2	-1/2	0	-1/2		-1/2	0	68	
	Totals	69 1/2	69		68 1/2					
3	883									
	Penalty			0						
	Maneuver Score	+1/2	-1	-3	-1		-3	0	62 1/2	OP no trot
	Totals	70 1/2	69 1/2	66 1/2	65 1/2					
4	272									
	Penalty			5						
	Maneuver Score	+1/2	0	-2	-3		-1/2	+1/2	60 1/2	
	Totals	70 1/2			60 1/2					
5	1228									
	Penalty									
	Maneuver Score	+1	+1/2	+1	0		+1	0	73 1/2	
	Totals	71	71 1/2	72 1/2						
6	1619									
	Penalty									
	Maneuver Score	0	+1/2	+1/2	0		+1/2	+1/2	72	
	Totals		70 1/2	71						
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

Judges Signature



# YEDA Official Score Sheet - Opal / Pearl Pattern 1 Class # 21

Updated 2020

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

Elementary Pearl Pattern  
Split A

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers				F & E	HDD	Total	Comments
		Walk	Jog	Stop Back					
		1-2	3	4					
1	1508								
	Penalty								
	Maneuver Score	0	+1/2	+1/2		+1	+1/2	72 1/2	
	Totals		70 1/2	71					
2	1023								
	Penalty	0							
	Maneuver Score	-3	-1/2	-1/2		-1/2	0	65 1/2	qp
	Totals	67		66					
3	1714								
	Penalty								
	Maneuver Score	0	-1/2	0		-1/2	0	69	
	Totals		69 1/2						
4	464								
	Penalty								
	Maneuver Score	+1	+1/2	0		+1/2	0	72	
	Totals	71	71 1/2						
5	766								
	Penalty								
	Maneuver Score	0	0	+1/2		+1/2	0	71	
	Totals			70 1/2					
6	1452								
	Penalty								
	Maneuver Score	-1/2	+1	-1/2		0	0	70	
	Totals	69 1/2	70 1/2	70					
7	1737								
	Penalty								
	Maneuver Score	-1/2	+1/2	0		-1/2	0	69 1/2	
	Totals		70						
8									
	Penalty								
	Maneuver Score								
	Totals								
9									
	Penalty								
	Maneuver Score								
	Totals								

\_\_\_\_\_  
 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 1/2 point increments

Class # 22  
Jr Opal Pattern  
Split A

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers				F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Stop Back 4					
1	Penalty								
	Maneuver Score	0	0	0		0	0	70 1/2	3
	Totals								
2	Penalty		5.5						
	Maneuver Score	0	-3	0		-1/2	0	56 1/2	
	Totals		57						
3	Penalty								
	Maneuver Score	0	0	-1		-1/2	0	68 1/2	4
	Totals			69					
4	Penalty								
	Maneuver Score	0	0	+1/2		+1/2	0	71	1
	Totals								
5	Penalty								
	Maneuver Score	-1	+1/2	0		+1	0	70 1/2	2
	Totals	69	69 1/2						
6	Penalty								
	Maneuver Score	0	0	-2		-1/2	+1/2	68	5
	Totals			68					
7	Penalty								
	Maneuver Score	-1/2	-2	0		-2	0	65 1/2	
	Totals	69 1/2	67 1/2						
8	Penalty		0						
	Maneuver Score	0	-3	-1/2		-2	0	64 1/2	
	Totals		67						
9	Penalty								
	Maneuver Score								
	Totals								

Judges Signature



# YEDA Official Score Sheet - Opal / Pearl Pattern 1 Class # 23

Updated 2020

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

Sr Opal Pattern

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers				F & E	HDD	Total	Comments
		Walk	Jog	Stop Back					
		1-2	3	4					
1	Penalty								
	Maneuver Score	+1/2	+1	+1		+2	+1	75 1/2	
	Totals	70 1/2	71 1/2	72 1/2					
2	Penalty								
	Maneuver Score	+1/2	+1/2	+1		+2	0	74	
	Totals	70 1/2	71	72					
3	Penalty								
	Maneuver Score	0	-1	0		-1/2	0	68 1/2	
	Totals		69						
4	Penalty		5						
	Maneuver Score	-1/2	-1	0		-1	0	62 1/2	
	Totals	69 1/2	63 1/2						
5	Penalty								
	Maneuver Score								
	Totals								
6	Penalty								
	Maneuver Score								
	Totals								
7	Penalty								
	Maneuver Score								
	Totals								
8	Penalty								
	Maneuver Score								
	Totals								
9	Penalty								
	Maneuver Score								
	Totals								

