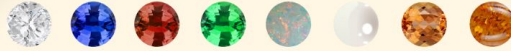


YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

2024

MCDONALD, TENNESSEE



VEDA

NATIONAL CHAMPIONSHIP SHOW

PATTERNS

2024 YEDA National Patterns:

State Invitational Classes Thursday May 30:

Amber & Topaz Pattern 7
Pearl & Opal Pattern 6
Emerald Pattern 6
Ruby Pattern 6
Sapphire Horsemanship Pattern 6
Diamond Horsemanship Pattern 6
Sapphire Ranch Riding Pattern 6
Reining YEDA Reining Pattern 1

Individual Classes Friday May 31 and Saturday June 1:

Amber & Topaz Pattern 15
Pearl & Opal Pattern 15
Emerald Pattern 15
Ruby Pattern 15
Sapphire Pattern 15
Diamond Horsemanship Pattern 15
Sapphire Ranch Riding Pattern 15
Reining NRHA Pattern 15

Team Classes Saturday June 1 and Sunday June 2:

Pearl & Opal Pattern 14
Emerald Pattern 14
Ruby Pattern 12
Sapphire Horsemanship Pattern 14
Diamond Horsemanship Pattern 14
Sapphire Ranch Riding Pattern 14
Reining NRHA Pattern 14

Diamond Elite Sunday June 2:

