Special Thanks to The Florida Gulf Coast Sponsors:



All Patterns Contained Here

Western Riding

Round 1 – Tuesday, January 4 Green/Novice/Level 1 – L1 Pattern 7 All Others – Regular 7 Round 2 – Thursday, January 6 Green/Novice/Level 1 – L1 Pattern 9 All Others – Regular 9

AQHA Reining

Round 1 – Monday, January 3 All Pattern – 11 Round 2 – Wednesday, January 5 All Pattern – 9

Thank you for attending the Florida Gulf Coast.

Be sure to <u>SHOW</u> in your respective halter class to qualify for the High Point Awards.

Champion, Reserve AND Third in EACH divisions.

Florida Gold & Gulf Coast

The following classes indicate which classes count towards each high point award.

Please note that you <u>must</u> show in your respective halter class at each show to qualify.

Level 1/Novice Youth

Level 1/Novice Youth Showmanship

Level 1/Novice Youth Horsemanship

Level 1/Novice Youth Western Pleasure

Level 1/Novice Youth Hunter Under Saddle

Level 1/Novice Youth Equitation

Level 1/Novice Youth Hunter Hack

Level 1/Novice Youth Equitation Over Fences

Level 1/Novice Youth Working Hunter

Level 1/Novice Youth Western Riding

Level 1/Novice Youth Trail

Youth Geldings 3 year old, Aged **OR** Youth Performance Geldings

Youth Mares 3 year old, Aged **OR** Youth Performance Mares

13 & under Youth

13 & under Showmanship

13 & under Horsemanship

13 & under Western Pleasure

13 & under Equitation

13 & under Hunter Under Saddle

13 & under Trail

Youth Western Riding

Youth Working Hunter

Youth Equitation Over Fences

Youth Jumping

Youth Hunter Hack

Youth Reining

Youth Geldings 3 year old, Aged OR Youth Performance Geldings

Youth Mares 3 year old, Aged OR Youth Performance Mares

14-18 Youth

14-18 Showmanship (Level 2 OR Level 3)

14-18 Horsemanship (Level 2 OR Level 3)

14-18 Western Pleasure

14-18 Equitation

14-18 Hunter Under Saddle

14-18 Trail

Youth Western Riding

Youth Working Hunter

Youth Equitation Over Fences

Youth Hunter Hack

Youth Jumping

Youth Reining

Youth Geldings 3 year old, Aged **OR** Youth Performance Geldings

Youth Mares 3 year old, Aged OR Youth Performance Mares

Level 1/Novice Amateur

Level 1/Novice Amateur Showmanship

Level 1/Novice Amateur Horsemanship

Level 1/Novice Amateur Western Pleasure

Level 1/Novice Amateur Hunter Under Saddle

Level 1/Novice Amateur Equitation

Level 1/Novice Amateur Hunter Hack

Level 1/Novice Amateur Equitation Over Fences

Level 1/Novice Amateur Working Hunter

Level 1/Novice Amateur Western Riding

Level 1/Novice Amateur Trail

Amateur Geldings 3 year old, Aged OR Amateur Performance Geldings

Amateur Mares 3 year old, Aged <u>OR</u> Amateur Performance Mares

Amateur

Amateur Pleasure Driving

Amateur Showmanship (Level 2 OR Level 3)

Amateur Horsemanship (Level 2 OR Level 3)

Amateur Western Pleasure

Amateur Equitation

Amateur Hunter Under Saddle

Amateur Trail (Level 2 OR Level 3)

Amateur Western Riding

Amateur Working Hunter

Amateur Equitation Over Fences

Amateur Hunter Hack

Amateur Jumping

Amateur Reining

Amateur Stallions 3 year old, Aged <u>OR</u> Amateur Performance Stallions

Amateur Geldings 3 year old, Aged OR Amateur Performance Geldings

Amateur Mares 3 year old, Aged **OR** Amateur Performance Mares

Select Amateur

Amateur Pleasure Driving

Amateur Jumping

Amateur Reining

Amateur Western Riding

Select Amateur Showmanship (Level 2 OR Level 3)

Select Amateur Horsemanship (Level 2 OR Level 3)

Select Amateur Western Pleasure

Select Amateur Equitation

Select Amateur Hunter Under Saddle

Select Amateur Trail (Level 2 OR Level 3)

Select Amateur Working Hunter

Select Amateur Equitation Over Fences

Select Amateur Hunter Hack

Amateur Stallions 3 year old, Aged OR Amateur Performance Stallions

Amateur Geldings 3 year old, Aged OR Amateur Performance Geldings

Amateur Mares 3 year old, Aged OR Amateur Performance Mares

L1/Green Horse

Green Working Hunter

Green Hunter Hack

Green Hunter Under Saddle

Green Western Pleasure

Green Western Riding

Green Trail - Jr or Sr

Open Stallions - 3 year olds, Aged, Performance

Open Mares - 3 year olds, Aged, Performance

Open Geldings - 3 year olds, Aged, Performance

Open Junior Horse

Jr Pleasure Driving

Jr Hunter Under Saddle - Level 2 OR Level 3

Ir Working Hunter

Jr Hunter Hack

Jumping

Jr Trail - Level 2 OR Level 3

Jr Western Riding

Jr Western Pleasure - Level 2 OR Level 3

Reining

Open Stallions - 3 year olds, Aged, Performance

Open Mares - 3 year olds, Aged, Performance

Open Geldings - 3 year olds, Aged, Performance

Open Senior Horse

Sr Pleasure Driving

Sr Hunter Under Saddle - Level 2 OR Level 3

Sr Working Hunter

Sr Hunter Hack

Jumping

Sr Trail - Level 2 OR Level 3

Sr Western Riding - Level 2 OR Level 3

Sr Western Pleasure - Level 2 OR Level 3

Reining

Open Stallions - Aged, Performance

Open Mares -Aged, Performance

Open Geldings -Aged, Performance

Amateur Ranch

VRH Reining - Amateur

VRH Ranch Riding - Amateur

VHR Trail - Amateur

VRH Conformation - Amateur

Ranch Riding - Amateur

Ranch Trail - Amateur

Ranch Rail - Amateur

Youth Ranch

VRH Reining - Youth

VRH Ranch Riding - Youth

VHR Trail - Youth

VRH Conformation - Youth

Ranch Riding - Youth

Ranch Trail - Youth

Ranch Rail - Youth

Open Ranch

VRH Reining - Open

VRH Ranch Riding - Open

VHR Trail - Open

VRH Conformation - Open

Ranch Riding - Jr OR Sr

Ranch Trail - Open

Ranch Rail - Open

Small Fry

Small Fry Showmanship

Small Fry Horsemanship

Small Fry Western Pleasure

Small Fry Equitation

Small Fry Hunter Under Saddle

Small Fry Trail

Small Fry Ranch Riding

Small Fry Ranch Rail

L1 Amateur Walk/Jog

L1 Amateur W/T HUS

L1 Amateur W/T Equitation

L1 Amateur W/T Trail

L1 Amateur W/T Pleasure

L1 Amateur W/T Horsemanship

L1 Youth Walk/Jog

L1 Youth W/T HUS

L1 Youth W/T Equitation

L1 Youth W/T Trail

L1 Youth W/T Pleasure

L1 Youth W/T Horsemanship

ALL LEVELED CLASSES - will offer a circuit award in EACH level. Each will count towards the respective High Point Awards as well.

