



YEDA Official Score Sheet – Opal / Pearl Pattern 8

Updated 2021

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description										F & E	HDD	Total	Comments
		Walk	Jog	Walk	Jog	Walk	Jog	Walk	Jog	Stop Back				
1	1835													
	Penalty		-3		-3		-3							
	Maneuver Score	0	0	0	0	0	0	0	0	0	+1	0	62	work on jogging
2	1769													
	Penalty										+2	0	79	good posture
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1	+1	+1		0		
3	1725													
	Penalty													
	Maneuver Score	0	0	+1	+1	+1	0	+1			+1	0	75	nice transitions
4														
	Penalty													
	Maneuver Score													
5														
	Penalty													
	Maneuver Score													
6														
	Penalty													
	Maneuver Score													
7														
	Penalty													
	Maneuver Score													
8														
	Penalty													
	Maneuver Score													
9														
	Penalty													
	Maneuver Score													

Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 5

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description							F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	1769										
	Penalty	0	0	0	+1	0	0				
	Maneuver Score									+1	
2	1835										
	Penalty						-1				
	Maneuver Score	+1	+1	0	+1	+1				3	
3	1725										
	Penalty										
	Maneuver Score	0	-1	-1	0	0	0			-2	
4											
	Penalty										
	Maneuver Score										
5											
	Penalty										
	Maneuver Score										
6											
	Penalty										
	Maneuver Score										
7											
	Penalty										
	Maneuver Score										
8											
	Penalty										
	Maneuver Score										
9											
	Penalty										
	Maneuver Score										

Julie Reese
Judges Signature



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Maneuvers are scored +3 to -3 in ½ point increments

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	Penalty										
	Maneuver Score	0	0	+1/2	0	0	0			69.5	3rd
	Totals										
2	Penalty										
	Maneuver Score	+1/2	0	0	+1/2	0	-1/2			70.5	1st
	Totals										
3	Penalty										
	Maneuver Score	0	-1/2	0	0	0	0			69.5	sit back 2nd when going faster
	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										

Walter Halldor
Judges Signature



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Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	Penalty										
	Maneuver Score	0	+1/2	0	0	0	0			+1/2	
	Totals										
2	Penalty	-1/2	+1/2	-1	0	0	-1/2				
	Maneuver Score									-1/2	
	Totals										
3	Penalty	+1/2	0	-1/2	0	0	+1/2				
	Maneuver Score									+1/2	
	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										

Carriker

Judges Signature

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Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description							F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	1748										
	Penalty										
	Maneuver Score	0	0	-1/2	0	0	0		2 nd	69.5	hand up more
2	1421										
	Penalty			(-2)							
	Maneuver Score	-1/2	0	-2	0	-1	0		3 rd	68.5	
3	1819										
	Penalty										
	Maneuver Score	0	0	-1/2	0	+1/2	0		1 st	70	use whole arena, don't cut corners
4											
	Penalty										
	Maneuver Score										
5											
	Penalty										
	Maneuver Score										
6											
	Penalty										
	Maneuver Score										
7											
	Penalty										
	Maneuver Score										
8											
	Penalty										
	Maneuver Score										
9											
	Penalty										
	Maneuver Score										

Nicholas Halliday
Judges Signature

Whalen

YEDA Official Score Sheet - Opal Pearl Pattern 8
Updated 2020

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Maneuvers are scored +3 to -3 in ½ point increments

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Walk	Jog	Walk	Jog	Walk	Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1	1819											
	Penalty					-1						
	Maneuver Score	0	+1	+1	0		0	+1	0	+1	73	
2	1748											
	Penalty						-1					
	Maneuver Score	0	-1	-1	+1	+1	0	0	0	+1	70	
3	1421											
	Penalty					-3						
	Maneuver Score	0	+1	+1	0		0	0	+1	0	70	
4												
	Penalty											
	Maneuver Score											
5												
	Penalty											
	Maneuver Score											
6												
	Penalty											
	Maneuver Score											
7												
	Penalty											
	Maneuver Score											
8												
	Penalty											
	Maneuver Score											
9												
	Penalty											
	Maneuver Score											

A36

Judges Signature

YEDA Official Score Sheet – Emerald Pattern 5

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

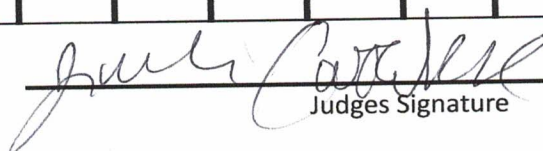
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