\_\_\_\_\_  
 Judges Signature



# YEDA Official Score Sheet - Opal / Pearl Pattern 1

Updated 2020

Class # 24

Elementary Pearl Pattern  
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 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	Maneuvers				F & E	HDD	Total	Comments
		Walk	Jog	Stop Back					
		1-2	3	4					
1	1745								
	Penalty								
	Maneuver Score	0	-1/2	-7/2		-1/2	0	68 1/2	
	Totals		69 1/2	69					
2	1778								
	Penalty		3						
	Maneuver Score	+1/2	0	0		+1/2	0	68	
	Totals	70 1/2	67 1/2						
3	1128								
	Penalty								
	Maneuver Score	+1/2	+1/2	0		+1	+1/2	72 1/2	
	Totals	70 1/2	71						
4	296								
	Penalty								
	Maneuver Score	+1/2	0	0		+1/2	0	71	
	Totals	70 1/2							
5	953								
	Penalty								
	Maneuver Score	-1/2	-1/2	-1		-1/2	0	67 1/2	
	Totals	69 1/2	69	68					
6	260								
	Penalty								
	Maneuver Score	0	+1/2	0		+1	0	71 1/2	
	Totals								
7	1780								
	Penalty								
	Maneuver Score	-1/2	-2	0		-1	0	66 1/2	
	Totals	69 1/2	67 1/2						
8									
	Penalty								
	Maneuver Score								
	Totals								
9									
	Penalty								
	Maneuver Score								
	Totals								

  
 \_\_\_\_\_  
 Judges Signature



# YEDA Official Score Sheet - Opal / Pearl Pattern 1

Class # 25

Updated 2020

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

Jr Opal Pattern

### 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.

Split B

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

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

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

Entry #	Maneuver Description	Maneuvers				F & E	HDD	Total	Comments
		Walk	Jog	Stop Back					
1	Penalty								
	Maneuver Score	-1/2	-3	0		-2	0	64 1/2	
	Totals	69 1/2	66 1/2						
2	Penalty								
	Maneuver Score	+1	+1	+1		+2	0	75	
	Totals	71	72	73				1440	
3	Penalty								
	Maneuver Score	+1/2	+1	+1/2		+1	0	73	
	Totals	70 1/2	71 1/2	72				487 1518 503	
4	Penalty								
	Maneuver Score	0	0	0		+1/2	0	69 1/2	
	Totals							1498 1742 1768	
5	Penalty								
	Maneuver Score	+1/2	0	0		+1/2	0	71	
	Totals	70 1/2							
6	Penalty								
	Maneuver Score	+1/2	-1/2	0		0	0	70	
	Totals	70 1/2	70						
7	Penalty			5					
	Maneuver Score	0	-1/2	-3		-1	0	60 1/2	
	Totals								
8	Penalty								
	Maneuver Score	-1/2	-1	-3		-2	0	63 1/2	
	Totals	69 1/2	68 1/2	65 1/2					
9	Penalty								
	Maneuver Score								
	Totals								