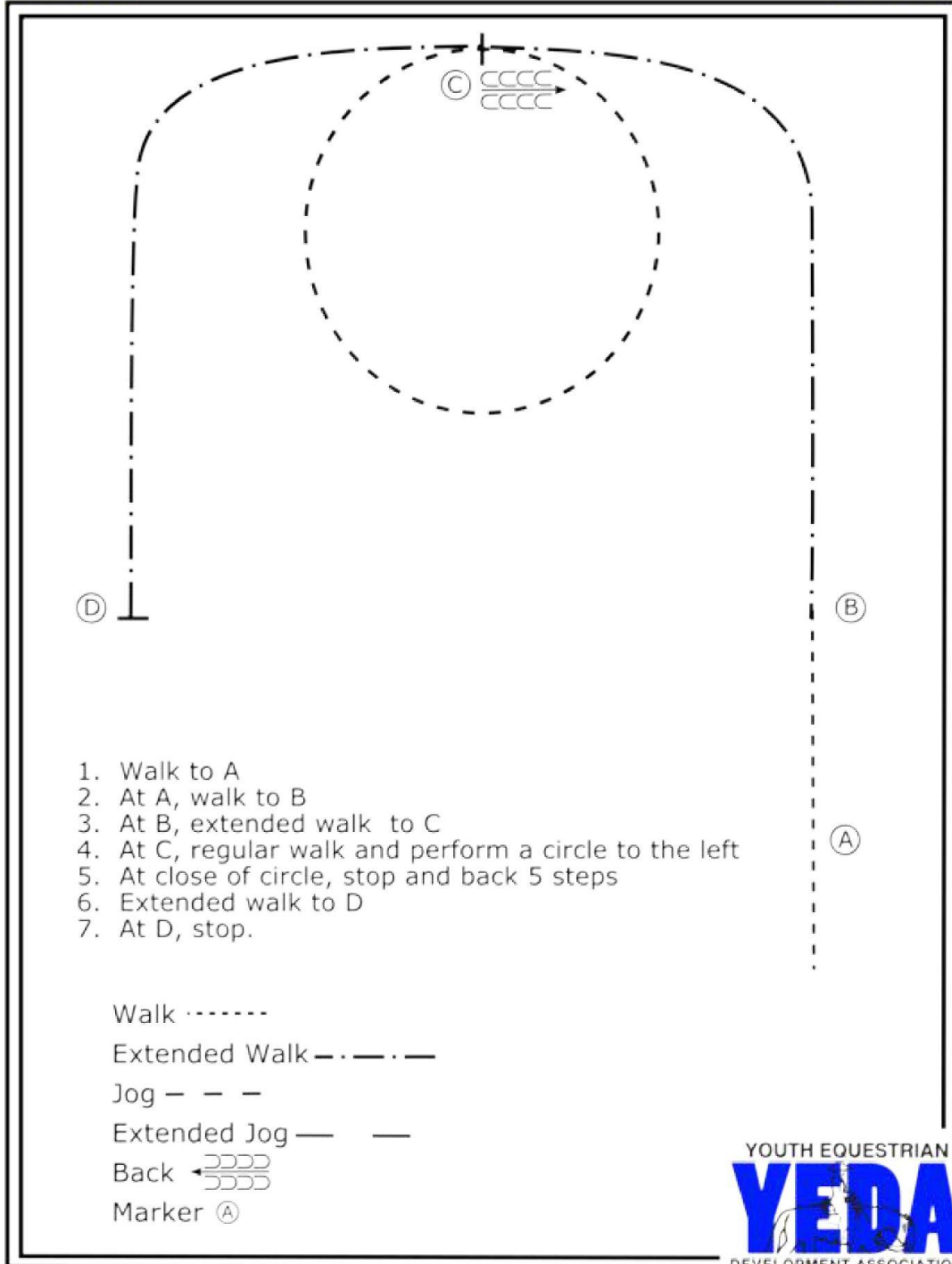
Diamond Pattern 1



State Invitational Thursday May 30th



Amber EWD Walk Pattern 7,8



State Invitational

State Invitational

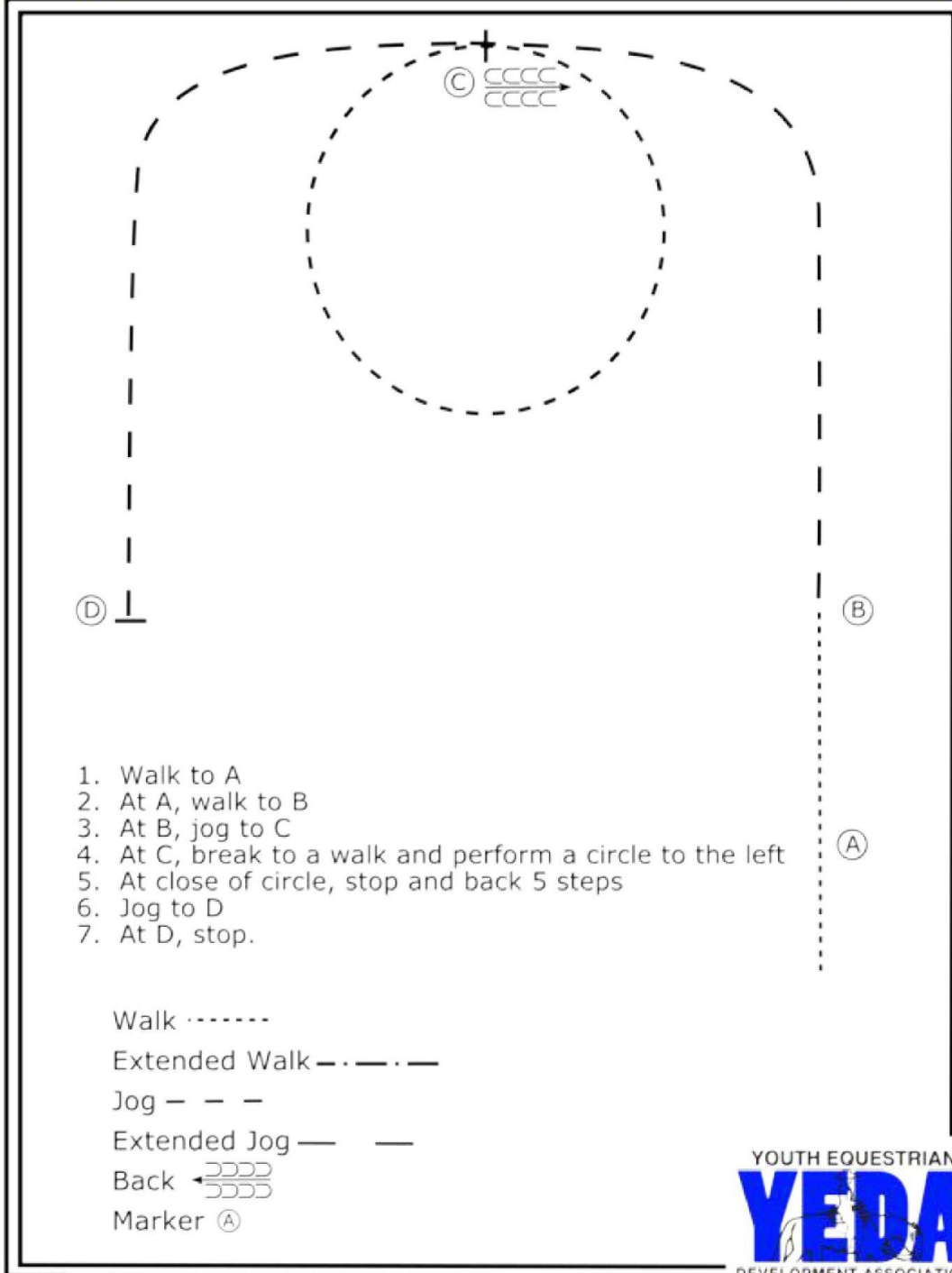




State Invitational Thursday May 30th



Topaz EWD W/T Pattern 7,8



1. Walk to A
2. At A, walk to B
3. At B, jog to C
4. At C, break to a walk and perform a circle to the left
5. At close of circle, stop and back 5 steps
6. Jog to D
7. At D, stop.

Walk
 Extended Walk - . - . - .
 Jog - - -
 Extended Jog — — —
 Back ←
 Marker (A)



State Invitational

State Invitational



State Invitational Thursday May 30th

State Invitational

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Emerald/Alumni Pattern 6

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1. Walk to A
2. At A, jog to B
3. At B, lope left lead to C
4. At C, break to a walk to D
5. At D, stop
6. Back 4 steps.

Walk -----

Jog - - -

Extended Jog — —

Lope ———

Back ←

Marker (A)

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State Invitational



State Invitational Thursday May 30th

State Invitational

State Invitational

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Ruby Pattern 6

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The diagram illustrates the Ruby Pattern 6. It shows a path starting at a point below marker A, moving up and slightly right to marker A. From marker A, the path goes diagonally up and right to marker B. From marker B, the path curves around to the right and then down to a vertical dashed line. From the bottom of this dashed line, the path goes straight down to marker A. From marker A, the path goes straight up to a point above marker A, then curves around to the left and back down to marker A. A legend at the bottom left defines the symbols used in the diagram: Walk (dotted line), Jog (dashed line), Extended Jog (long dashed line), Lope (solid line), Back (line with arrows pointing left), and Marker (circle with letter). The YEDA logo is in the bottom right corner.

1. Walk to A
2. Walk halfway to B
3. Jog to and around B
4. Lope on the left lead diagonally back to A
5. Break to a walk around A
6. Stop and back approximately 2 horse lengths
7. Walk straight away

Walk
Jog - - -
Extended Jog — — —
Lope _____
Back ← ———
Marker (A)


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State Invitational Thursday May 30th

State Invitational

State Invitational




Sapphire/Alumni Pattern 6



1. Walk to A
2. Lope on the right lead to and around C
3. Halfway to D, break to the jog
4. Jog around D
5. Halfway to B, extend the jog
6. Continue extended jog around B to D
7. At D stop and back approximately one horse length.

Walk
 Jog - - -
 Extended Jog — — —
 Lope —————
 Back ← ———→
 Marker (A)

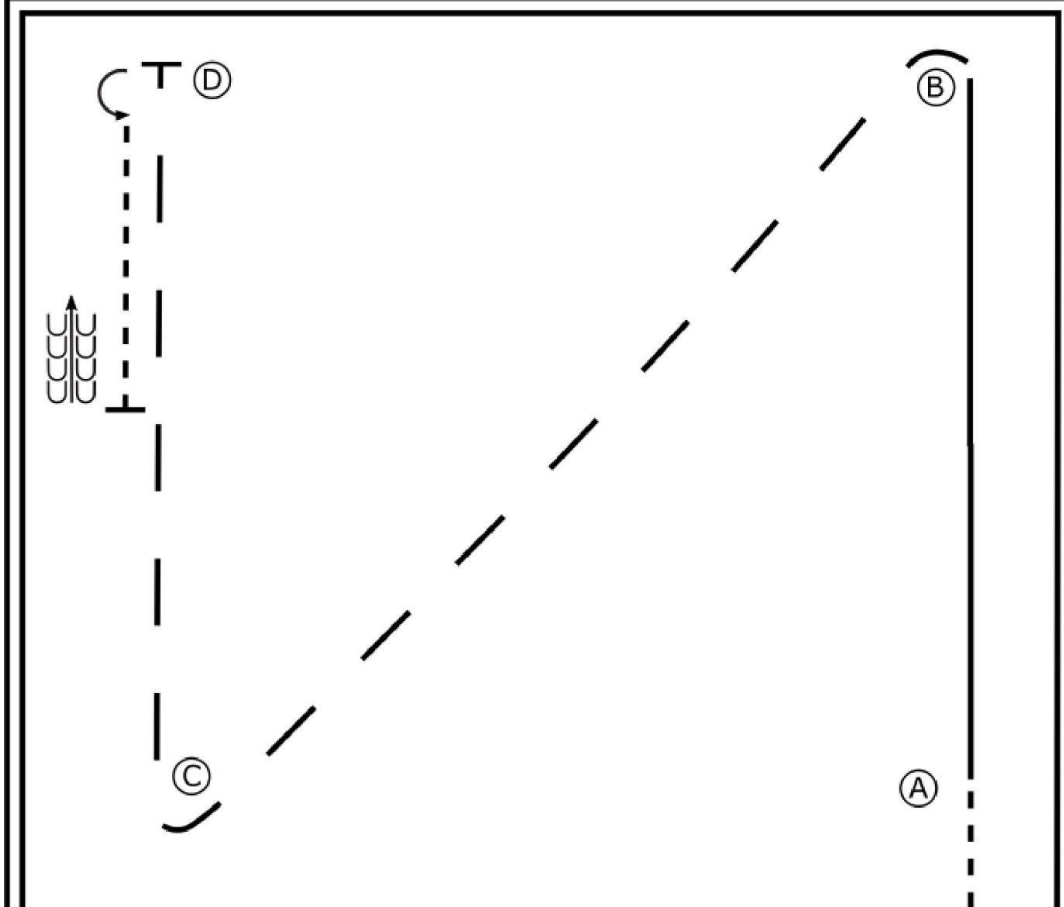




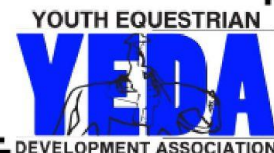
State Invitational Thursday May 30th



Diamond Pattern 6



1. Walk to A.
2. Lope on the left lead from A to B
3. At B, extend the jog to and around C to D
4. Stop at D
5. Turn 180 degrees to the left
6. Walk to halfway between D and C
7. Stop and back approximately one horse length.



State Invitational

State Invitational



State Invitational Thursday May 30th

State Invitational

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Ranch Riding Pattern 6

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The diagram shows a rectangular arena with a dashed line indicating the path. The path starts at the bottom right corner, labeled 'START'. It proceeds left along the bottom edge, then turns left to go up the right edge. At the top right, it turns left to go across the top edge. At the top left, it turns left to go down the left edge. At the bottom left, it turns right to go across the bottom edge. In the center of the arena, there is a large 'X' mark. A dashed line forms a loop around the 'X', starting from the top edge, going left, then down, then right, and then up. At the bottom left of the arena, there is a small circle with an arrow pointing right, labeled 'END'.