If a Jr/Sr class is combined into an all-age class that all-age class will count into the respective High Point divisions. If you 'jump' between Amateur & Select, your points will not move between divisions as you are making the decision to swap.

Please note – <u>NO</u> high points will be tabulated till the end of the shows to insure accuracy. NO AWARDS will be mailed. All awards must be picked up by the end of the show.

All conflicts will be handled. We want you to show in as many classes as you can or want. But we cannot handle a conflict if we are not aware.

You may **NOT ADD ANY NSBA** class **AT** the gate. **ALL NSBA** entries for **ALL** classes must be made directly with the show office. **All L2 classes MUST be added in the office.**

If you **ADD** to a pattern class **AFTER** the draws have been drawn, you will go **FIRST**. Please enter every class at the beginning. You can scratch with **NO** penalty.

Draws – <u>many</u> of the draws for the FIRST class in the morning, will be drawn and posted the night before. Please make your entries by 5 pm. If you add after the draw is drawn, you will go first. Except on the last day, where you will go last.

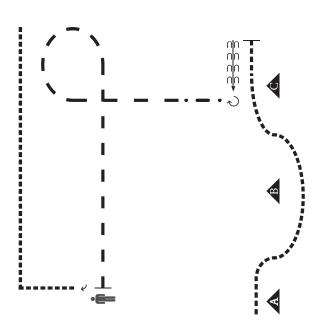
www.HorseShowTracker.com - for the draws. There will be a copy posted at the office as well.



SHOWMANSHIP

(Novice Youth | Novice Amateur)

Round 1 & 2 - 1/2



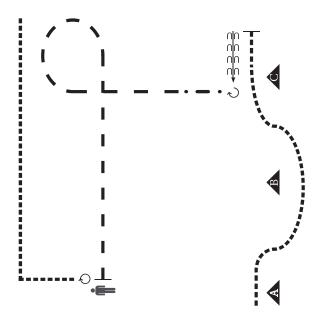
- 1. Trot serpentine cones.
 - 2. Stop and back.
- 3. Perform a 270° turn.
 - 4. Walk 4 steps.
- 5. Extended frot circle and line to judge.
 - 6. Stop and set up.
 - 7. Inspection.
- 8. Perform a 90° turn.
- 9. Trot square corner. Exit at trot.

Extended Trot Cone Judge Back - - Walk Trot



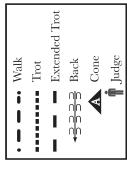
SHOWMANSHIP

(Youth 13&U | Youth 14-18 | Amateur | Select) **Round 1 & 2 - 1/2**



- 1. Trot serpentine cones.
 - 2. Stop and back.
- 3. Perform a 270° turn.
- 5. Extended frot circle and line to judge. 4. Walk 4 steps.
 - 6. Stop and set up.

 - 7. Inspection. 8. Perform a 540° turn.
- 9. Trot square corner. Exit at trot.

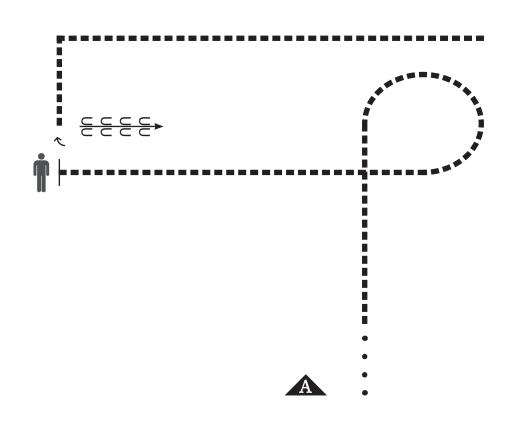




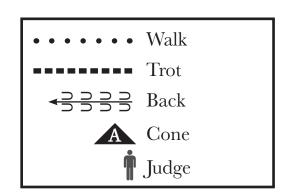
SHOWMANSHIP

(Small Fry)

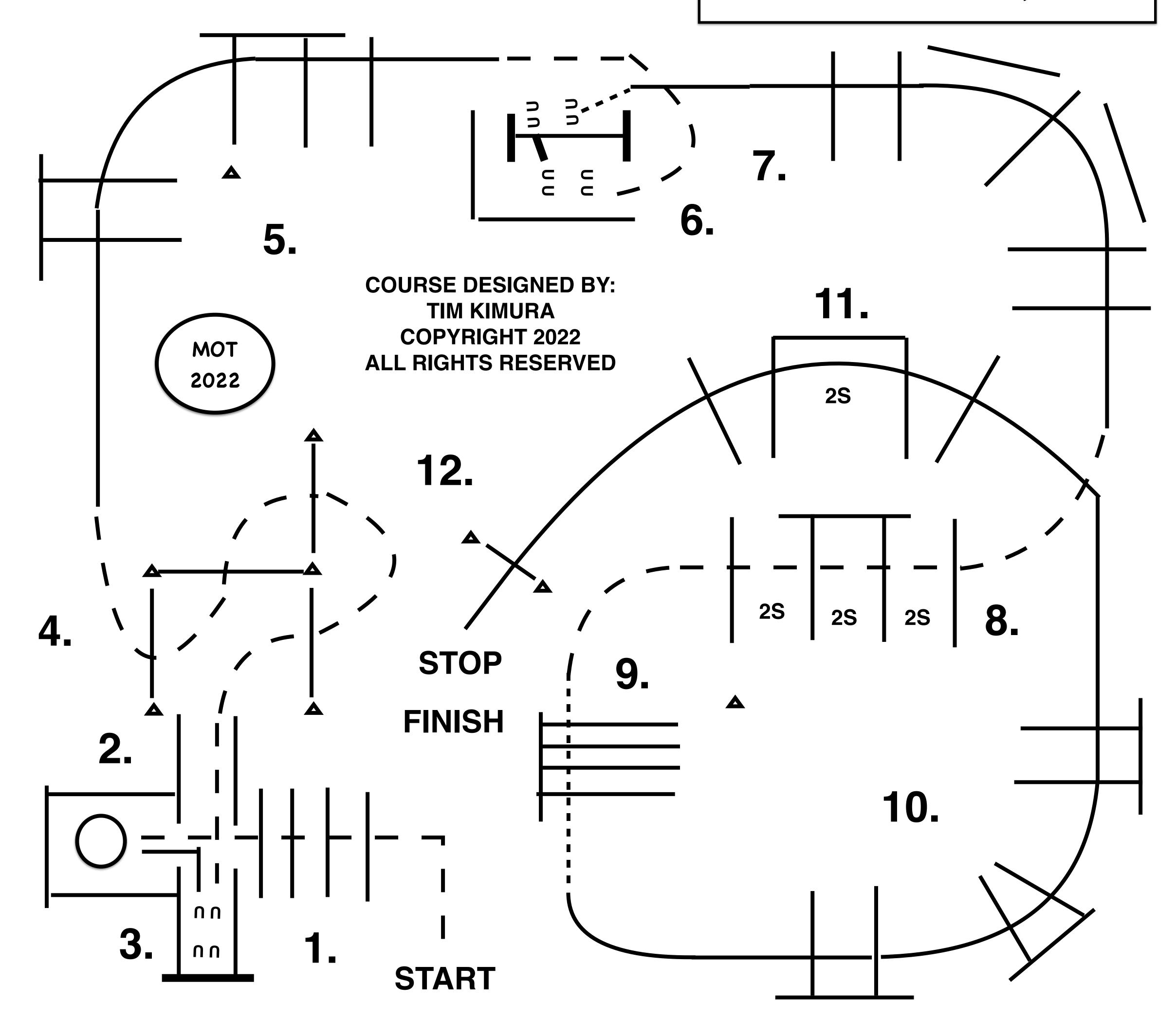
Round 1 & 2 - 1/2



- 1. Walk 4 steps.
- 2. Trot circle and line to judge.
- 3. Stop and set up.
- 4. Inspection.
- 5. Back one horse length.
- 6. Perform a 90° turn.
- 7. Trot square corner. Exit at trot.



