

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 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							
	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	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	PENALTY													
	SCORE	+1/2	0	0	0	0	-1/2	+1/2	0	+1/2	+1		72	Strong
	Total	70 1/2					70	70 1/2						
4	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	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	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	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
1091
1578
311
893
1115

1106

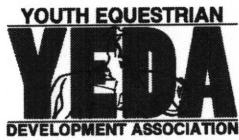
Circled penalties are deemed due to horse not rider and will not appear in the final score.

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

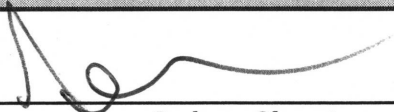
Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower then other riders who stayed on pattern.

JUDGES SIGNATURE _____



YEDA Official Score Sheet – RAIL Class: #2 Jr Emerald Rail Split A

Back #	Rider Comments	Overall Class Comments
1 316	Stiff, flat heel, elbows 2	
2 272	Brk gait L-300, out of rhythm @ jog, wrong lead, rocky @ lope 6	
3 1718	Broken wrists, heel up 5	
4 1228	+, good, good w/ tough horse, loose leg RL 1	
5 883	+, Hands low, loose leg RL 3	
6 1802	leaning fwd, looking ↓ 4	
7		
8		
9		
10		
11		



 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 326	stretched, bring leg bk, hands low	3
2 1051	stiff L arm, good heel, looking for leads	4
3 1428	stiff, leaning fwd + brk @ Jay, wrong lead LL, no connection @ lope	4
4 411	+ good position, ok @ 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
108



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						
	SCORE	-1	-1	-1/2	-1 1/2	-1 1/2	-1 1/2	0	0	-1	0		59 1/2	OP 5 spins
	Total	69	67 1/2	67		64	60 1/2							
3	PENALTY			2		1/2								
	SCORE	0	0	-1/2	0	0	0	+1/2	+1/2	+1	0		69	margin penalty
	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 0 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

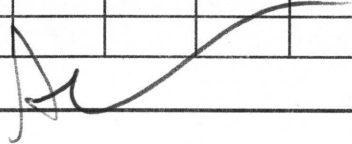
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments. "Easy" horse would receive a 0 or - score, where a horse who is a challenge would receive a + if the rider handled it well.

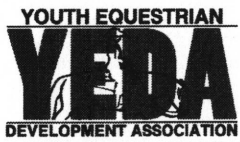
Overall Ability: is a consideration of the riders form and effectiveness scored from -3 to +3 in 1/2 points increments

*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



YEDA Official Score Sheet – RAIL

Class: #6 Jr Emerald Rail Split B

	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 Batts — 954
107

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.

1673

929

795

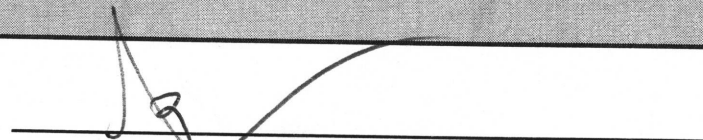
452

Entry #	Maneuver Description Maneuver	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	over bridled 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 Rail Split B

Back #	Rider Comments	Overall Class Comments
1 1536	+ , bancy 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

Class # 9 Jr 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.

357
543

840

10391

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 Maneuver	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		69 1/2	70			71	71 1/2	72 1/2	73		74 1/2					
4	10391																
	Penalty			1													
	Maneuver Score	0	-1/2	-1 1/2	-1/2	0	-1/2	0	-1/2	0	-1/2	0		0	0	65	too slow ex-jmp
	Totals		69 1/2		66 1/2		66		65 1/2		65						
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.