END

START

1. Walk
2. Trot
3. Extended Trot
4. Lope Left Lead
5. Stop, 1 1/2 turn right
6. Extended Lope Right Lead
7. Normal Lope
8. Change Leads
9. Trot
10. Extended Trot
11. Stop, Back

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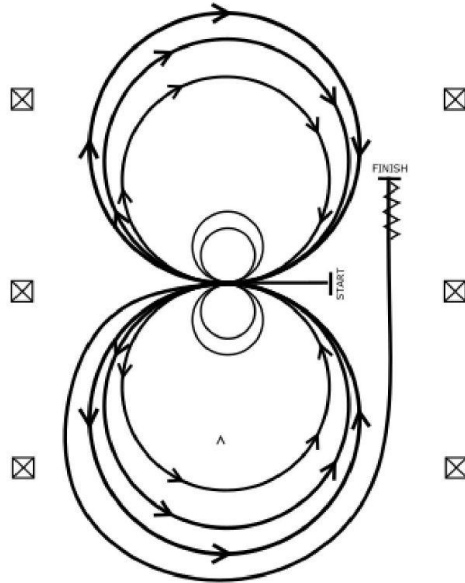
State Invitational



State Invitational Thursday May 30th



YEDA Reining Pattern 1,2



Riders may walk or jog to center of arena. Rider must walk or stop before loping off.

1. Lope off on the left lead. Complete one large fast circle and then on small slow circle. Stop in the middle of the arena. Hesitate.
2. Complete 2 spins to the left. Hesitate.
3. Lope off on the right lead. Complete one large fast circle and then on small slow circle. Stop in the middle of the arena. Hesitate.
4. Complete 2 spins to the right. Hesitate.
5. Beginning on the left lead, complete one large circle to the left, change leads in the center of the arena. Complete one large circle to the right. Change leads in the center of the arena.
7. Lope around the end of the arena. Do not close the circle. Continue straight past the center marker. Stop and back more than 4 steps. Hesitate to show completion of pattern.



State Invitational


State Invitational



Individual Championship Friday May 31st


Individual Championship

Individual Championship

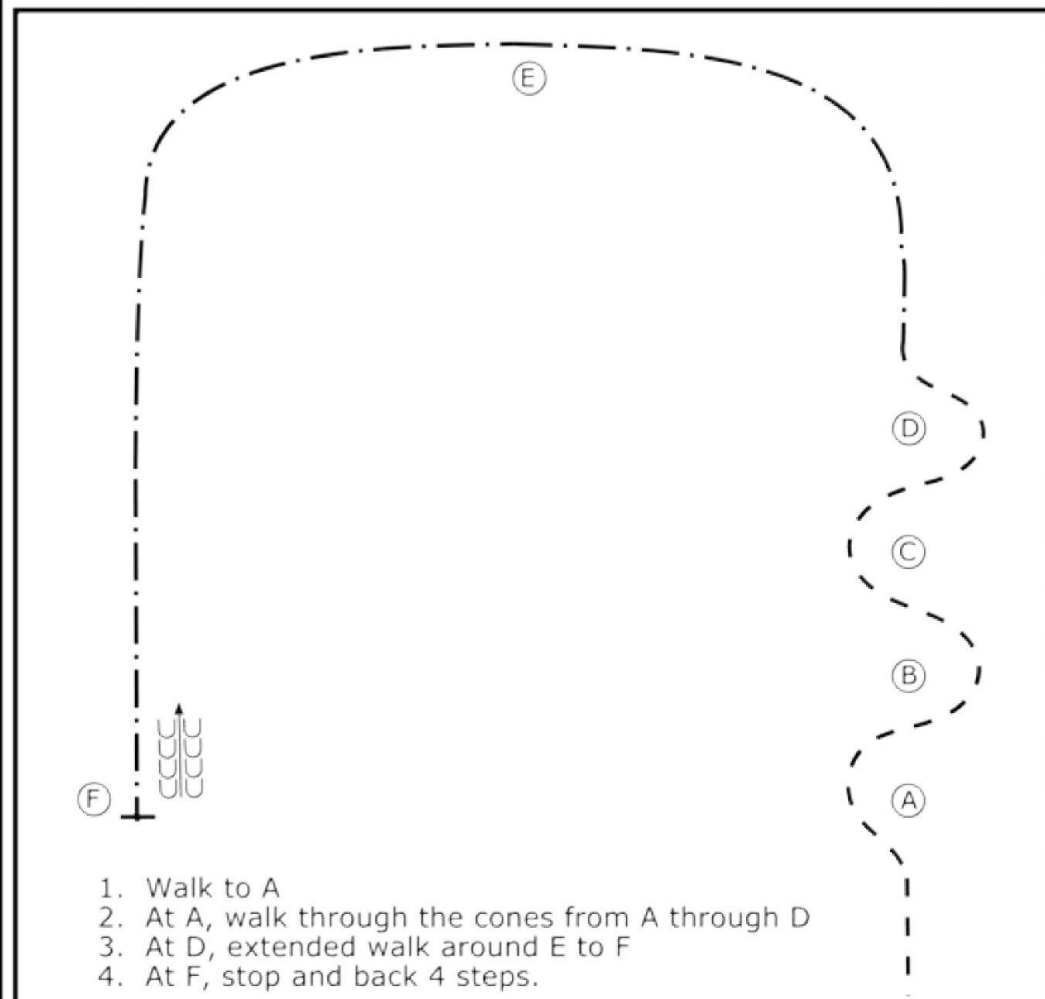


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Amber EWD Walk Pattern 15, 16




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1. Walk to A
2. At A, walk through the cones from A through D
3. At D, extended walk around E to F
4. At F, stop and back 4 steps.

Walk
 Extended Walk - . - . - .
 Jog - - -
 Extended Jog — — —
 Back ← 
 Marker (A)



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Individual Championship Friday May 31st

Individual Championship

Individual Championship

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Topaz EWD W/T Pattern 15, 16

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1. Walk to A
2. Jog to B
3. Walk to C
4. Jog to D
5. At D, stop
6. Back one horse length.

Walk ······

Extended Walk - · - · - ·

Jog - - -

Extended Jog — —

Back ←

Marker (A)


YOUTH EQUESTRIAN **YEDA** DEVELOPMENT ASSOCIATION



Individual Championship Friday & Saturday May 31st & June 1st


Individual Championship

Individual Championship

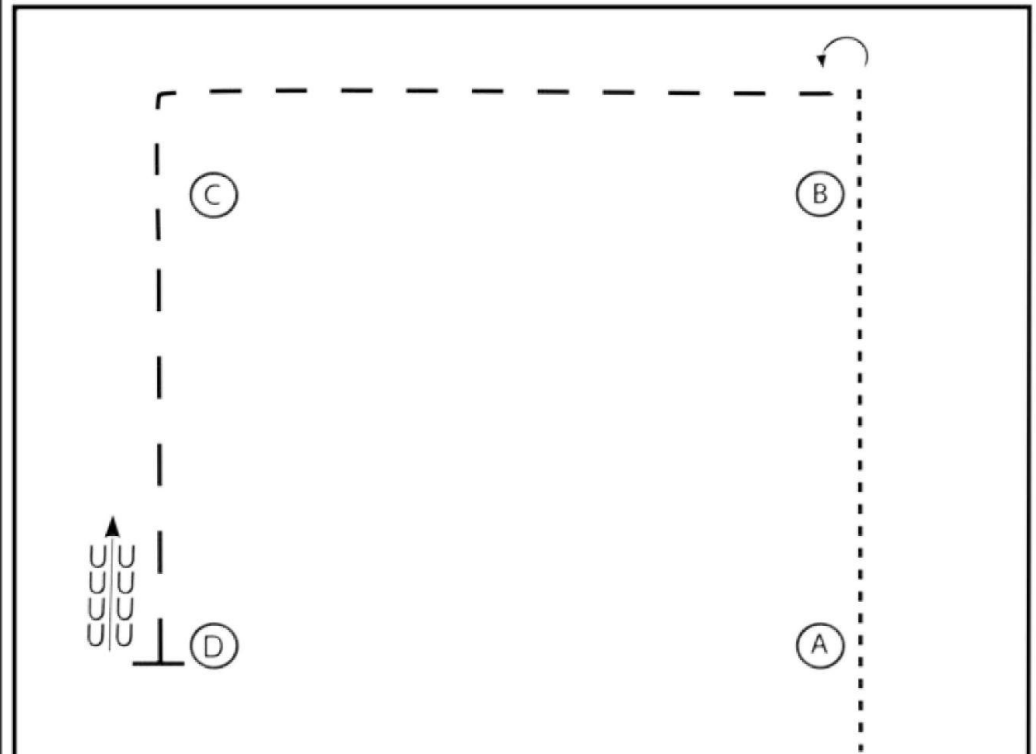


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Pearl/Opal/Alumni Pattern 15





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1. Walk to A
 2. Walk from A to B
 3. Stop past B and execute a 90 degree turn to the left
 4. Jog from B around C
 5. Extend the jog from C to D
 6. Stop at D and back one horse length

Exit at the jog.