Judges Signature



# YEDA Official Score Sheet - Opal / Pearl Pattern 1 Class # 26

Updated 2020

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

Elementary Pearl Pattern

### 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.

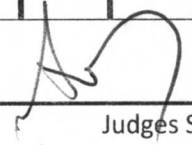
Split C

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

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

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

Entry #	Maneuver Description	Maneuvers				F & E	HDD	Total	Comments
		Walk	Jog	Stop Back					
		1-2	3	4					
1	1777								
	Penalty								
	Maneuver Score	0	+1/2	0		0	0	70 1/2	168
	Totals		70 1/2						1613
2	201								
	Penalty								892
	Maneuver Score	+1	+1 1/2	-1/2		+1	0	73	201
	Totals	71	72 1/2	72					
3	1613								
	Penalty								
	Maneuver Score	+1	+1	+1		+2	+1/2	75 1/2	
	Totals	71	72	73					
4	892								
	Penalty								1777
	Maneuver Score	+1/2	+1	+1		+1	0	73 1/2	255
	Totals	70 1/2	71 1/2	72 1/2					1695
5	168								
	Penalty								
	Maneuver Score	+1	+2	+1		+2	0	76	
	Totals	71	73	74					
6	255								
	Penalty								*
	Maneuver Score	-1/2	0	0		0	0	69 1/2	
	Totals	69 1/2							
7	1695								
	Penalty		5						
	Maneuver Score	-1/2	-2	0		0	0	62 1/2	
	Totals	69 1/2	62 1/2						
8									
	Penalty								
	Maneuver Score								
	Totals								
9									
	Penalty								
	Maneuver Score								
	Totals								

  
 \_\_\_\_\_  
 Judges Signature

**YEDA Official Score Sheet - Ruby Pattern 1 Class # 27**

Updated 2020

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

Sr Ruby Pattern

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

973  
 974-769  
 584

947  
 1088

1299  
 1100  
 1096  
 1612

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Stop Back 5	Lope RL	Stop				
1	584										
	Penalty										
	Maneuver Score	0	+1/2	-1	+1/2	+1	0	+1/2	+1/2	73	
	Totals		70 1/2	69 1/2	70	71					
2	947										
	Penalty										
	Maneuver Score	-1	0	+1	0	0	+1	+1	+1/2	72 1/2	
	Totals	69		70			71				
3	1096										
	Penalty										
	Maneuver Score	0	-2	-2	0	-1	-1/2	-1/2	0	64	
	Totals		68	66		65					
4	973										
	Penalty										
	Maneuver Score	0	+1/2	+1	+1	+1/2	0	+2	+1/2	75 1/2	
	Totals		70 1/2	71 1/2	72 1/2	73					
5	769										
	Penalty										
	Maneuver Score	+1/2	+1	+1/2	0	+1/2	-1	+2	+1/2	74	
	Totals	70 1/2	71 1/2	72		72 1/2	71 1/2				
6	1299										
	Penalty										
	Maneuver Score	0	0	+1/2	-1/2	+1/2	-2	0	+1/2	69	
	Totals			70 1/2	70	70 1/2	68 1/2				
7	1612										
	Penalty										
	Maneuver Score	-1	-2	-3	0	-1/2	0	-1	0	62 1/2	
	Totals	69	67	64		63 1/2					
8	1110										
	Penalty										
	Maneuver Score	0	-1/2	-1/2	+1/2	+1/2	0	0	0	67	
	Totals		66 1/2	66	66 1/2	67					
9	978										
	Penalty										
	Maneuver Score	0	0	+1/2	+1	+1	+1	+1 1/2	0	75 1/2	
	Totals			70 1/2	71 1/2	72 1/2	73 1/2				

Judges Signature



# YEDA Official Score Sheet - Ruby Pattern 1

Updated 2020

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

Class # 27  
SR Ruby  
pg 2 of 2

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

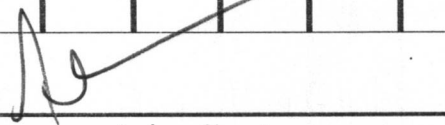
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Stop Back 5	Lope RL	Stop				
1	Penalty										
	Maneuver Score	0	0	+1/2	0	0	+1/2	+1/2	+7/2	72	
	Totals			70 1/2			71				
2	Penalty										
	Maneuver Score										
	Totals										
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