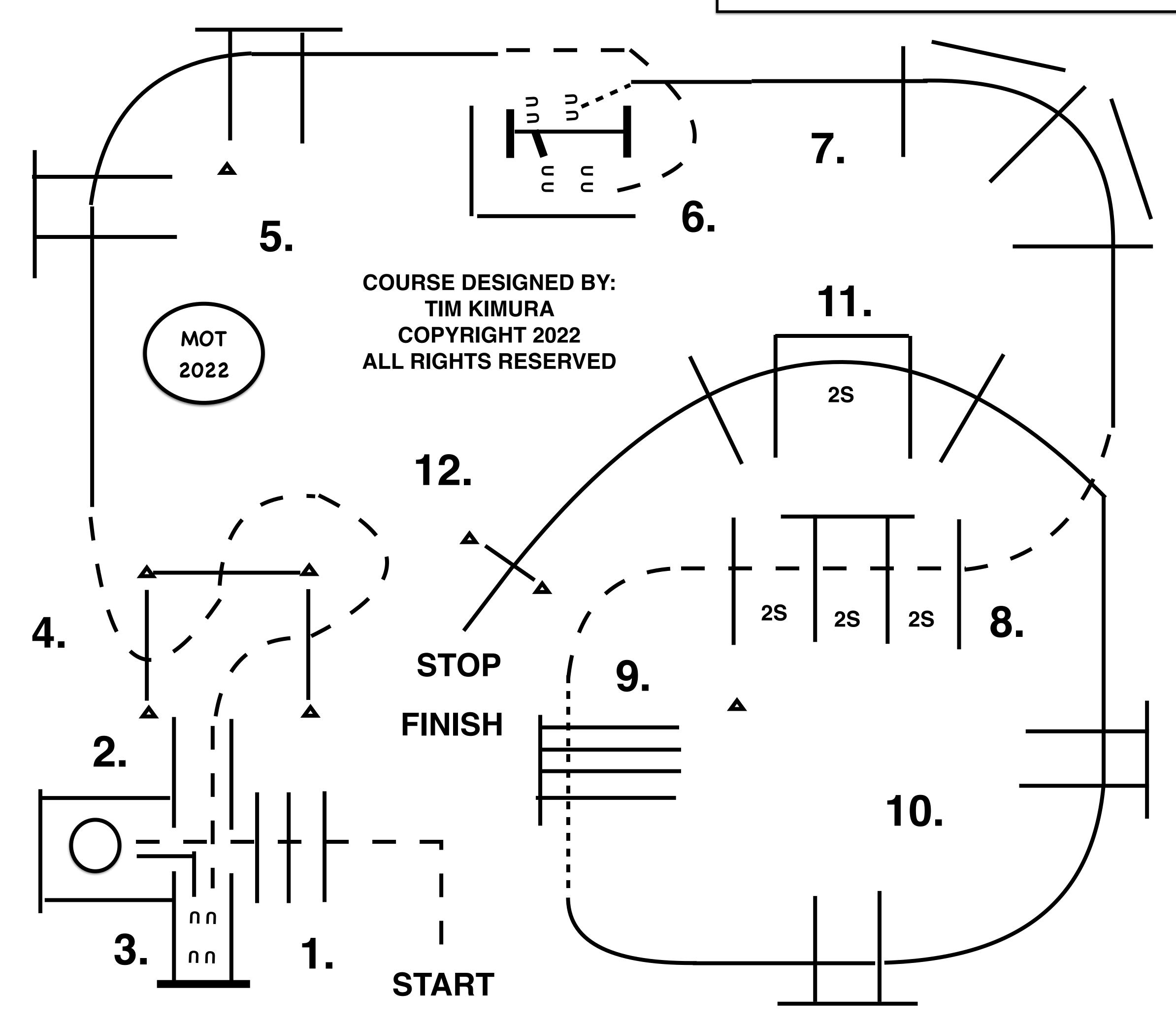
YOUTH TRAIL 14–18 L2,L3
AMATEUR TRAIL L2,L3
SELECT TRAIL L2,L3
SENIOR TRAIL L2,L3



- 1. JOG OVER POLES, JOG INTO BOX AND STOP.
- 2. EXECUTE A 360 TURN EITHER WAY.
- 3. BACK OUT BOX, BACK AROUND CORNER.
- 4. JOG OUT CHUTE, JOG OVER POLES, JOG AROUND MARKERS.
- 5. LOPE OVER POLES (RIGHT LEAD).
- 6. JOG UP TO GATE, GATE: WORK GATE RIGHT HAND.
- 7. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (RIGHT LEAD).
- 8. BREAK TO THE JOG, JOG OVER POLES.
- 9. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 10. LOPE OVER POLES (LEFT LEAD).
- 11. LOPE OVER POLES (LEFT LEAD).
- 12. LOPE OVER LAST POLE (LEFT LEAD), AND STOP YOUR HORSE.