Walk
 Jog - - -
 Extended Jog — — —
 Back ← 
 Marker (A)




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DEVELOPMENT ASSOCIATION



Individual Championship Friday May 31st


Individual Championship

Individual Championship

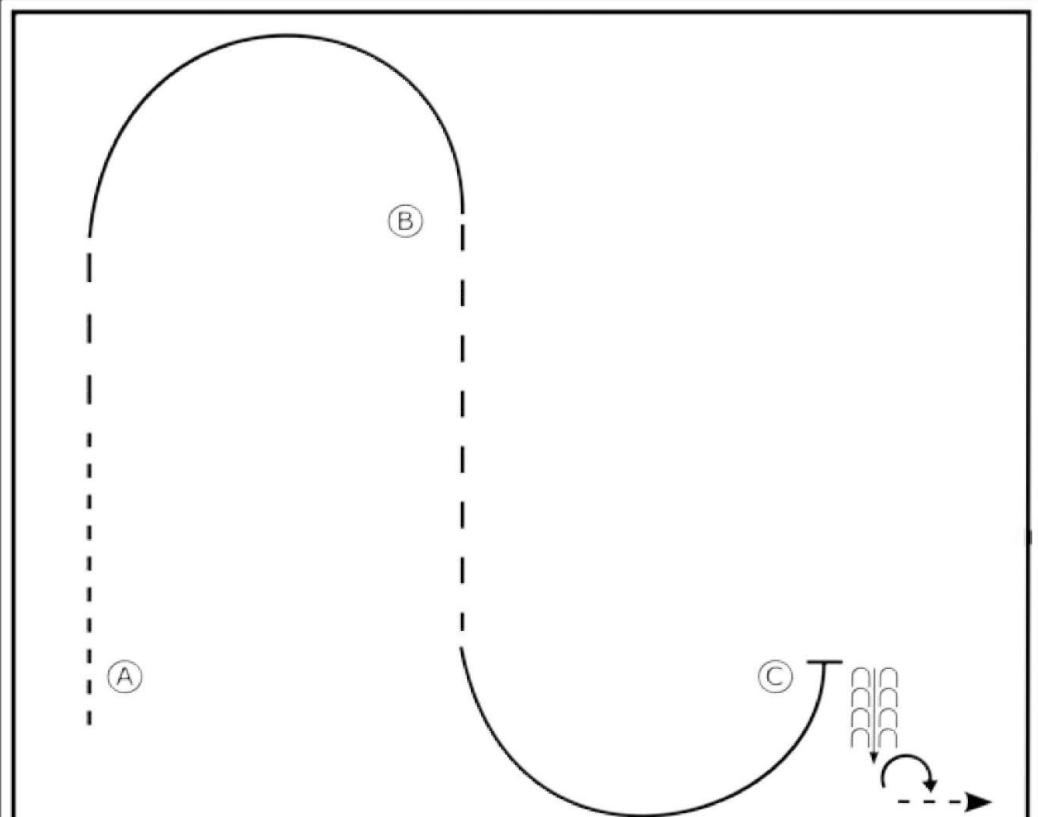


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Emerald/Alumni Pattern 15



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The diagram shows a path starting at point A on the left. A dashed line goes up to point B at the top of a large oval. From B, a solid line goes down and around the right side to point C. From C, a solid line goes down and around the bottom to point A. From C, a dashed line goes down and then right, ending with a 1/4 turn to the right indicated by a curved arrow.


1. Walk to A
2. Walk from A to center of pattern
3. Jog until even with B
4. Lope a half circle on the right lead to and around B
5. Jog from B until even with C
6. Lope a half circle on the left lead to C
7. Stop at C and back approximately one horse length
8. Perform a 1/4 turn to the right and walk off.

Walk - - - - -


Jog - - -

Extended Jog — —

Lope ———

Back ← 

Marker (A)