  
 \_\_\_\_\_  
 Judges Signature

**YEDA Official Score Sheet – Ruby Pattern 1** Class # 28  
 Updated 2020

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

Jr Ruby Pattern

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

349

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


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

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

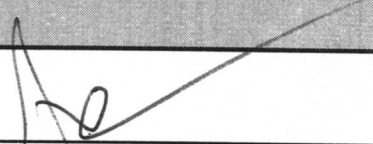
1225

1664

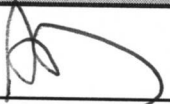
Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Stop Back 5	Lope RL	Stop				
1	Penalty										
	Maneuver Score	0	0	+2	-1/2	+1/2	-1/2	+1/2	0	72 1/2	
	Totals			72	71 1/2		71 1/2				
2	Penalty						0				
	Maneuver Score	-1	0	+1/2	+1/2	-1/2	-3	-1/2	0	66	op no stop
	Totals	69		69 1/2	70	69 1/2	66 1/2				
3	Penalty		3								
	Maneuver Score	+1	-1/2	-1/2	0	-1/2	-1	-1/2	0	65	
	Totals	71	67 1/2	67		66 1/2	65 1/2				
4	Penalty										
	Maneuver Score	+1/2	+1/2	0	0	-1/2	+1/2	+1/2	+1/2	72	
	Totals		71				71				
5	Penalty										
	Maneuver Score	-1/2	0	0	-2	-1	-2	-1	0	63 1/2	
	Totals	69 1/2			67 1/2						
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

  
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1737	LW +, <sup>LS</sup> good, RW - stretch ↑, RS - Bring legs bk	4
2 1745	LW shorten reins, <sup>LS</sup> stronger leg, RW - good pos, RS - Brake	7
3 1613	LW +, <sup>LS</sup> +, RW - good, <sup>RW</sup> lower hands, RS - bring legs bk	3
4 766	LW shorten reins, <sup>LS</sup> good, RW - pull leg bk, RS - shorten reins	5
5 1777	LW +, LS heel ↑, RW +, RS - good	2
6 201	LW: even up hands, <sup>LS</sup> good, situp, RW - good, RS - bouncy steady arms	6
7 464	LW: good position, +LS, RW ++, RS ++	1
8		
9		
10		
11		

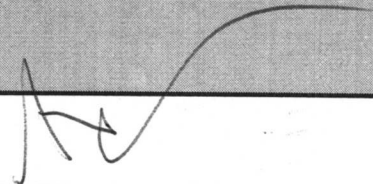
  
 \_\_\_\_\_  
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 487	LW: ++ LJ: + RW: + RJ: steady head strong position	1
2 1757	LW: stirrups too short LJ: raise hands sit bk RW: watch spacing, heels, legs bk RJ: sit T, fbk	8
3 1498	LW: good for tough horse LJ: keep showing through tough situation RW: good pos RJ: good w/	2
4 1449	LW: stiff LJ: soft RW: stretch down through head RJ: sit back	7
5 1543	LW: sit down soften hands LJ: sit down RW: good RJ: stretch through head	5
6 1743	LW: good LJ: + RW: look up stretch up RJ: good stretch up	3
7 1596	LW: look up, good position LJ: legs fwd RW: look up RJ: legs back	6
8 468	LW: good position + LJ: stretch neck, sit up RW: good RJ: good pos	4
9		
10		
11		



Judges Signature

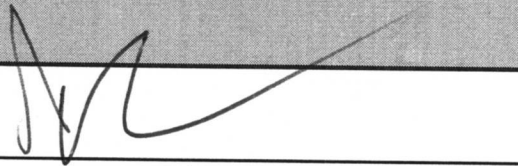
Back #	Rider Comments	Overall Class Comments
1 228	LW: t LS: sit bk RW: sit back RJ: stretch	3
2 855	LW: good position LS: stretch RW: good position RJ: good	1
3 512	LW: bring legs back LS: broke @ 30g stretch thru heel RW: pick up hands, close elbows RJ: lift hands heel	4
4 662	LW: stretch LS: good RW: good RJ: steady arms stretch	2
5		
6		
7		
8		
9		
10		
11		



