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) * OH 168 YOUR deal rooms at a company of the company of

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

1st: 2nd: 702 3rd:	4th:	5th:	6th:		
Class 2 Group 3 Junior High	Opal Rail	Horseman	ship (1) *		

Back#	Name	Team	Draw	Horse
828	Leanna McGarr	A new High Desert Horsemen B	ybudhaa w	dillvy

1st: 828 2nd:	3rd:	4th:	5th:	6th:	
2.70					

Class 3 Group 5 Junior High Emerald Rail Horsemanship (3) me Us 4 lago dg H acoust 6 quo

Back#	Name	Team	Draw	Horse
1622	Alivia Smith	High Desert Horsemen B	- 1 33/43	lvy =
1587	April Bochman	High Desert Horsemen B		Shortcake
1569	Joslynn Vallejo	High Desert Horsemen B	: C 4	Spade by

1st;)	2nd: 5873rd	d: 4th:	5th:	6th:	
1000	158	1069 -			

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

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

1st:	1665 ^{2nd:}	3rd:	4th:	51	th:	6th:
	1400	1542	*****			

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

Back#	Name	mass loo Team	Draw	Horse
1593	Grace Otto	High Desert Horsemen A	S	Spade
1655	Lillian Harney	High Desert Horsemen A		lvy

Class 10 (Group 16 Seni	or High Ruby	Pattern Horsemanship (1) A hezeti dysti	
Back#	Nar		Team	Draw	Horse
1571	Madison	Wachtel	High Desert Horsen	nen A	Sunny
1st: 57	2nd: 3rd	d: 4th:	5th: 6th:	- mesi	

ariumati world

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: Walh - Tret

	DEVELOPA	DEVELOPMENT ASSOCIATION	
•	Back #	Rider Comments	Overall Class Comments
12	1702	I harded - related ofthe first few minutes is simplicating	Rusen reliaced
2	2 1606	Ither the I havel mis joh, will balancel-	American judantil
w S	878	gard hand	withe furt fur
4			House werent
5			hasin a
6			two handed.
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11			



YEDA Official Score Sheet - RAIL Class:

	DEVELOP	DEVELOPMENT ASSOCIATION JUNIOU RUGH EMICLALS	
	Back #	Rider Comments	Overall Class Comments
1	1622	1632 * home not in hill - soll " hard gut along will g	nothands and
N	2 1587	t + rice leg - need	
ω l	31569	- needet relax-more weight in strongs-down	
4			
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YEDA Official Score Sheet - RAIL Class: Might delived & Thurse

DEVELOPI	DEVELOPMENT ASSOCIATION	
Back #		Overall Class Comments
1 1593	needs to extentance. House bacuse -	
1655	& mice god.	
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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 1/2 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 a ... Use of either hand to instill dear or praise while on designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

- Loss of rein
- 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.

		Manager	T		1		Maneuvers		- 3			Comments
		Maneuver Description	Walk	Jog	X-Jog	Jog	Stop Back	The section of	F&E	HDD	Total	10.2
	Entry #	Maneuver	1	2	3	4	5		1			18 Kol
		Penalty			1							didwella
1	1406	Maneuver Score	-1/2	V	+1/2	+1/2	+1/2		-1/2		70/2	did wells hands
	1400	Totals			,				1/2		10 2	1,000
		Penalty					,					trauble
2	1702	Maneuver Score	-3	-2	-3	-2	1/2				581/2	moune
	, , , ,	Totals							72		3V Z	trouble Jogging good hands
	0-0	Penalty										good
3	838	Maneuver Score	+	+1	+1/2	1	4/2		4		74	hands
		Totals	-						1 '			
and the control of		Penalty										
4		Maneuver Score										
		Totals										
		Penalty										
5		Maneuver Score										
		Totals										
		Penalty										
6		Maneuver Score										
		Totals										
		Penalty										
7		Maneuver Score							1			
		Totals										
		Penalty										
8		Maneuver Score										
		Totals							and the same of the same			
9		Penalty					1					

ore Sheet - Emerald Pattern 3

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)

- Over/under turn from ½ to ½
- · Ticking or hitting cone
- Obviously looking down to check leads
- Beak gait at walk or jog for up to 2 strides
 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 . Use of either hand to instill dear or praise while on designated area.
 - Incorrect lead
 - Break of gait at a walk, jog for more than 2 strides.
 - Loss of stirrup

- Loss of rein
- 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	Maneuvers Maneuvers										
		Description	Walk	Jog	Lope RL	Walk	Stop	Back	F&E	HDD	Total		
	Entry #	Maneuver	1	2	3	4	5	6					
		Penalty							11				
1	1569	Maneuver Score	8/2	1/2	-	-1	D	-1/2	1-2		67		
	1001	Totals	1.						1		G 1		
		Penalty			,			1	11				
2	1622	Maneuver Score	*17	8/2	-12	+1/2	0	-17	1/2		71		
	1000	Totals	1			,					11		
		Penalty	.,		1.7	41	1				.,		
3	1587	Maneuver Score	1/12	71	-12	-2	-1/2	0	()		68/2		
	1 50 1	Totals							ľ		60.7		
		Penalty		-				OR OTHER DESIGNATION OF THE PERSON OF THE PE		A SHARAN PARK			
4		Maneuver Score											
		Totals											
		Penalty											
5		Maneuver Score											
		Totals											
		Penalty											
6		Maneuver Score											
		Totals											
		Penalty											
7		Maneuver Score											
		Totals											
8		Penalty											
		Maneuver Score											
		Totals											
		Penalty								1			
			1				Sur	sun	11/1	el			

ore 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)

- · Ticking or hitting cone
- Obviously looking down to check leads
 Incorrect lead
- Beak gait at walk or jog for up to 2 strides and Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Over/under turn from ½ to ½ at least a last a las designated area.

 - Break of gait at a walk, jog for more than 2 strides.
 - Loss of stirrup

- 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.

		Manauvar	Maneuvers Maneuvers										
		Description	Walk	Jog	Lope RL	Walk	Stop	Back	F&E	HDD	Total		
digastes.	Entry #	Maneuver	1	2	3	4	5	6		1100			
		Penalty					,	14	2/				
1	1155	Maneuver Score	th	4	1/2	-1/2	-42	-1/2	1/2		71		
	1655	Totals									71		
		Penalty		11	1	1	11		1/				
2	1593	Maneuver Score	1/2	1/2	7	-	-1/2	0	-12		66		
	15.	Totals				-			_		WP		
	:	Penalty											
3		Maneuver Score							1				
		Totals											
		Penalty											
4		Maneuver Score							1				
		Totals											
		Penalty											
5		Maneuver Score											
		Totals											
		Penalty											
6		Maneuver Score											
		Totals											
		Penalty					Name and Address of the Owner, where the Owner, which is the Owner, where the Owner, which is the Owner, where the Owner, which is the Owner, whic						
7		Maneuver Score							1				
		Totals											
		Penalty											
8		Maneuver Score											
		Totals											
		Penalty					0						

10 mapped volume to the second should be a 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

- 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
 Incorrect lead

Minor Faults (-1 point) 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.
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

(analog 6-) select Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill dear 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	Maneuvers									Comments
		Description	Walk	Jog	Lope RL	O RL	Jog	Stop 360 R	F&E	HDD	Total	
E	Entry #	Maneuver	1	2	3	4	5	6				
T		Penalty			,	,						
1 1	511	Maneuver Score	1+1	+	+1	+1	171	+	71		17	
		Totals	1		- 1.				' '		16	
T		Penalty										
2		Maneuver Score										
		Totals										
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3		Maneuver Score										
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