MONDAY, JANUARY 3

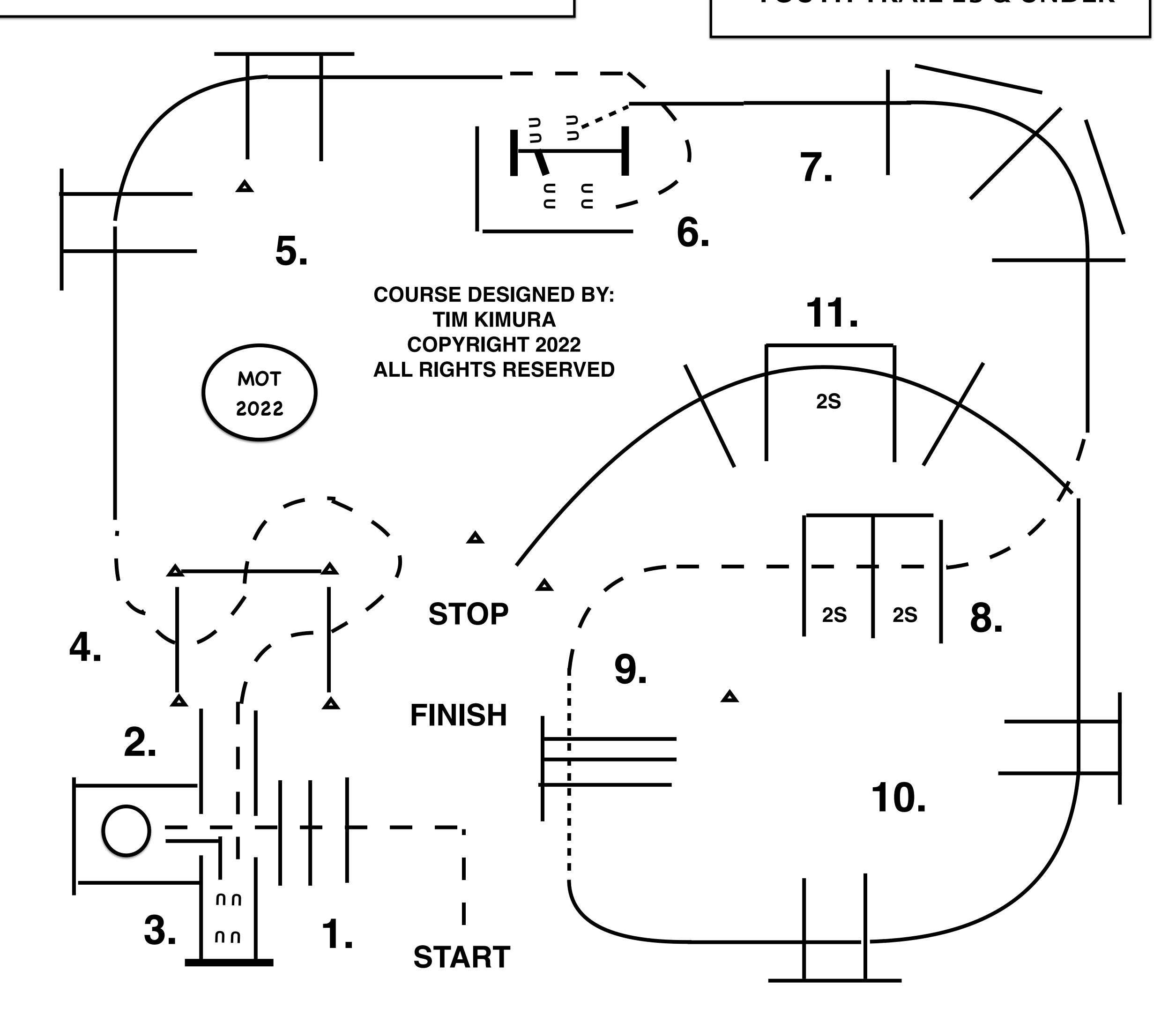
L1 SENIOR TRAIL
L1 JUNIOR TRAIL
JUNIOR TRAIL L2,L3



- 1. JOG OVER POLES, JOG INTO BOX AND STOP.
- 2. EXECUTE A 360 TURN EITHER WAY.
- 3. BACK OUT BOX, BACK AROUND CORNER.
- 4. JOG OUT CHUTE, JOG OVER POLES, JOG AROUND MARKERS.
- 5. LOPE OVER POLES (RIGHT LEAD).
- 6. JOG UP TO GATE, GATE: WORK GATE RIGHT HAND.
- 7. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (RIGHT LEAD).
- 8. BREAK TO THE JOG, JOG OVER POLES.
- 9. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 10. LOPE OVER POLES (LEFT LEAD).
- 11. LOPE OVER POLES (LEFT LEAD).
- 12. LOPE OVER LAST POLE (LEFT LEAD), AND STOP YOUR HORSE.

MONDAY, JANUARY 3

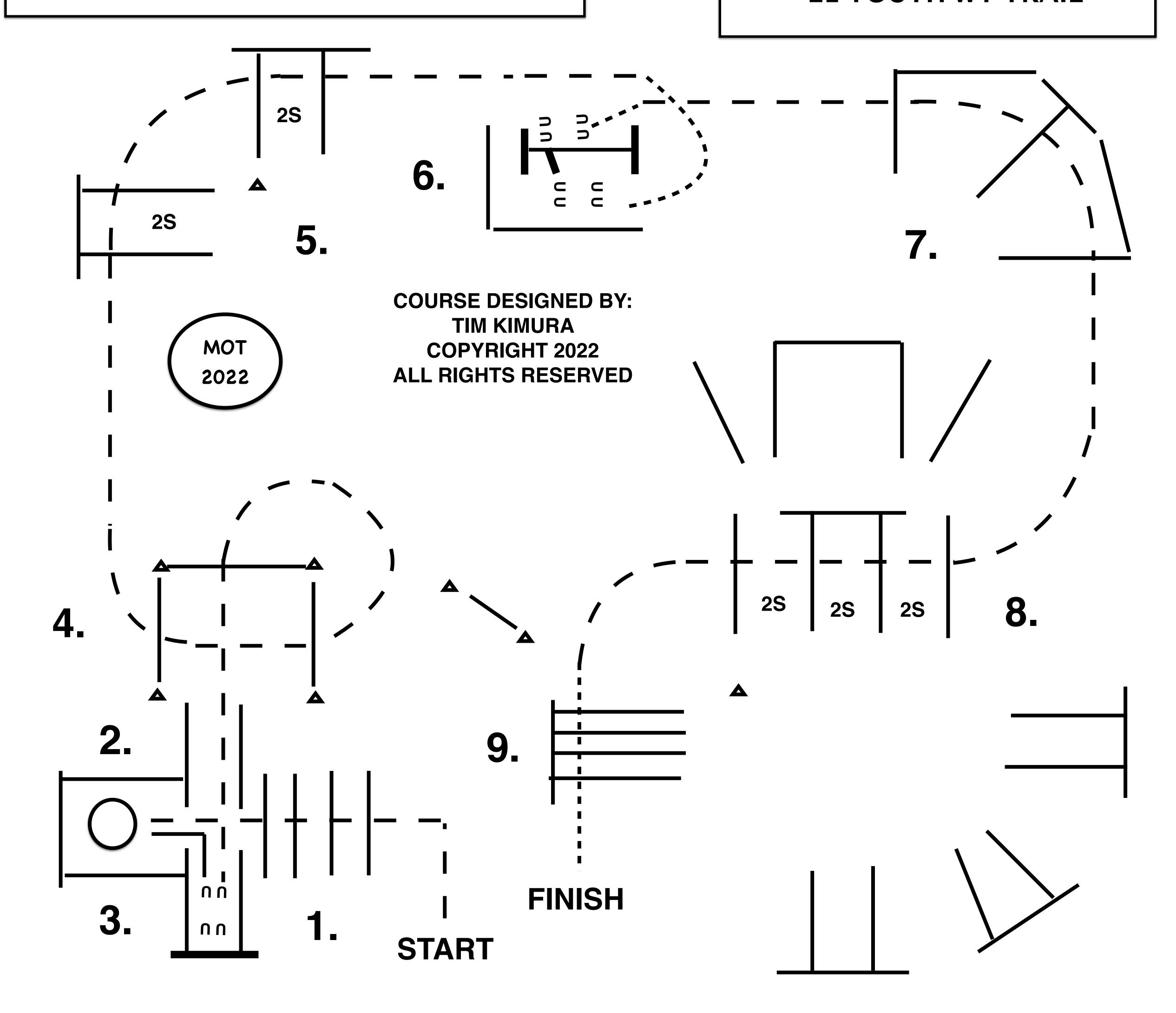
L1 AMATEUR TRAIL
L1 YOUTH TRAIL
YOUTH TRAIL 13 & UNDER



- 1. JOG OVER POLES, JOG INTO BOX AND STOP.
- 2. EXECUTE A 360 TURN EITHER WAY.
- 3. BACK OUT BOX, BACK AROUND CORNER.
- 4. JOG OUT CHUTE, JOG OVER POLES, JOG AROUND MARKERS.
- 5. LOPE OVER POLES (RIGHT LEAD).
- 6. JOG UP TO GATE, GATE: WORK GATE RIGHT HAND.
- 7. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (RIGHT LEAD).
- 8. BREAK TO THE JOG, JOG OVER POLES.
- 9. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 10. LOPE OVER POLES (LEFT LEAD).
- 11. LOPE OVER POLES (LEFT LEAD), LOPE AND STOP BETWEEN CONES.