YOUTH EQUESTRIAN
YEDA
DEVELOPMENT ASSOCIATION




Individual Championship

Friday May 31st


Individual Championship

Individual Championship

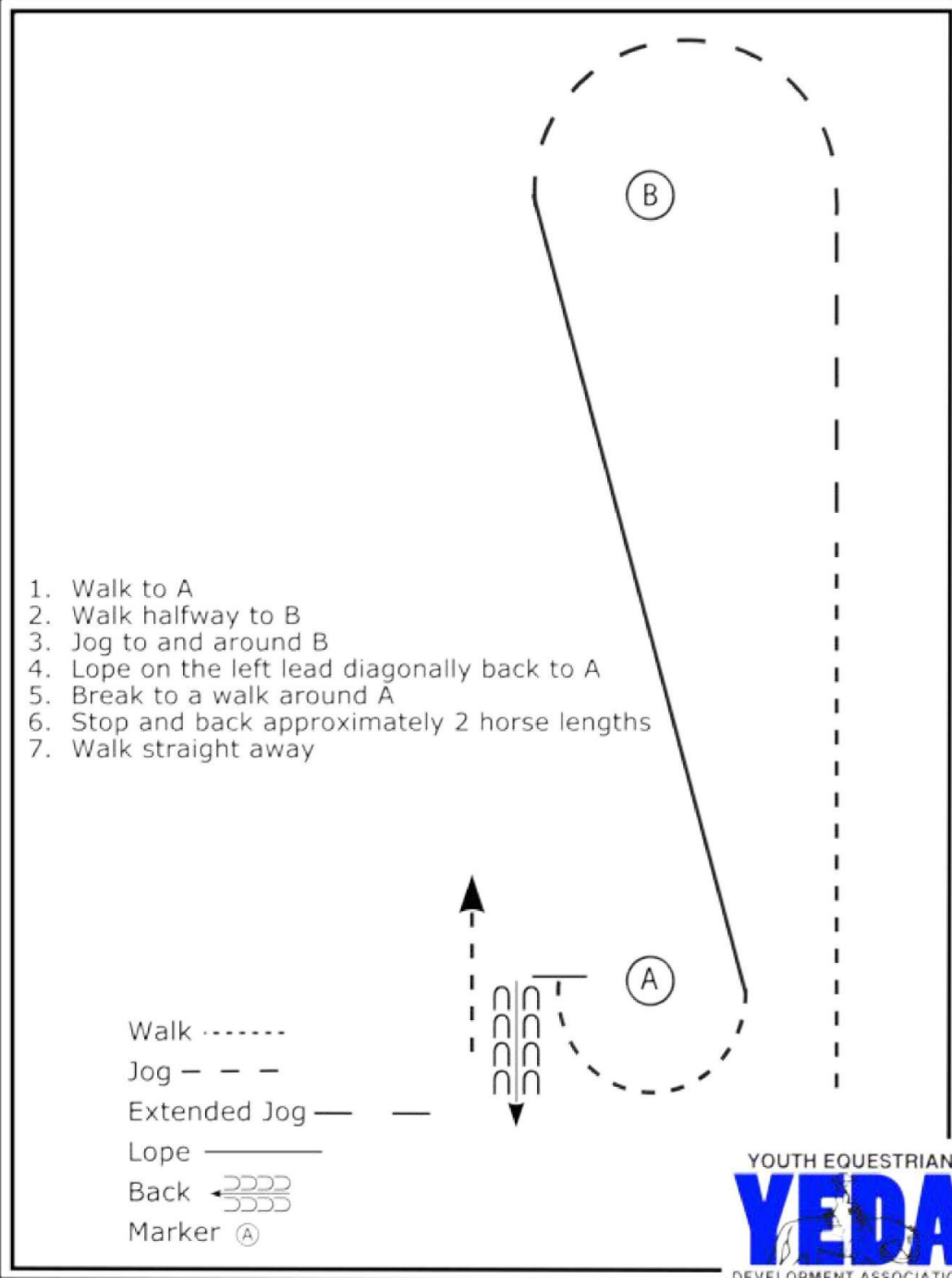


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Ruby Pattern 6




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The diagram shows a rectangular arena with a dashed line forming a large, rounded shape on the right side. A solid line starts at point A (a circle) at the bottom center of the arena, goes diagonally up and to the right, then curves around point B (a circle) at the top of the dashed shape, and returns to point A. A legend at the bottom left defines the line styles: Walk (dotted), Jog (dashed), Extended Jog (long dashes), Lope (solid), Back (solid with arrows), and Marker (circle with letter). An arrow at the bottom center points upwards, indicating the starting direction.

1. Walk to A
2. Walk halfway to B
3. Jog to and around B
4. Lope on the left lead diagonally back to A
5. Break to a walk around A
6. Stop and back approximately 2 horse lengths
7. Walk straight away

Walk
 Jog - - -
 Extended Jog — — —
 Lope _____
 Back ← ———
 Marker (A)




YOUTH EQUESTRIAN
YEDA
DEVELOPMENT ASSOCIATION



Individual Championship Friday & Saturday May 31st & June 1st


Individual Championship

Individual Championship



YOUTH EQUESTRIAN
YEDA
DEVELOPMENT ASSOCIATION

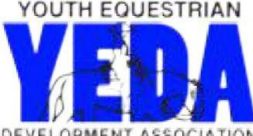
Sapphire/Alumni Pattern 15



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1. Walk to A
2. Lope on the right lead from A to and around B
3. Halfway to C, perform a simple lead change
4. Lope to C
5. Stop and perform a 270 degree turn to the left
6. Jog halfway to D
7. Extend the jog to and around D
8. Halfway to C, break to a walk
9. Stop at C and back approximately one horse length.

Walk
 Jog - - -
 Extended Jog — —
 Lope _____
 Back ←—————
 Marker (A)



YOUTH EQUESTRIAN
YEDA
DEVELOPMENT ASSOCIATION



Individual Championship

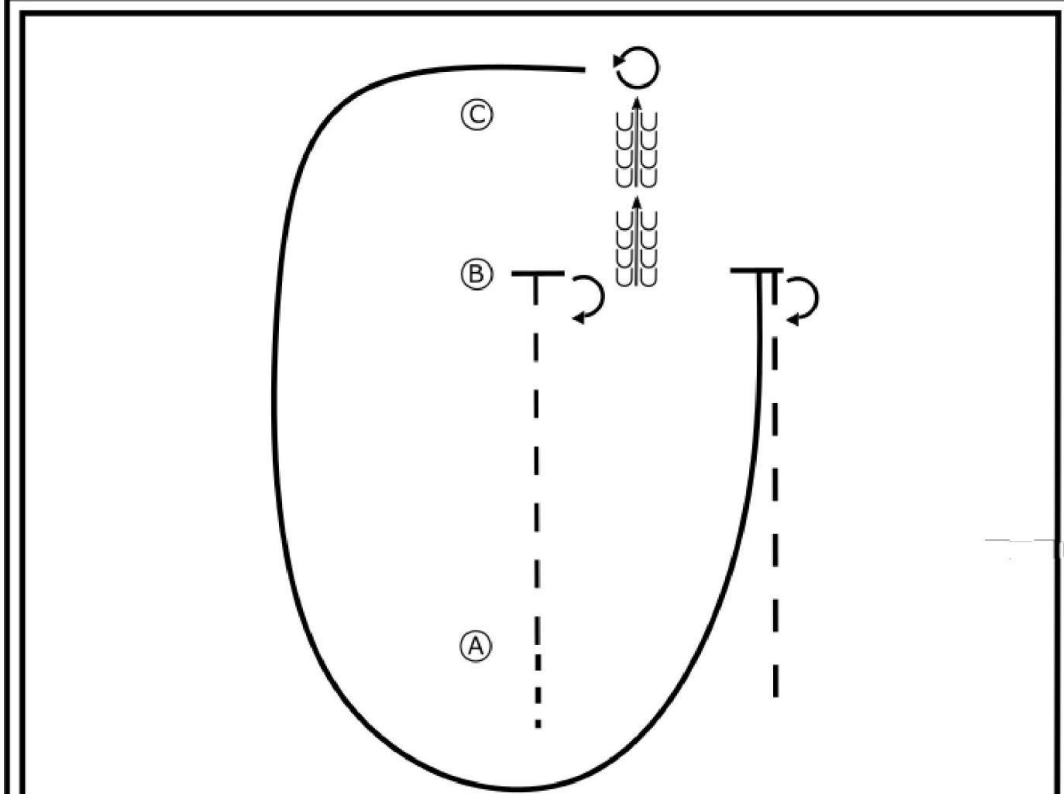
Saturday June 1st

Individual Championship

Individual Championship



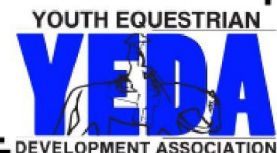
Diamond Pattern 15



1. Walk to A
2. Jog A to B
3. Stop at B and perform a 180 degree turn to the right
4. Back to C
5. At C, perform a 270 degree turn to the left
6. Lope a circle around A, returning to B
7. Stop at B and perform a 180 degree turn to the right
8. Jog past A.

Pattern is over once you pass A.

- Walk (dotted line)
- Jog - - - (dashed line)
- Extended Jog — — (long dashed line)
- Lope ——— (solid line)
- Back ← (four curved arrows pointing left)
- Marker (A) (circle with A)





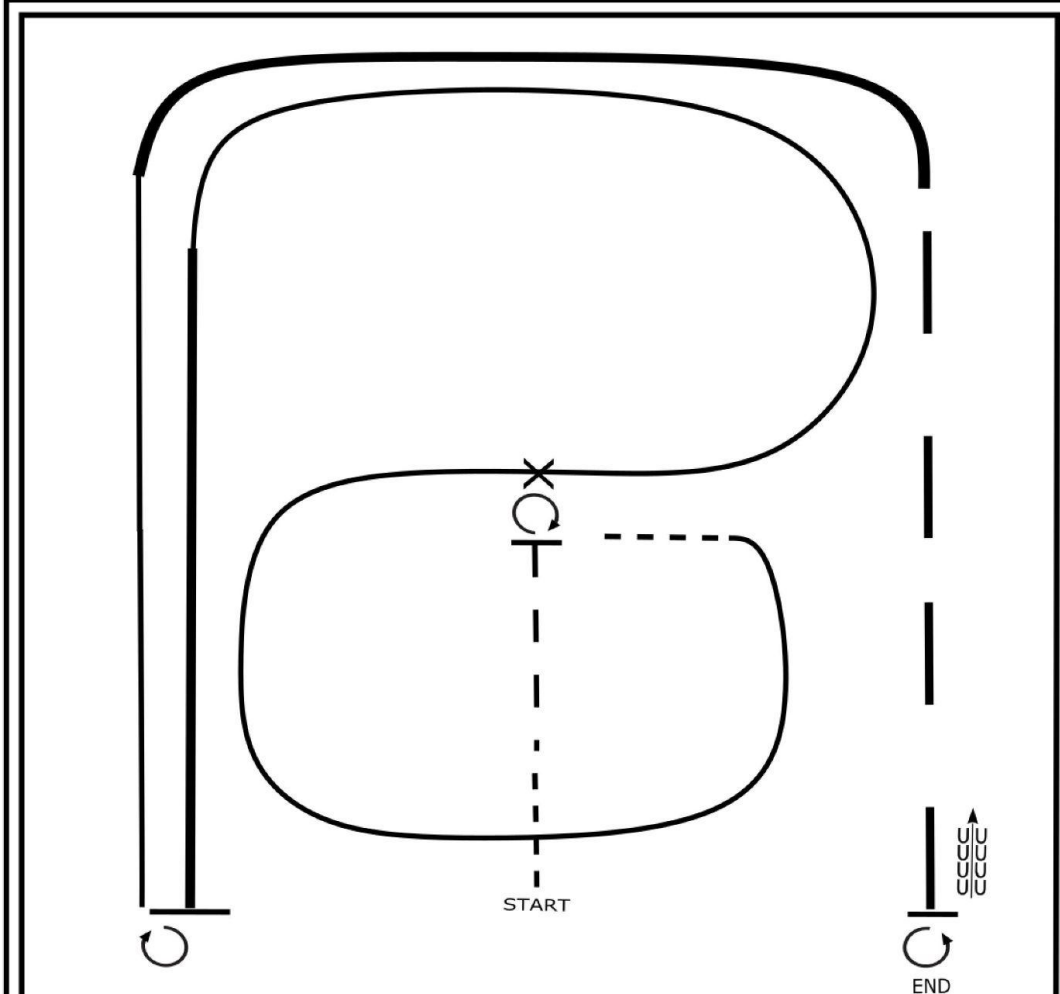
Individual Championship Friday & Saturday May 31st & June 1st