		Maneuver Description	Walk	Jog	Lope LL	Lope	Jog	Stop Back	F & E	HDD	Total	Comments
Entry #	Maneuver		1	2	3	4	5	6				
1	1412	Penalty										
		Maneuver Score	+1 1/2	+1 1/2		0	0	0			+1 1/2	
		Totals										
2	1764	Penalty										
		Maneuver Score	0	0	-1		-1	0			-2	
		Totals										
3	1812	Penalty	-1 1/2	0	-1 1/2		0	-1 1/2			-1 1/2	
		Maneuver Score										
		Totals										
4	1224	Penalty	-1 1/2	0	+1 1/2		+1 1/2	0			+1 1/2	
		Maneuver Score										
		Totals										
5	1753	Penalty	-1	-1	-1		0	-1			-4	
		Maneuver Score										
		Totals										
6	1771	Penalty	-2		0		0	-2			-4	
		Maneuver Score										
		Totals										
7		Penalty										
		Maneuver Score										
		Totals										
8		Penalty										
		Maneuver Score										
		Totals										
9		Penalty										
		Maneuver Score										
		Totals										


Judges Signature

YEDA Official Score Sheet – Emerald Pattern 5

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

		Maneuver Description	Walk	Jog	Lope LL	Lope	Jog	Stop Back	F & E	HDD	Total	Comments
Entry #		Maneuver	1	2	3	4	5	6				
1	1412	Penalty										
		Maneuver Score	0	0	+1/2	+1/2	-1/2	0		2 nd	70.5	
		Totals										
2	1764	Penalty										
		Maneuver Score	0	+1/2	-1/2	-2	0	0		4 th	68	straighten your lower back) → 1
		Totals										
3	1812	Penalty										
		Maneuver Score	0	0	+1/2	0	0	0		3 rd	70.5	
		Totals										
4	1224	Penalty										
		Maneuver Score	+1/2	0	+1	0	0	0		1 st	71.5	
		Totals										
5	1753	Penalty										
		Maneuver Score	0	0	-1	-2	0	-1/2		6 th	66.5	legs back straighten shoulders
		Totals										
6	1771	Penalty										
		Maneuver Score	0	-2	0	0	-1/2	-1/2		5 th	67	look up, confident, sit back
		Totals										
7		Penalty										
		Maneuver Score										
		Totals										
8		Penalty										
		Maneuver Score										
		Totals										
9		Penalty										
		Maneuver Score										
		Totals										

Michelle Halliday
Judges Signature

YEDA Official Score Sheet – Emerald Pattern 8
Updated 2020

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

sr +sr combined

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description							F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Lope LL	Stop Back				
1	1764										
	Penalty										
	Maneuver Score	+1	+1	+3	+1	+2	+1	+3	0	82	1
2	1812										
	Penalty					-3					
	Maneuver Score	+1	+1	0	+1		0	+2	+2	73	3
3	1771										
	Penalty				-1						
	Maneuver Score	0	0	+1	0	0	+1	0	+1	72	4
4	1224										
	Penalty			-3		-3					
	Maneuver Score	+1	+1		0		+1	+2	+1	70	5
5	1412										
	Penalty										
	Maneuver Score	+1	+1	+1	+1	+1	0	+1	0	76	2
6											
	Penalty										
	Maneuver Score										
7											
	Penalty										
	Maneuver Score										
8											
	Penalty										
	Maneuver Score										
9											
	Penalty										
	Maneuver Score										

ADW

Judges Signature

YEDA Official Score Sheet – Ruby Pattern 8
Updated 2020

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

5R+5R
combined
(a)

Whalen

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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		Maneuver Description	Walk	Jog	¼ R	Lope RL	Jog	Jog □	Stop Back	Jog	F & E	HDD	Total	Comments
Entry #	Maneuver	1-2	3	4	5	6-7	8	9	10-11					
1	1415	Penalty					-1	-1		-1	0	+1	68	5
		Maneuver Score	0	0	0	0			0					
		Totals												
2	1425	Penalty									+1	+1	77	4
		Maneuver Score	0	0	+1	+1	+1	+1	0	+1				
		Totals												
3	1393	Penalty									+3	+1	82	2
		Maneuver Score	+1	+1	+1	0	0	+1	+3	+1				
		Totals												
4	1461	Penalty	-3		-1		-1	-1			0	+1	65	6
		Maneuver Score		0	0	0			0	0				
		Totals												
5	1175	Penalty			-1						+2	0	83	1
		Maneuver Score	+1	+1	0	+2	+1	+2	+3	+2				
		Totals												
6	1741	Penalty									+3	0	81	3
		Maneuver Score	+1	+1	+1	0	+1	+2	+1	+1				
		Totals												
7		Penalty												
		Maneuver Score												
		Totals												
8		Penalty												
		Maneuver Score												
		Totals												
9		Penalty												
		Maneuver Score												
		Totals												