MONDAY, JANUARY 3

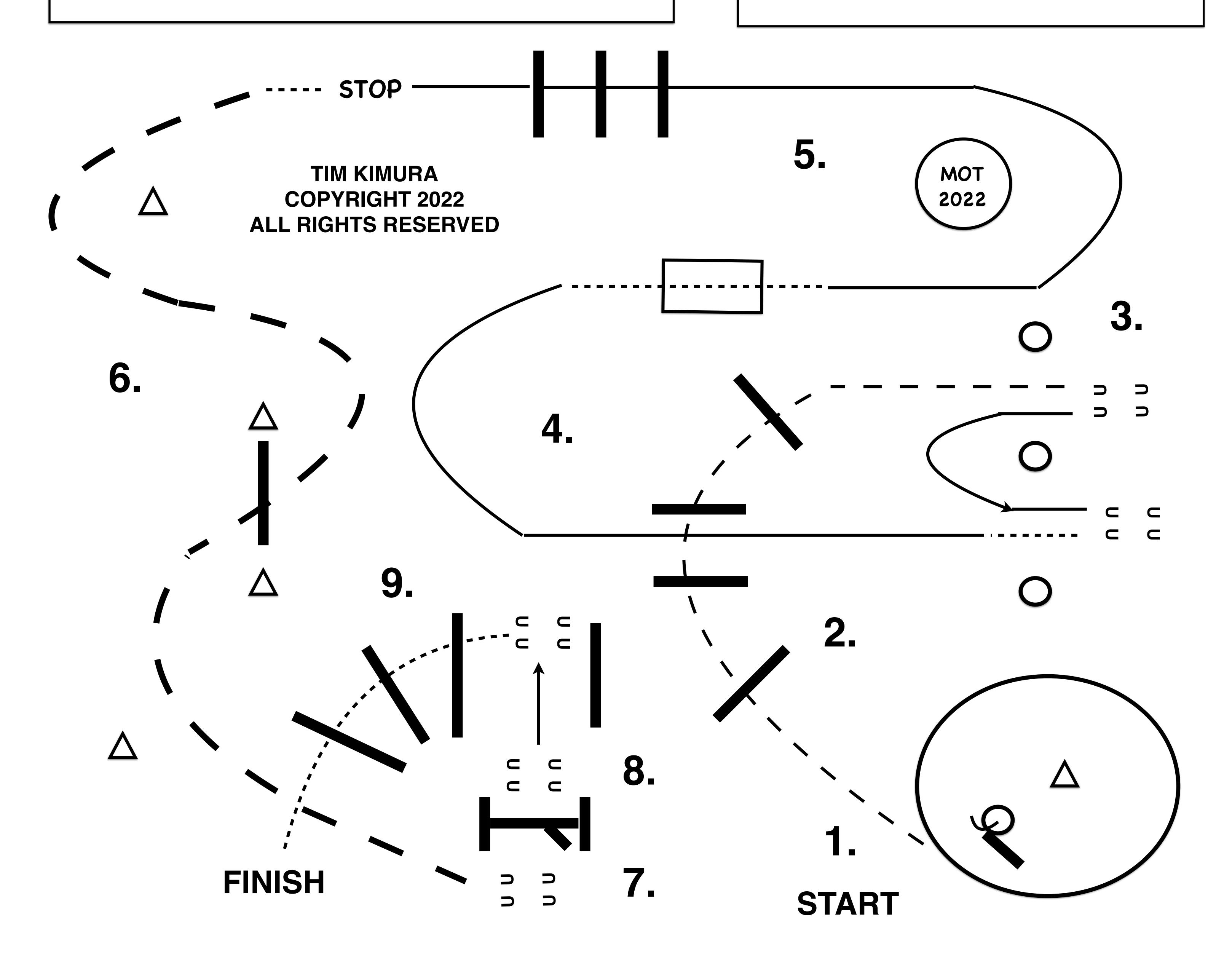
SMALL FRY TRAIL
L1 AMATEUR WT TRAIL
L1 YOUTH WT TRAIL



- 1. JOG OVER POLES, JOG INTO BOX AND STOP.
- 2. EXECUTE A 360 TURN EITHER WAY.
- 3. BACK OUT BOX, BACK AROUND CORNER.
- 4. JOG OUT CHUTE, JOG OVER POLES, JOG AROUND MARKERS.
- 5. JOG OVER POLES.
- 6. STOP OR BREAK TO THE WALK, WALK UP TO GATE, GATE: WORK GATE RIGHT HAND. SMALL FRYS JUST WALK THROUGH OPEN GATE DON'T WORK GATE
- 7. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
- 8. JOG OVER POLES.
- 9. STOP OR BREAK TO THE WALK, WALK OVER POLES.