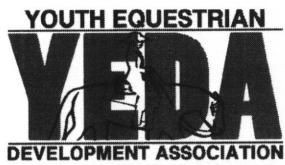
Overall Ability: is a consideration of the riders form and effectiveness scored from -3 to +3 in 1/2 points increments

*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																

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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								0	0	73 1/2	
	Maneuver Score	+1	+1	+1	0	0	+1/2					
	Totals	71	72	73			73 1/2					
2	Penalty					5			-1	+1/2	59 1/2	
	Maneuver Score	0	0	-2	0	-3	0					
	Totals			68		60						
3	Penalty								+2	0	84	Dont give up
	Maneuver Score	+3	+1/2	+2	+3	+1/2	+3					
	Totals	73	73 1/2	75 1/2	78 1/2	79	82					
4	Penalty								+2 1/2	0	80	
	Maneuver Score	+2	+1/2	0	+2	+1	+2					
	Totals	72	72 1/2		74 1/2	75 1/2	77 1/2					
5	Penalty								+1/2	0	70	
	Maneuver Score	+2	0	-1	-1/2	-1	0					
	Totals	72		71		69 1/2						
6	Penalty								0	+1/2	73	
	Maneuver Score	+2	+1	+1	0	-1	-1/2					
	Totals	72	73	74		73	72 1/2					
7	Penalty								-1/2	0	66 1/2	
	Maneuver Score	-1/2	0	0	0	-1	-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 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

1108-377
633
682
691

Judge's Signature

YEDA Official Score Sheet – Diamond Pattern 1 Class # 12 Diamond Rail/Pattern Split B

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					
	Totals			69	68 1/2	67 1/2	67		-1/2	+1/2	67	
2	Penalty											
	Maneuver Score	0	0	0	-1	-1	-1/2					
	Totals				69	68	67 1/2		0	0	67 1/2	
3	Penalty											
	Maneuver Score	+1	0	-1/2	+1	+1	-2					
	Totals	71		70 1/2	71 1/2	72 1/2	70 1/2		0	0	70 1/2	uneven reins (pattern)
4	Penalty											
	Maneuver Score	+1	+1/2	0	0	+1	+1					
	Totals	71	71 1/2			72 1/2	73 1/2		+1	+1/2	75	
5	Penalty					(5)						
	Maneuver Score	-1	-1/2	0	+1/2	0	0					
	Totals	69	68 1/2		69				+1	+1/2	71 1/2	nice job w/ tough horse
6	Penalty											
	Maneuver Score	-1/2	+1	0	+1/2	+1	+1					
	Totals	69 1/2	70 1/2		72	73	74		+1	+1/2	75 1/2	
7	Penalty											
	Maneuver Score	0	0	0	+1/2	0	+1					
	Totals				70 1/2		71 1/2		+1	0	72 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
 1126

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

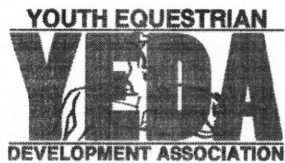
Form & Effectiveness (F&E) of the rider is scored from -3 to +3 in ½ point increments
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ point increments
*Circled penalties are deemed due to horse, not rider, and will not appear in the 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
		Maneuver	RW	1	2	3	4	5	6				
1	794	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	66		65				
2	929	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	954	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	1150	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	1036	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	795	Penalty											
	Maneuver Score	+2	0	-2	0	-1	0	0	0	+1/2	+1	70 1/2	
	Totals	72		70		69							
7	880	Penalty					5						
	Maneuver Score	+1	0	+1/2	0	-3	-3	0	0	-2	+1/2	59	OP-UC
	Totals	71		71 1/2		68 1/2	60 1/2						
8		Penalty											
	Maneuver Score												
	Totals												
9		Penalty											
	Maneuver Score												
	Totals												

994

- 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 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
		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	+6	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 1/2 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides
- Not performing gait or stopping when called for 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	
		Maneuver	RW	1	2	3	4	5	6					7
1	Penalty							0					7	
	Maneuver Score	+1	0	0	-1/2	0	0	-3	0	-1/2	0	67		up no back
	Totals	71			70 1/2			67 1/2						
2	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	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	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	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	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	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 1/2 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides
- Not performing gait or stopping when called for 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								
														Maneuver	RW	1	2	3	4	5	6
1	Penalty				5					0	4 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)

- 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.

411

1413

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Lope RL 4	Stop 5					
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	67 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				qp	
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				1	
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

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 1/8 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.

Split A

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.