A3W

Judges Signature

YEDA Official Score Sheet – Ruby Pattern 5

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Lope RL	Jog	Jog OL	Lope LL	(Stop Back)				
1	175	Penalty							4 th		tighten elbows
		Maneuver Score	0	+1/2	+1/2	0	+1/2	-1		70.5	
		Totals									
2	1741	Penalty							6 th		
		Maneuver Score	0	-2	0	-1/2	-1/2	0		67	
		Totals									
3	1393	Penalty							5 th		don't look going into leads
		Maneuver Score	0	-2	0	0	0	0		68	
		Totals									
4	1423	Penalty							1 st		
		Maneuver Score	0	0	+1/2	+1/2	+1	0		72	
		Totals									
5	1481	Penalty							2 nd		
		Maneuver Score	0	+1/2	+1/2	0	0	0		71	
		Totals									
6	1415	Penalty							3 rd		
		Maneuver Score	0	+1/2	+1/2	0	0	-1/2		70.5	
		Totals									
7		Penalty									
		Maneuver Score									
		Totals									
8		Penalty									
		Maneuver Score									
		Totals									
9		Penalty									
		Maneuver Score									
		Totals									

Whitney Hall
Judges Signature

YEDA Official Score Sheet – Ruby Pattern 5

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

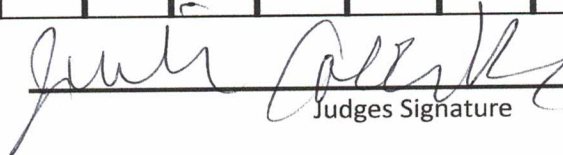
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description							F & E	HDD	Total	Comments
		Walk	Lope RL	Jog	Jog O L	Lope LL	Stop Back				
1	1175										
	Penalty	-1 1/2	0	+1/2		+1/2	0			+1	
	Maneuver Score										
2	1741										
	Penalty	0	-2	0	0	0	+1/2			-1 1/2	
	Maneuver Score										
3	1393										
	Penalty	-1 1/2	-3	0	0	0	+1			-3	
	Maneuver Score										
4	1425										
	Penalty	0	0	0	+1/2	+1	+1			+1 1/2	
	Maneuver Score										
5	1481										
	Penalty	0	+1	+1/2	+1/2	0	+1			+3	
	Maneuver Score										
6	1415										
	Penalty	0	+1	+1/2	0	+1/2	0			+2	
	Maneuver Score										
7											
	Penalty										
	Maneuver Score										
8											
	Penalty										
	Maneuver Score										
9											
	Penalty										
	Maneuver Score										
	Penalty										
	Maneuver Score										


Judges Signature

YEDA Official Score Sheet – Sapphire / Alumni Pattern 5

Updated 2022

VEDA Official Score sheet – Sapphine / Alumnini Pattern 2													
Entry #	Maneuver Description	Rail Work RW	Updated 2022							E	HDD	Final Score	Comments
			W	1-2	3	4	U RL	Leas	5				
1	Penalty	8	0	0	+1/2	0	+1/2	0				41	
	Maneuver Score												
	Totals												
	Penalty		0	0	0	+1/2	0 0	+1/2				0	
2	Maneuver Score												
	Totals											0	
	Penalty												
	Maneuver Score												
3	Totals												
	Penalty												
	Maneuver Score												
	Totals												
4	Penalty												
	Maneuver Score												
	Totals												
	Penalty												
5	Maneuver Score												
	Totals												
	Penalty												
	Maneuver Score												
6	Totals												
	Penalty												
	Maneuver Score												
	Totals												
7	Penalty												
	Maneuver Score												
	Totals												
	Penalty												
8	Maneuver Score												
	Totals												
	Penalty												
	Maneuver Score												
9	Totals												
	Penalty												
	Maneuver Score												
	Totals												