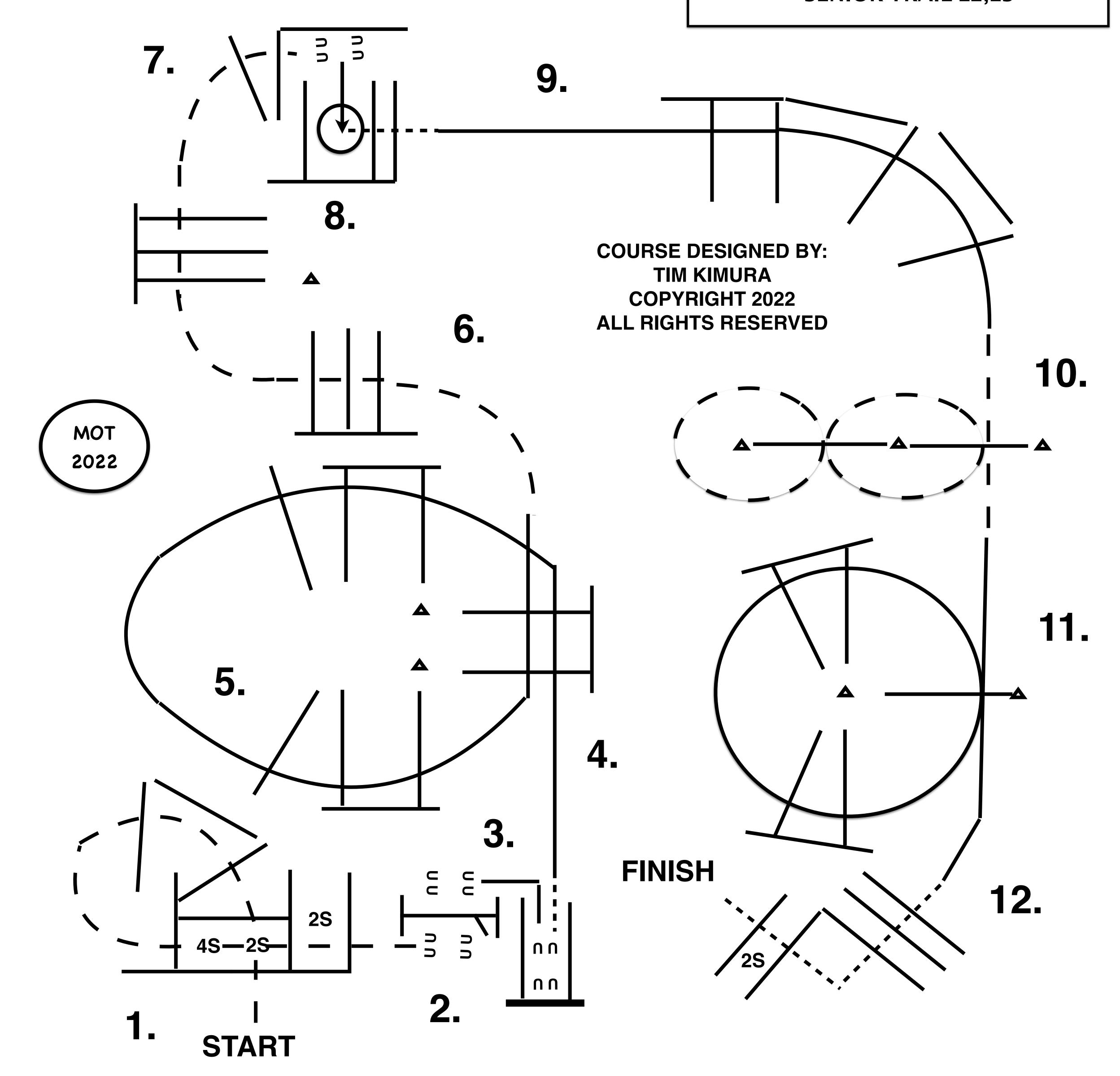
MONDAY, JANUARY 3

RANCH TRAIL – AMATEUR
RANCH TRAIL – YOUTH
RANCH TRAIL – OPEN
VRH AMATEUR RANCH HORSE TRAIL
VRH YOUTH RANCH HORSE TRAIL
VRH RANCH TRAIL



- 1. PICK UP ROPE, DRAG LOG (WALK OR TROT) AROUND MARKER, RETURN ROPE TO HOOK.
- 2. JOG OVER LOGS, JOG BETWEEN AND PAST CONES.
- 3. BACK A U-TURN AROUND CONES, WALK FORWARD OUT OF CONES.
- 4. LOPE BETWEEN LOGS RIGHT LEAD UP TO BRIDGE, WALK OVER BRIDGE.
- 5. LOPE OVER LOGS (LEFT LEAD) AND STOP PAST LOGS.
- 6. WALK A FEW STEPS FORWARD THEN, EXTEND THE TROT THROUGH THE SERPENTINE AND OVER LOG AND CONTINUE UP TO GATE.
- 7. WORK GATE LEFT HAND.
- 8. SIDE PASS RIGHT BETWEEN LOGS.
- 9. WALK OVER LOGS.
 NOTE: YOUTH TRAIL STARTS AT OBSTACLE NUMBER 2

YOUTH TRAIL 14–18 L2,L3
AMATEUR TRAIL L2,L3
SELECT TRAIL L2,L3
SENIOR TRAIL L2,L3



- 1. JOG OVER POLES, JOG UP TO GATE.
- 2. WORK GATE LEFT HAND.
- 3. BACK BETWEEN POLES, WALK OUT.
- 4. LOPE OVER POLES (LEFT LEAD).
- 5. LOPE OVER POLES (LEFT LEAD).
- 6. JOG OVER POLES.
- 7. JOG OVER POLES, STOP, SIDE PASS RIGHT.

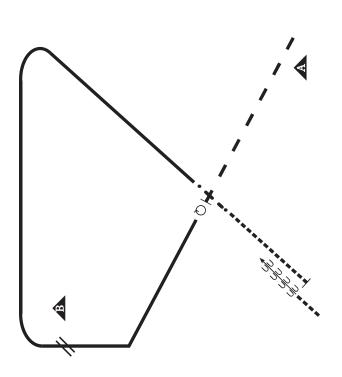
- 8. EXECUTE A 360 TURN EITHER DIRECTION, WALK OUT BOX, WALK OVER POLES.
- 9. LOPE OVER POLES (RIGHT LEAD).
- 10. JOG A FIGURE-8 AROUND CONES.
- 11. LOPE OVER POLES (RIGHT LEAD).
- 12. STOP OR BREAK TO THE WALK, WALK OVER POLES.



HORSEMANSHIP

(Novice Youth | Novice Amateur)

Round 1 - 1/4



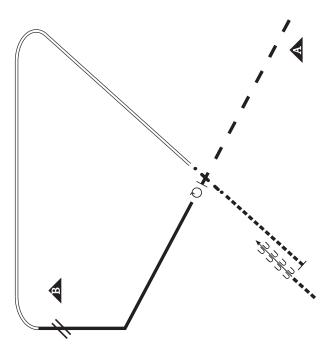
- 1. Extended jog.
- 2. Stop. Perform a 360° turn right.
 - 3. Lope left lead sharp corner.
- 4. Simple lead change at B, continue right lead lope.
 - 5. Break to walk.
- 7. Stop and back. 8. Exit at jog.

■ Extended Jog Lead Change Lope Cone - - Walk gof



(Youth 13&U | Youth 14-18 | Amateur | Select) HORSEMANSHIP

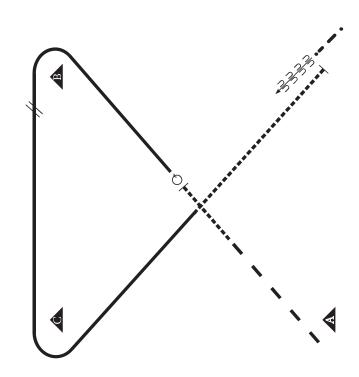
Round 1 - 1/4



- 1. Extended jog.
- 2. Stop. Perform a 360° turn right.
 - 3. Lope left lead sharp corner.
- 4. Change lead at B, continue right lead lope.
 - 5. Lope with speed. 6. Break to walk.
- 7. Jog. 8. Stop and back. 9. Exit at jog.

Extended Lope ■ Extended Jog Lead Change ■ Lope BackCone - - Walk <u>gol</u> -----UU UU UU



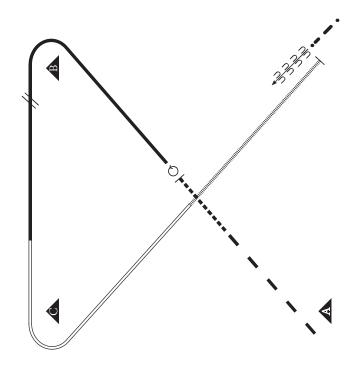


- 1. Trot right diagonal.
- 2. Sitting trot.
- 3. Stop. Ferform a 360° turn left on forehand.
 - 4. Counter canter right lead around B.
- 5. Change leads, continue left lead around C.
 - 7. Stop and back 4 steps. 6. Sitting trot.
 - 8. Exit at walk.