Individual Championship

Individual Championship



Ranch Riding Pattern 15



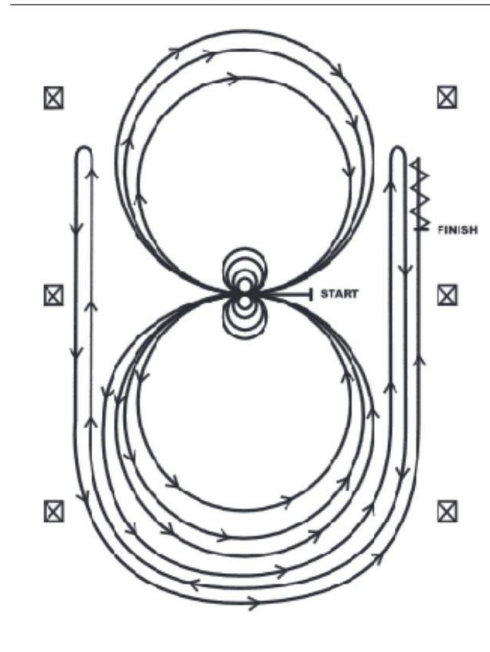
1. Walk
2. Jog
3. Stop, do a 1 1/4 turns to the right
4. Walk. Then, lope small circle on the right lead
5. Change leads. Lope left lead around end of the arena
6. Extend the lope on the left lead
7. Stop, do 2 1/2 turns to the right
8. Lope straight on the right lead
9. Extend the lope around end of the arena
10. Break to an extended trot
11. Stop, do 2 turns left
12. Back.





Individual Championship Friday May 31st

NRHA Pattern 15



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run straight down the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Individual Championship

Individual Championship



Team

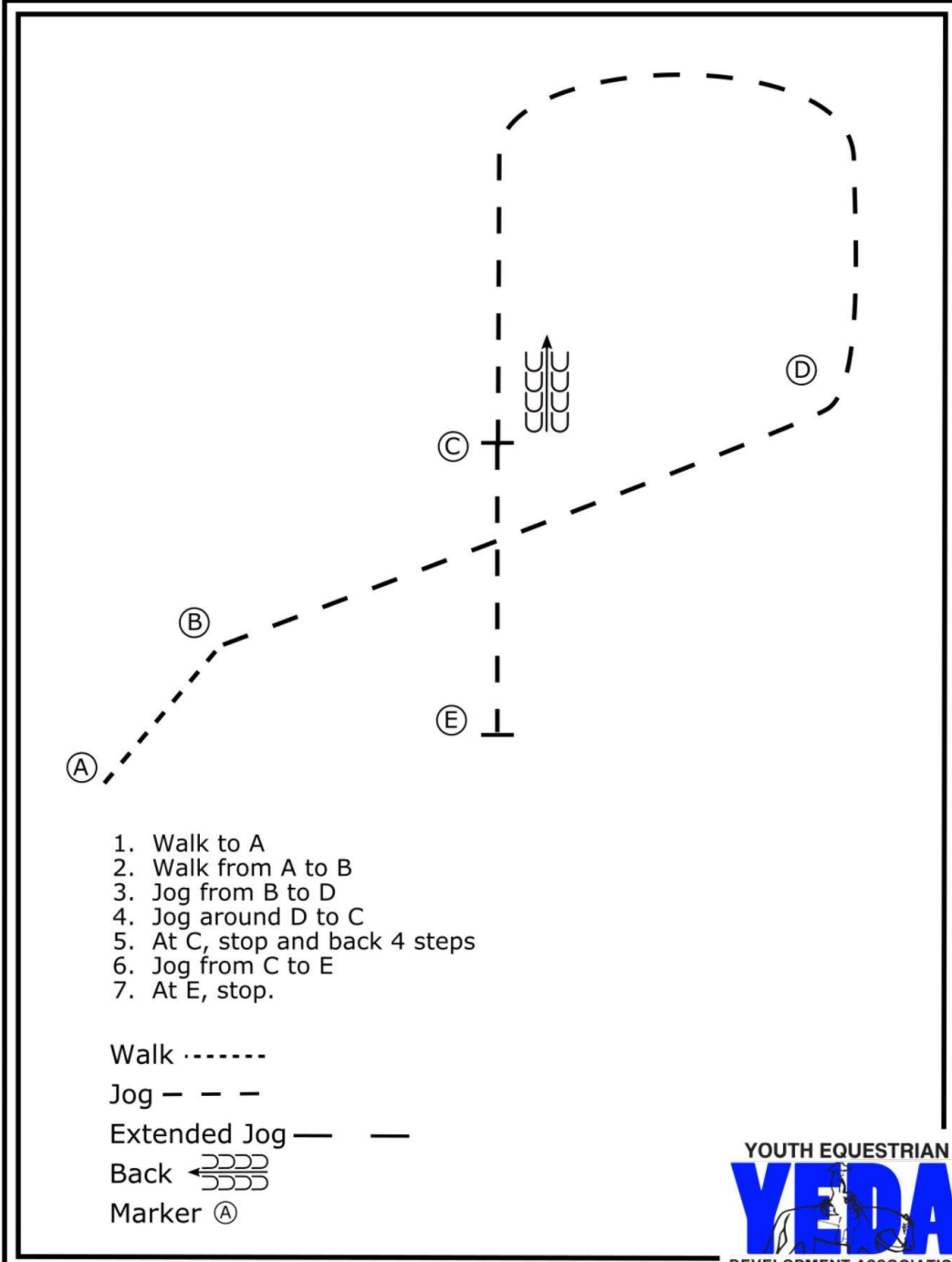
Saturday June 1st

Team Classes

Team Classes

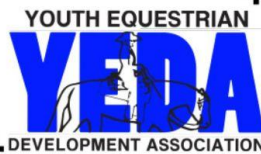


Pearl/Opal/Alumni Pattern 14



1. Walk to A
2. Walk from A to B
3. Jog from B to D
4. Jog around D to C
5. At C, stop and back 4 steps
6. Jog from C to E
7. At E, stop.