YOUTH EQUESTRIAN



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 score

Minor Faults (-1 point)

Paula C. [Signature]

YEDA Official Score Sheet – Sapphire / Alumni Pattern 5

Updated 2022

LEDA Official Score Sheet													Updated 2022		Supplement / Addendum: Section 3	
Entry #	Maneuver Description	Rail Work RW	W							E	HDD	Final Score	Comments			
			1-2	3	4	5	6	7								
1	Penalty															
	Maneuver Score		1	1												
	Totals															
2	Penalty															
	Maneuver Score		0	+1/2	+1	0	0	0								
	Totals															
3	Penalty															
	Maneuver Score		+1/2	0	+1	0	0	+1/2								
	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															

YOUTH EQUESTRIAN



DEVELOPMENT ASSOCIATION

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 score

Madison Bellis
Minor Faults (-1 point)

Entry #	Maneuver Description	Rail Work	Walk	Jog	Jog	Lope RL	Lope O	Simple Lead Change	Stop Back	F & E	H D D	Total	Comments
	Maneuver	RW	1	2	3	4	5	6	7				
1	Penalty							-1					
	Maneuver Score	+3	+1	+1	+2	1	+1	0	6	+3	+1	82	Beak gait at walk or jog for up to 2 strides
	Totals												Over/under turn from 1/4 to 1/2
2	Penalty												Ticking or hitting cone
	Maneuver Score	+3	0	+2	+1	0	0	+1	+1	+2	+2	79	Obviously looking down to check leads
	Totals												Penalties (-3 points)
3	Penalty												Break of gait at lope, out of lead or missing lead for 1-2 strides
	Maneuver Score												Not performing gait or stopping when called for within 10' of designated area
	Totals												Incorrect lead
4	Penalty												Break of gait at a walk or jog for more than 2 strides
	Maneuver Score												Penalties (-5 points)
	Totals												Loss of rein
5	Penalty												Use of either hand to instill fear or praise while on pattern or rail work
	Maneuver Score												Holding saddle with either hand
	Totals												Cueing with end of romal
6	Penalty												Spurring in front of cinch
	Maneuver Score												
	Totals												
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

Judge's Signature

ASW



YEDA Official Score Sheet – Ranch Horse Pattern # 5

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.

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 ea. direction	Walk	Trot	Lope	X-Lope	Change Leads	Lope	X-Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1	Penalty																		
	Maneuver Score	0	0	+1/2	0	0	0	0	0	0	0	0	+1/2	0			2nd	71	
	Totals																		
2	Penalty																		
	Maneuver Score	+1/2	0	0	0	+1/2	+1/2	0	0	0	0	0	0	+1/2			1st	72	
	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																		

W. Anthony Halladay

Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 5

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.

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 ea. direction	Walk	Trot	Lope	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
1	Maneuver	1	2	3	4	5	6	7	8	9	10	11	12	13					
	Penalty																		
	Maneuver Score	0	0	0	+1/2	0	0	0	+1/2	0	0	0	0	+1/2				1 1/2	
Totals																			
2	Maneuver																		
	Penalty																		
	Maneuver Score	+1/2	0	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	0	0				3 1/2	
Totals																			
3	Maneuver																		
	Penalty																		
	Maneuver Score																		
Totals																			
4	Maneuver																		
	Penalty																		
	Maneuver Score																		
Totals																			
5	Maneuver																		
	Penalty																		
	Maneuver Score																		
Totals																			
6	Maneuver																		
	Penalty																		
	Maneuver Score																		
Totals																			
7	Maneuver																		
	Penalty																		
	Maneuver Score																		
Totals																			
8	Maneuver																		
	Penalty																		
	Maneuver Score																		
Totals																			

Julie Carlier

Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 8

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.

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	Trot	1 Spin Right	Lope RL	X Lope	Stop L RB	LL Lope o	Walk 10-15	Stop Back 8	1 1/4 Spin L	Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
1	1137	1	2	3	4	5	6	7	8	9	10	11					
	Penalty																
	Maneuver Score	+1	0	+1	0	0	+1	+1	-3	0	0	1	-3	+2	+2	73	forget to back
	Totals																
2	985																
	Penalty																
	Maneuver Score	0	+1	1 1/2	0	+1	+2	+1	-3	+1	+1	+1	-3	+1	+3	78	forget to back
	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																

ABW

Judges Signature