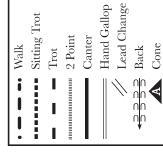
Lead Change ---- Sitting Trot Canter Cone Back Back - Walk ■ Trot



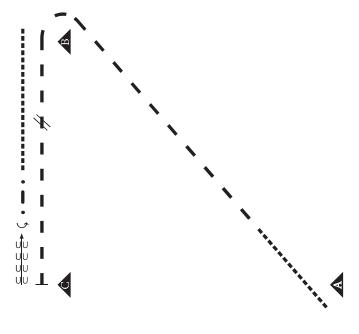
EQUITATION (Youth 13&U|Youth 14-18|Amateur|Select) Round 1 - 1/3



- 1. Trot right diagonal.
 - 2. Sitting trot.
- 3. Stop. Perform a 360° turn left on forehand.
 - 4. Counter canter right lead around B. 5. Change leads, continue left lead.
 - 6. Hand gallop left lead around C.
 - 7. 2 point trot.
- 8. Stop and back 4 steps. 9. Exit at walk.





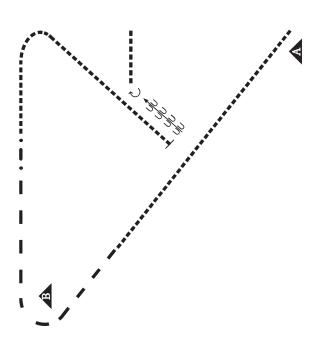


- 1. Sitting trot.
- 2. Trot right diagonal around B.
- 3. Change diagonals, continue left diagonal to C.
 - 4. Stop and back 4 steps.
- 5. Perform a 180° turn left on forehand.
 - 6. Walk one horse length.7. Exit at sitting trot.

Sitting Trot Cone · - - Walk ◆ → → → Back ■ Trot



HORSEMANSHIP (Small Fry All Walk Trot) Round 1 - 1/4



- Jog.
 Extended jog around B.
 Walk one horse length.
- 4. Jog.
 5. Stop and back.
 6. Perform approximately a 270° turn right.
 7. Exit at jog.

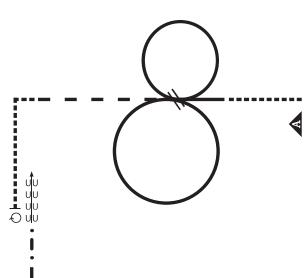
Walk	Jog	Extended Jog	Back	Cone
· Walk		1	UU UU UU	₹

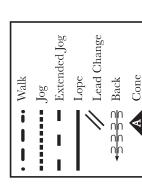


HORSEMANSHIP

(Novice Youth | Novice Amateur)

Round 2 - 1/5





4. Upon closing circle, break to extended jog. 3. Change leads, lope larger circle left.

2. Lope right lead circle right.

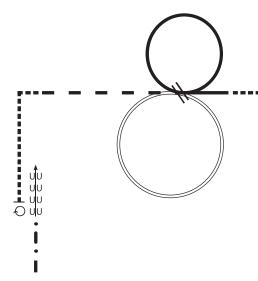
6. Stop. Perform a 360° turn right. 5. Collect to jog before corner.

8. Exit at extended jog. 7. Back. Walk 4 steps.



HORSEMANSHIP

(Youth 13&U | Youth 14-18 | Amateur | Select) Round 2 - 1/5

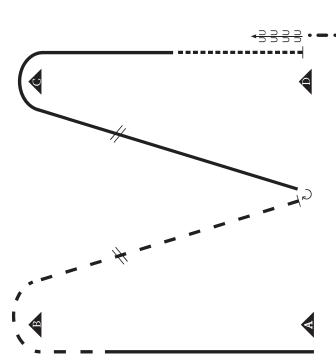


- 2. Lope right lead circle right.
- 3. Change leads, lope large fast circle left.
- 4. Upon closing circle, break to extended jog.
 - 5. Collect to jog before corner.
- 6. Stop. Perform a 360° turn right. 7. Back. Walk 4 steps.
 - 8. Exit at extended jog.

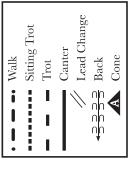
Extended Lope ■ Extended Jog Lead Change Lope Back Cone ■ • Walk gof ••••••



EQUITATION (Novice Youth | Novice Amateur) Round 2 - 1/6

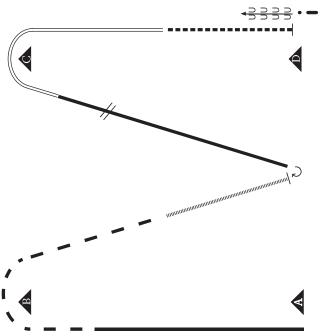


- 1. Canter right lead.
- 2. Trot left diagonal.
- 3. Change diagonals, continue right diagonal.
- 4. Stop. Perform approximately a 270° turn right on the forehand.
 - 5. Canter left lead.
- 6. Change leads, continue right lead canter around C.
 - 7. Sitting trot.
- 8. At D stop and back. Exit at walk.





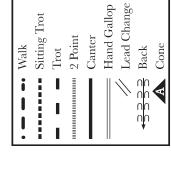
(Youth 13&U | Youth 14-18 | Amateur | Select) EQUITATION



- 1. Canter right lead. 2. Trot left diagonal.

 - 3. 2 point trot.
- 4. Stop. Perform approximately a 270° turn right on the forehand.
 - 5. Canter left lead.
- 6. Change leads, continue right lead canter.
 - 7. Hand gallop right lead around C.

 - 8. Sitting trot. 9. At D stop and back. Exit at walk.