- Walk
- Jog - - -
- Extended Jog — — —
- Back ← [wavy arrows]
- Marker (A)







Team Saturday June 1st

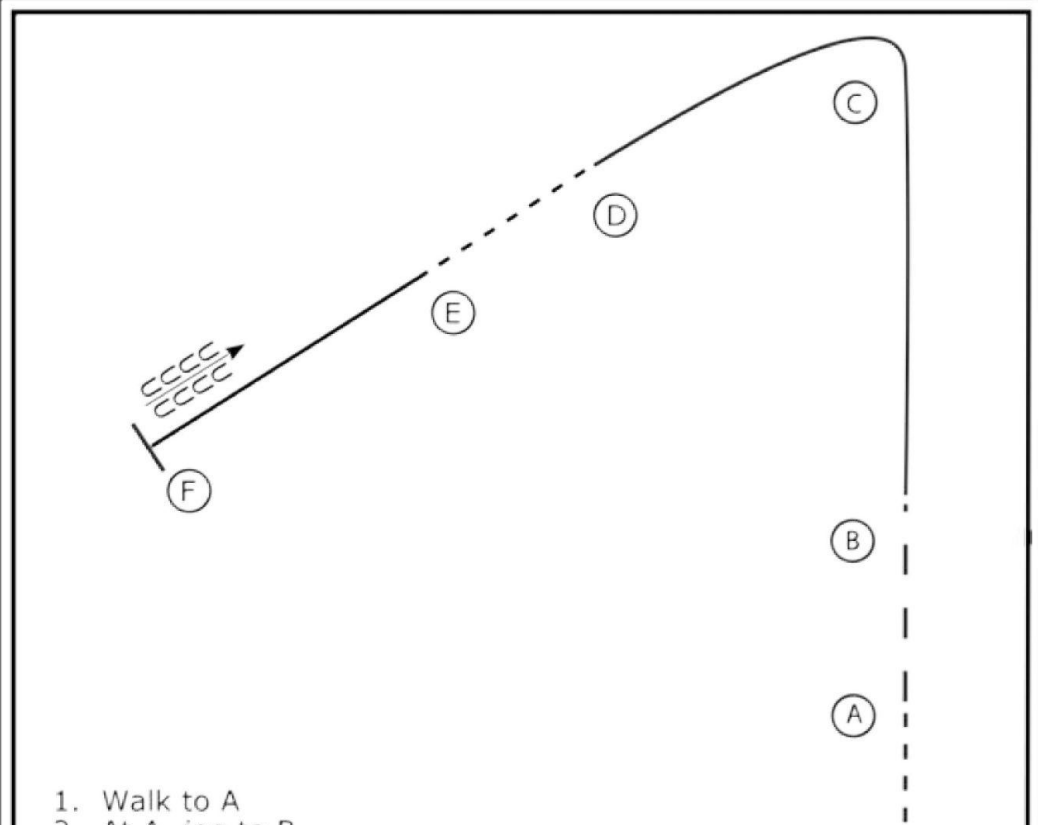
Team Classes

Team Classes



Emerald/Alumni Pattern 14





The diagram shows a rectangular arena with a dashed line on the right side. The path starts at point F (bottom left), goes to point A (bottom right), then to point B (middle right), then to point C (top right), then to point D (middle left), then to point E (bottom left), and finally back to point F. A curved line connects C and D. An arrow with 'cccc' indicates a back movement from F towards the center.

1. Walk to A
2. At A, jog to B
3. At B, Lope on the left lead around C to D
4. At D, walk to E
5. At E, lope on the right lead to F
6. Stop at F and back 4 steps.

Walk - - - - -


Jog - - -

Extended Jog — —

Lope ———

Back ← cccc

Marker (A)







Team Saturday June 1st

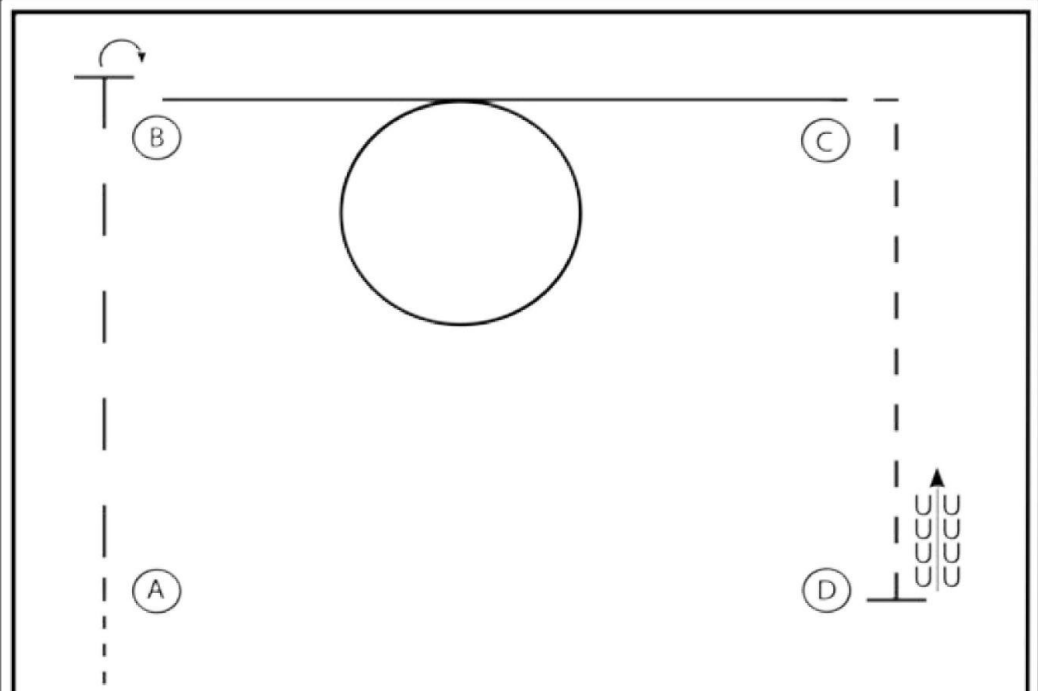
Team Classes

Team Classes





Ruby Pattern 12





1. Walk to A
2. Extended jog from A past B
3. Stop and perform a 90 degree turn to the right
4. Lope right lead halfway to C
5. Perform a small, slow circle to the right.
6. Continue to lope past C
7. Break to a jog to D
8. Stop at D and back one horse length

Walk
 Jog - - -
 Extended Jog — —
 Lope _____
 Back ← 
 Marker (A)