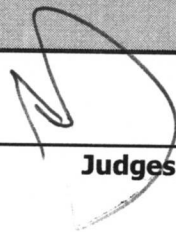
Judges Signature

**YEDA Official Score Sheet – RAIL** Class: 32 Elementary Pearl Rail Split B

Back #	Rider Comments	Overall Class Comments
1 168	RW Strong position RS Great position LW: good LS good	3
2 260	RW good for tough horse RS Great LW: great LS very assertive	2 ← great job getting horse shows
3 1714	RW Twisted on rail RS broke push heel LW: push heel LS stretcher heel	6
4 1452	RW good RS solid LW: good LS ++	1
5 1695	RW stretch ↑ RS watch spacing sit bk, stretch LW: stretch ↑ LS stretch ↑ sit bk	4
6 1023	RW arms uneven RS pull legs bk LW: show on rail LS stretch ↑	5
7 1780	RW shorten stirrups RS broke, look ↑ LW: stretch ↑ LS broke stretch ↑ look ↑	7
8		
9		
10		
11		

  
 \_\_\_\_\_  
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1440	RW: good pos stretch ↑ RS: good W: good line	4
2 1768	RW: sit bk RS: sit back W: close elbows	3
3 1687	RW: good position RS: good W: good	1
4 1518	W: soften into seat RS: legs come back fast W: shorten reins	8
5 1733	W: stretch ↓ through heel RS: sit bk W: stretch ↑	7
6 503	W: stretch ↑ RS: + W: push thru heel	6
7 1060	W: good position RS: good W: good	2
8 896	W: good RS: draw leg back, good up upper body W: sit into seat	5
9		
10		
11		

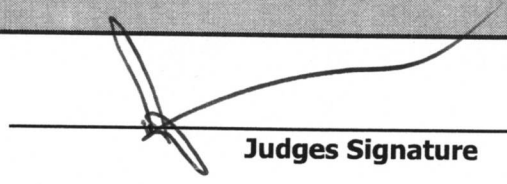


Judges Signature

Back #	Rider Comments	Overall Class Comments
1 255	W: good J: bring leg back W: look ↑ stretch ↑ J: look ↑	4
2 953	W: sit back J: bring leg back shorten reins W: heel ↑ stretch ↑ look ↑ J: reins too long	7
3 892	W: pick ↑ hands pulling to inside J: close lower leg W: bring leg bk J: bring leg back	5
4 1508	W: soften into seat J: bring back lower leg W: close lower leg J: close lower leg	3
5 1128	W: good pos wheel J: good + W: good J: very good	1
6 296	W: good pos wheel J: stretch ↑ close lower leg W: good J: good position	2
7 1778	W: show in rail, reins too tight J: bring leg back W: bring leg back J: broke	6
8		
9		
10		
11		

  
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 973	w/ soften, deeper seat, leaning fwd, lead	8
2 1096	w/ sit ↓, sit back, sit back, bouncy loose lower leg	5
3 769	w/ good, good, very good, very good	2
4 1688	w/ stretch ↑, good @ jog, good, lead	
5 1299	w/ stretch ↑, stretch ↑, good, good	4
6 947	w/ stretch ↑, bouncy hands, Lead, lead, rocky	
7 1612	w/ stretch ↑, shorten reins, send more fwd, more drive	6
8 584	w/ sit ↓, soften stretch ↑, too rocky @ lope, stretch	7
9 978	w/ +, very good @ jog, +, +	1
10 1110	w/ bony legs below, less back, stretch ↑, good	3
11		

  
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1	1664 +, +, soften into seat, good pos, sit back	2
2	349 bring legs back, stretch more drive, shorten reins, stretch T, stretch T more drive	3
3	608 soften into seat, push through heel, bring legs back, soften bring legs back, lead	5
4	481 look T, bring legs back, look T - broke bring legs back, push heel down bring legs back, sit back close over leg	4
5	1225 good position strong heel, bring legs back sit T, sit T/ leaning too far back, good position good	1
6		
7		
8		
9		
10		
11		



Judges Signature