

YOUTH EQUESTRIAN



DEVELOPMENT ASSOCIATION

www.showyeda.com

***Fall Fiesta
High Desert Horseman***

B Bar M Arena

660 Shoshone Avenue

Wells, NV 89835

YEDA MISSION STATEMENT Our mission is to provide an equestrian riding program for youth students, via both instructional and experiential learning opportunities. To accomplish this we will engage in equestrian competitions, instructional clinics, networking events and occasions for recruitment that includes but not limited to scholarship disbursements.

Class 1 Group 1 Elementary Pearl Rail Horsemanship (2) *

Back#	Name	Team	Draw	Horse
1606	Gabrielle Smith	High Desert Horsemen A		Sunny
1702	Anna Woodbury	High Desert Horsemen A		Shortcake

1st: 1606 2nd: 1702 3rd: _____ 4th: _____ 5th: _____ 6th: _____

Class 2 Group 3 Junior High Opal Rail Horsemanship (1) *

Back#	Name	Team	Draw	Horse
828	Leanna McGarr	High Desert Horsemen B		Ivy

1st: 828 2nd: _____ 3rd: _____ 4th: _____ 5th: _____ 6th: _____

Class 3 Group 5 Junior High Emerald Rail Horsemanship (3)

Back#	Name	Team	Draw	Horse
1622	Alivia Smith	High Desert Horsemen B		Ivy
1587	April Bochman	High Desert Horsemen B		Shortcake
1569	Joslynn Vallejo	High Desert Horsemen B		Spade

1st: 1622 2nd: 1587 3rd: 1569 4th: _____ 5th: _____ 6th: _____

Class 4 Group 13 Senior High Emerald Rail Horsemanship (2) #

Back#	Name	Team	Draw	Horse
1593	Grace Otto	High Desert Horsemen A		Shortcake
1655	Lillian Harney	High Desert Horsemen A		Sunny

1st: 1655 2nd: 1593 3rd: _____ 4th: _____ 5th: _____ 6th: _____

Class 9 Group 14 Senior High Emerald Pattern Horsemanship (2)

Back#	Name	Team	Draw	Horse
1593	Grace Otto	High Desert Horsemen A		Spade
1655	Lillian Harney	High Desert Horsemen A		Ivy

1st: 1655 2nd: 1593 3rd: _____ 4th: _____ 5th: _____ 6th: _____

Class 10 Group 16 Senior High Ruby Pattern Horsemanship (1)

Back#	Name	Team	Draw	Horse
1571	Madison Wachtel	High Desert Horsemen A		Sunny

1st: 1571 2nd: _____ 3rd: _____ 4th: _____ 5th: _____ 6th: _____

Show Results

JR High School Team		SR High School Team	
High Point Team	High Point Team	High Point Team	High Point Team
Res. High Point Team	Res. High Point Team	Res. High Point Team	Res. High Point Team
High Point Rider	High Point Rider	High Point Rider	High Point Rider
Res. High Point Rider	Res. High Point Rider	Res. High Point Rider	Res. High Point Rider
Sponsorship (Awards)		Sponsorship (Awards)	
Horse of the Show		Horse of the Show	
Best Groomed Horse of the Show		Best Groomed Horse of the Show	

Horse Description List

Ivy – Black QH Cross Mare – No spurs, ride with legs

Shortcake – Sorrel QH Cross Mare – No spurs, one or two hands

Spade – Sorrel QH Cross Gelding – No spurs, one or two hands

Sunny – Bay QH Mare – No spurs, one or two hands

Thank you to our generous sponsors!

Roy's Market

The Otto Clinic

Your name or business could be here – ask us today how to support the High Desert Horsemen!

Be sure to buy your chance to win \$1000 or a side of beef!



YEDA Official Score Sheet – RAIL Class:

gavin h. small

Back #	Rider Comments	Overall Class Comments
1	<p>1082 + have not in handle - <i>gavin h. small</i> + lead - gut along with gut handle</p>	
2	<p>1589 + + nice leg - need to ask "you lead" <i>gavin h. small</i> + need to ask "you lead" <i>gavin h. small</i></p>	
3	<p>1569 - need to relax - more weight in stirrups - <i>gavin h. small</i> need to sit down</p>	
4		
5		
6		
7		
8		
9		
10		
11		

Gavin H. Small
Judges Signature



YEDA Official Score Sheet - RAIL Class:

High School 6 months

Back #	Rider Comments	Overall Class Comments
1 1593	<i>x till needs to soften hands. Should be aware -</i>	
2 1655	<i>x nice job</i>	
3 1591	<i>x x</i>	
4		
5		
6		
7		
8		
9		
10		
11		

Suzanne Reed
Judges Signature

e Sheet – Opal / Pearl Pattern 4

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)

Major Faults (-3 points)

Severe Faults (-5 points)

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

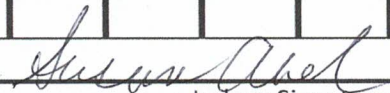
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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.

Jr High
Opal
Elem Rearl

	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
Entry #	Maneuver	1	2	3	4	5				
1	Penalty									
	Maneuver Score	-1/2	0	+1/2	+1/2	+1/2	-1/2		70 1/2	did well w/ hands
	Totals									
2	Penalty									
	Maneuver Score	-3	-2	-3	-2	+1/2	-2		58 1/2	trouble jogging
	Totals									
3	Penalty									
	Maneuver Score	+1	+1	+1/2	+1	+1/2	+1		74	good hands
	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

Score Sheet – Emerald Pattern 3

Updated 2020

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

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)

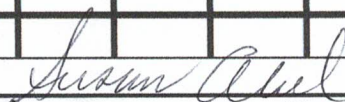
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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.

	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Walk	Stop	Back				
Entry #	Maneuver	1	2	3	4	5	6				
1	1509	Penalty									
	Maneuver Score	+½	+½	-1	-1	0	-½	-½		67	
	Totals										
2	1622	Penalty									
	Maneuver Score	+½	+½	-½	+½	0	-½	+½		71	
	Totals										
3	1587	Penalty									
	Maneuver Score	+½	+1	-½	-2	-½	0	0		68½	
	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										
		Penalty									


 Judges Signature

Score Sheet – Emerald Pattern 3

Updated 2020

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

Minor Faults (-1 point)

Major Faults (-3 points)

Severe Faults (-5 points)

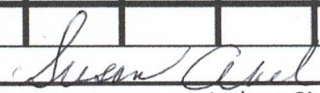
- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads
- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup
- Loss of rein
- Use of either hand to instill 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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Walk	Stop	Back				
1	Penalty										
	Maneuver Score	+½	+1	+½	-½	-½	-½	+½		71	
	Totals										
2	Penalty										
	Maneuver Score	-½	-½	-1	-1	-½	0	-½		66	
	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										
	Penalty										



 Judges Signature

YEDA Official Score Sheet – Ruby Pattern 10

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.

	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	O RL	Jog	Stop 360 R				
Entry #	Maneuver	1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1			72
	Totals										
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										

Susan Abel

Judges Signature