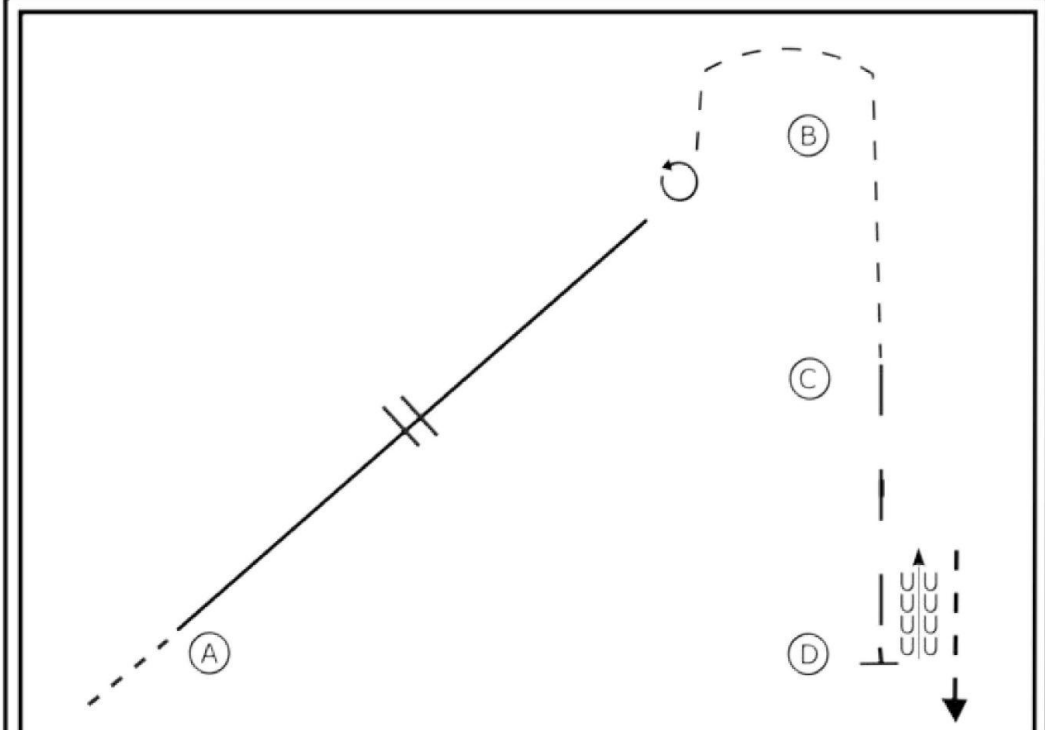
Team Sunday June 2nd

Team Classes


Team Classes



Sapphire/Alumni Pattern 14



1. Walk to A
2. Lope on the right lead halfway to B
3. Perform a simple lead change
4. Lope on the left lead to B
5. Stop and perform a 405 degree turn to the left
6. Jog a tight turn around B
7. Extend the jog from C to D
8. Stop at D and back approximately one horse length.
9. Walk forward to D and to exit.

Walk
 Jog - - -
 Extended Jog — —
 Lope _____
 Back ← 
 Marker (A)





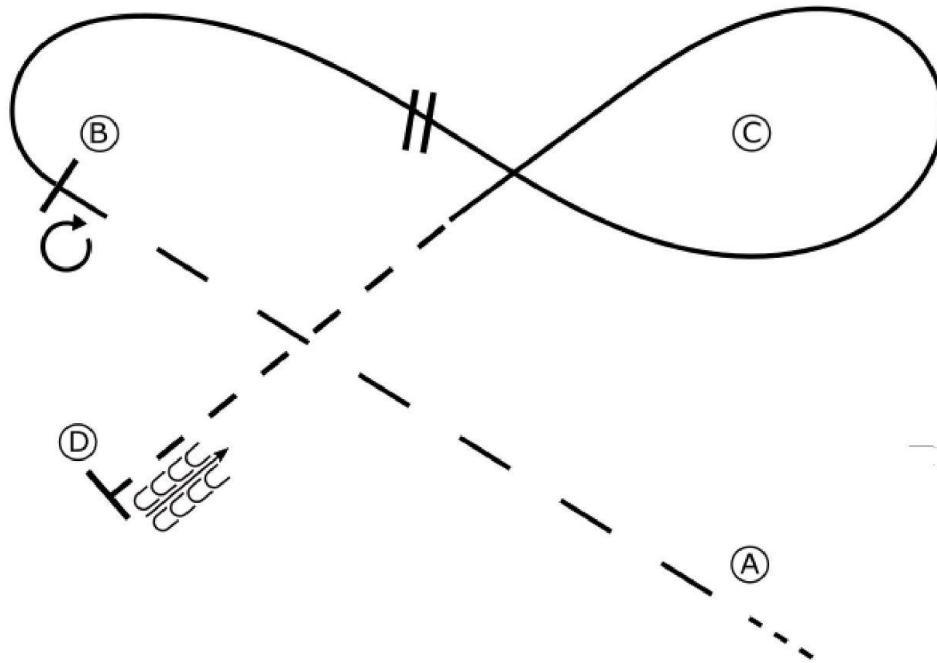
Team Sunday June 2nd

Team Classes

Team Classes



Diamond Pattern 14



1. Walk to A
2. Extend the jog from A to B
3. Stop at B and perform a 360 degree turn to the right
4. Lope on the right lead around B
5. Halfway between B and C, simple lead change and continue to and around C
6. Jog halfway between C and D
7. At D, stop and back.

Walk

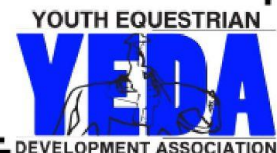
Jog - - -

Extended Jog — —

Lope ———

Back ←

Marker (A)

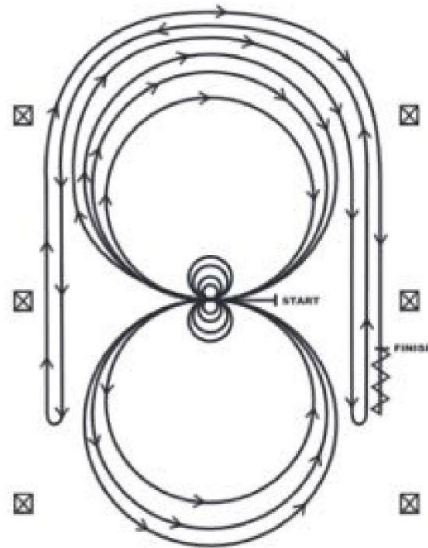




Team

Sunday June 2nd

NRHA Pattern 14



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles **to the left**: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the right but do not close this circle. Run up the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around previous circle but do not close This circle. Run up the left side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of pattern.

Team Classes

Team Classes



Diamond Elite

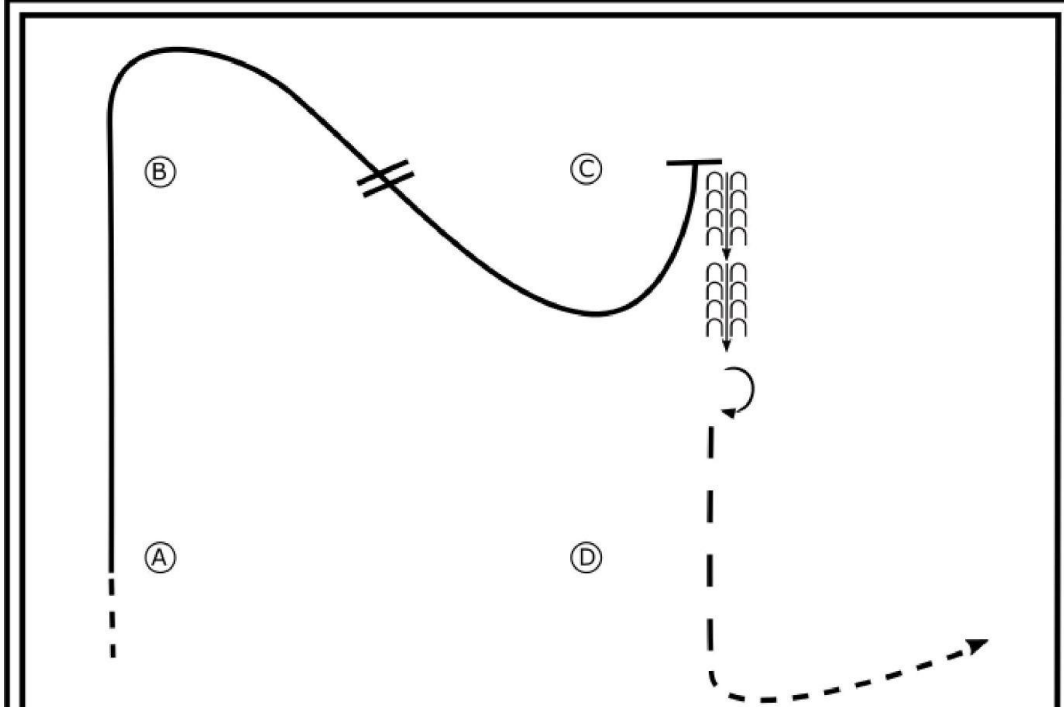
Sunday June 2nd

Diamond Elite

Diamond Elite



Diamond Pattern 1



1. Walk to A
2. Lope on the right lead to and around B
3. Perform a simple lead change halfway between B and C
4. Lope of the left lead to C
5. Stop at C
6. Back approximately one horse length
7. Turn 180 degrees to the right
8. Jog to D
9. Walk at D and turn to the left.

Walk
 Jog - - -
 Extended Jog — —
 Lope ———
 Back ← 3333
 Marker (A)