1805

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Stop					
	Maneuver	1-2	3	4	5					
1	1155									
	Penalty			0						
	Maneuver Score	0	+1/2	0	0		-1/2	0	70	cp
	Totals		70 1/2							4
2	1802									
	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									
	Penalty			5	0					
	Maneuver Score	-1	-1	-3	-3		-3	+2	52 1/2	cp
	Totals	69	68	60	57					R.R.?
5	1718									
	Penalty				0					
	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									
	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									

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

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 B

- 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

Updated 2020

Class # 20

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 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Stop					
		1-2	3	4	5					
1 316	Penalty			3, 0						OP
	Maneuver Score	0	0	0	0	-1/2	0	66 1/2		
	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					OP no trot	
	Maneuver Score	+1/2	-1	-3	-1	-3	0	62 1/2		
	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

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

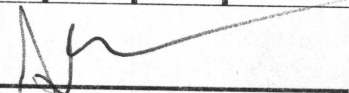
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Stop Back					
1	Penalty								
	Maneuver Score	0	+1/2	+1/2		+1	+1/2	72 1/2	
	Totals		70 1/2	71					
2	Penalty	0							
	Maneuver Score	-3	-1/2	-1/2		-1/2	0	65 1/2	99
	Totals	67		66					
3	Penalty								
	Maneuver Score	0	-1/2	0		-1/2	0	69	
	Totals		69 1/2						
4	Penalty								
	Maneuver Score	+1	+1/2	0		+1/2	0	72	
	Totals	71	71 1/2						
5	Penalty								
	Maneuver Score	0	0	+1/2		+1/2	0	71	
	Totals			70 1/2					
6	Penalty								
	Maneuver Score	-1/2	+1	-1/2		0	0	70	
	Totals	69 1/2	70 1/2	70					
7	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)

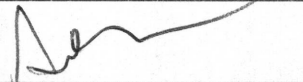
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Jog	Stop Back					
1	Penalty								3
	Maneuver Score	0	0	0		0	0	70 1/2	
	Totals								
2	Penalty		5.5						56 1/2
	Maneuver Score	0	-3	0		-1/2	0		
	Totals		57						
3	Penalty								68 1/2
	Maneuver Score	0	0	-1		-1/2	0		
	Totals			69					
4	Penalty								71
	Maneuver Score	0	0	+1/2		+1/2	0		
	Totals								
5	Penalty								70 1/2
	Maneuver Score	-1	+1/2	0		+1	0		
	Totals	69	69 1/2						
6	Penalty								68
	Maneuver Score	0	0	-2		-1/2	+1/2		
	Totals			68					
7	Penalty								65 1/2
	Maneuver Score	-1/2	-2	0		-2	0		
	Totals	69 1/2	67 1/2						
8	Penalty		0						64 1/2
	Maneuver Score	0	-3	-1/2		-2	0		
	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 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

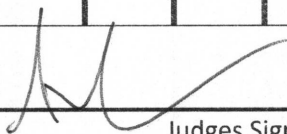
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuvers				F & E	HDD	Total	Comments
		Walk	Jog	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

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 3/8 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)

Split B

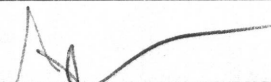
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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					
	Maneuver	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

Updated 2020

Class # 25

Jr Opal 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 1/2
- 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.

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	468								
	Penalty								
	Maneuver Score	-1/2	-3	0		-2	0	64 1/2	
	Totals	69 1/2	66 1/2						
2	1440								
	Penalty								
	Maneuver Score	+1	+1	+1		+2	0	75	1440
	Totals	71	72	73					
3	487								
	Penalty								487
	Maneuver Score	+1/2	+1	+1/2		+1	0	73	1518
	Totals	70 1/2	71 1/2	72					803
4	1498								
	Penalty								1498
	Maneuver Score	0	0	0		+1/2	0	69 1/2	1742, 168, 1768
	Totals								
5	1318								
	Penalty								
	Maneuver Score	+1/2	0	0		+1/2	0	71	
	Totals	70 1/2							
6	503								
	Penalty								
	Maneuver Score	+1/2	-1/2	0		0	0	70	
	Totals	70 1/2	70						
7	1768								
	Penalty			5					
	Maneuver Score	0	-1/2	-3		-1	0	60 1/2	
	Totals								
8	1743								
	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)

- 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.

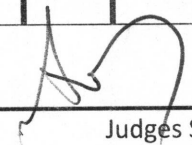
Split C

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	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
978-769
584

947
~~1088~~

1299

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Stop Back 5	Lope RL	Stop				
	Maneuver	1	2	3	4	5	6				
1	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	Penalty										
	Maneuver Score	-1	0	+1	0	0	+1	+1	+1/2	72 1/2	
	Totals	69		70			71				
3	Penalty										
	Maneuver Score	0	-2	-2	0	-1	-1/2	-1/2	0	64	
	Totals		68	66		65					
4	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	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	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	Penalty										
	Maneuver Score	-1	-2	-3	0	-1/2	0	-1	0	62 1/2	
	Totals	69	67	64		63 1/2					
8	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	Penalty										
	Maneuver Score	0	0	+1/2	+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

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)

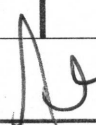
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	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

Updated 2020

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

Class # 28

Jr Ruby Pattern

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.

349

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

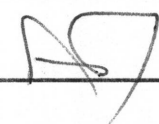
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

1225

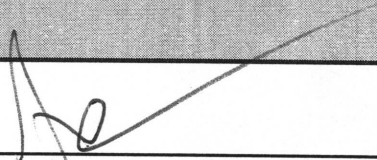
1664

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										



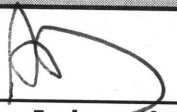
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1737	LW +, ^{LS} good, RW - stretch T, RS - Bring legs bk	4
2 1745	LW shorten reins, ^{LS} stronger leg, RW - good pos, RS - Brake	7
3 1613	LW +, ^{LS} +, RW - good, ^{RW} lower hands, RS - bring legs bk	3
4 766	LW shorten reins, ^{LS} good, RW - pull leg bk, RS - shorten reins	5
5 1777	LW +, LS heel T, RW +, RS - good	2
6 201	LW: even up hands, ^{LS} 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 ↑ bk	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 ↓ through heel RJ: sit back	7
5 1543	LW: sit ↓ soften hands LJ: sit ↓ RW: good RJ: stretch through heel	5
6 1743	LW: good LJ: + RW: look ↑ stretch ↑ RJ: good stretch ↑	3
7 1596	LW: look ↑, good position LJ: legs fwd RW: look ↑ RJ: legs back	6
8 468	LW: good position + LJ: stretch heel, sit up RW: good RJ: good pos	4
9		
10		
11		

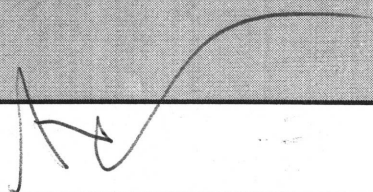


Judges Signature

YEDA Official Score Sheet – RAIL

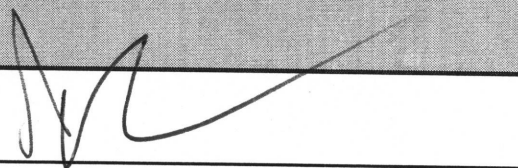
Class: 31 Sr Opal Trail

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: Brake @ jog 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		
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9		
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11		



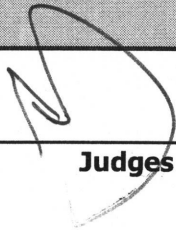
Judges Signature

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	stretch 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 straps	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 ↑ R-3 good W: good line	4
2 1768	Rw: sit bk R-3 sit back W: close elbows	3
3 1687	Rw: good position R-3 good W: good	1
4 1518	W: soften into seat R-3 legs come up, fast W: shorten reins	8
5 1733	W: stretch ↓ through heel R-3 sit bk W: stretch ↑	7
6 503	W: stretch ↑ R-3: + W: push thru heel	6
7 1660	W: good position R-3: good W: good	2
8 896	W: good R-3: draw leg back, good up upper body W: sit into seat	5
9		
10		
11		



Judges Signature