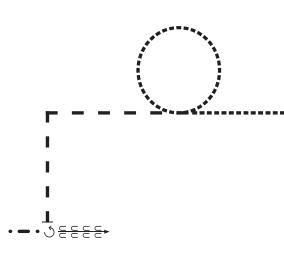






HORSEMANSHIP (Small Fry | All Walk Trot) Round 2 - 1/5





Walk	Sitting Trot	Trot	Back	Cone
· Walk		I I I		₽

6. Perform a 90° turn left on forehand.

7. Exit at sitting trot.

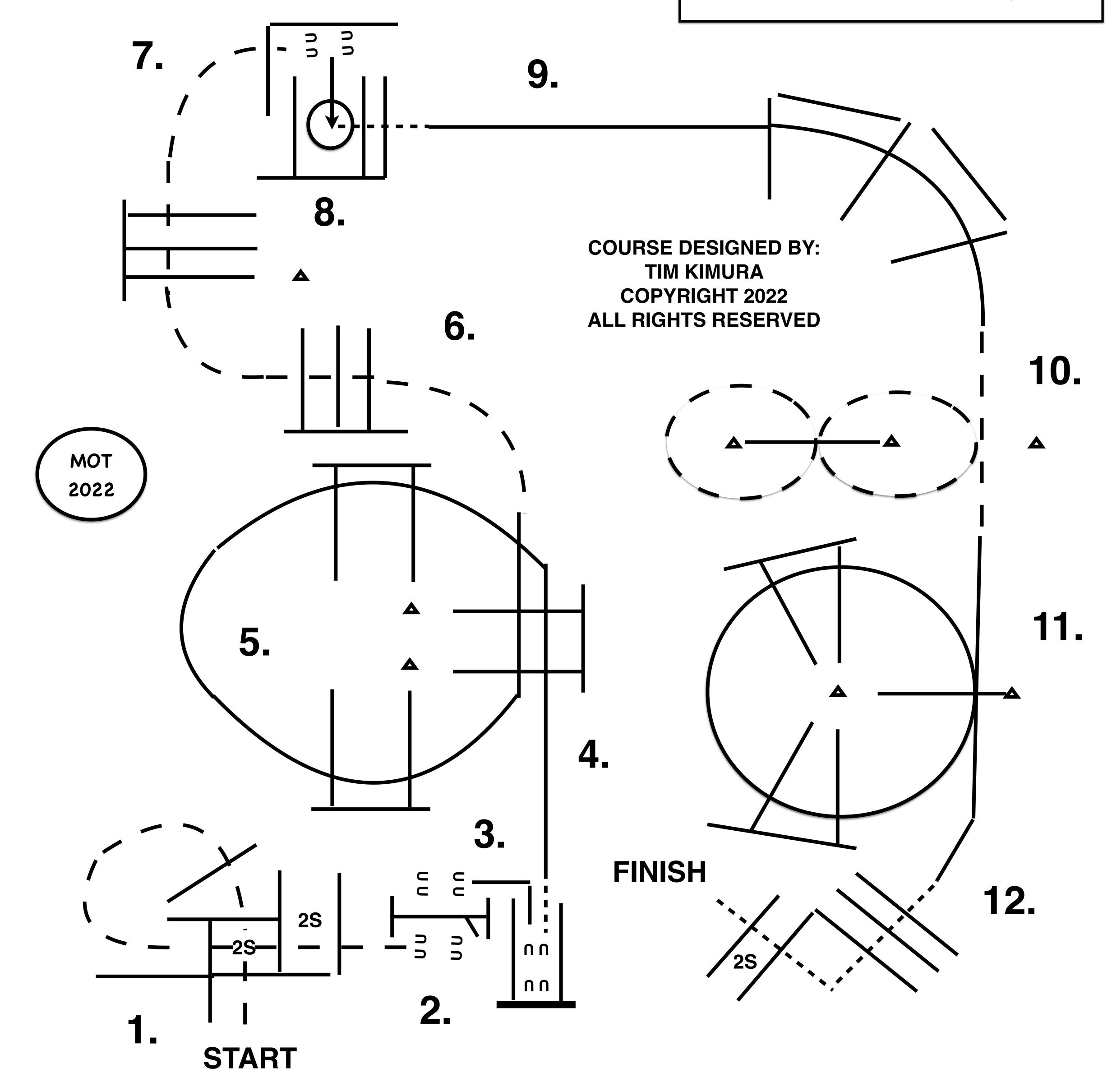
2. Trot left diagonal around B.3. Sitting trot around C.4. Trot right diagonal.5. Stop and back.

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- 2. Jog circle right.
 3. Extended jog square corner left.
 4. Stop. Perform a 270° turn left.
 5. Back.
 6. Exit at walk.

•• Walk	Jog	Extended Jog	Back	Cone
i 		 	UU UU UU	₹

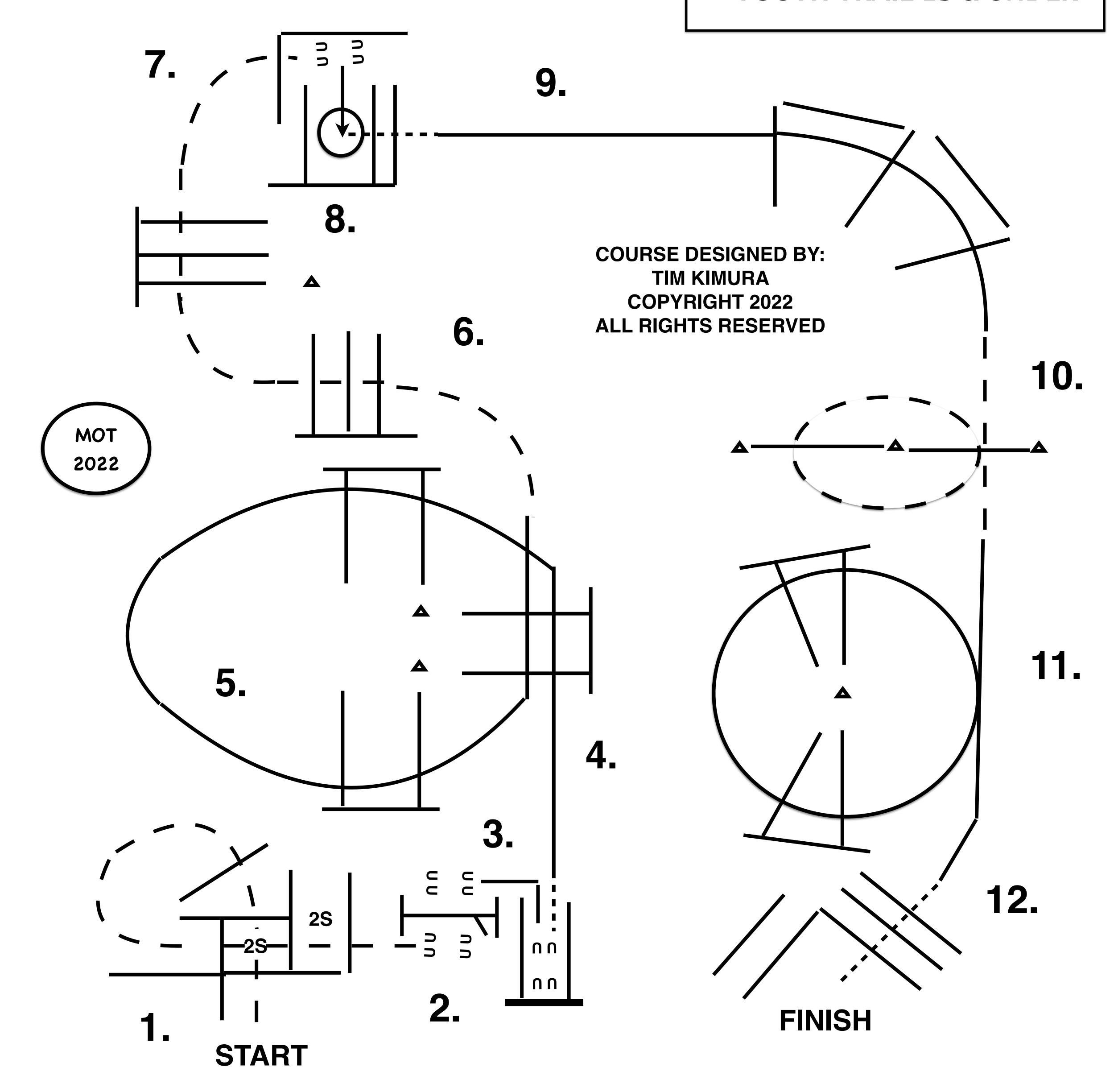
L1 SENIOR TRAIL
L1 JUNIOR TRAIL
JUNIOR TRAIL L2,L3



- 1. JOG OVER POLES, JOG UP TO GATE.
- 2. WORK GATE LEFT HAND.
- 3. BACK BETWEEN POLES, WALK OUT.
- 4. LOPE OVER POLES (LEFT LEAD).
- 5. LOPE OVER POLES (LEFT LEAD).
- 6. JOG OVER POLES.
- 7. JOG OVER POLE, STOP, SIDE PASS RIGHT.

- 8. EXECUTE A 360 TURN EITHER DIRECTION, WALK OUT BOX, WALK OVER POLES.
- 9. LOPE OVER POLES (RIGHT LEAD).
- 10. JOG A FIGURE-8 AROUND CONES.
- 11. LOPE OVER POLES (RIGHT LEAD).
- 12. STOP OR BREAK TO THE WALK, WALK OVER POLES.

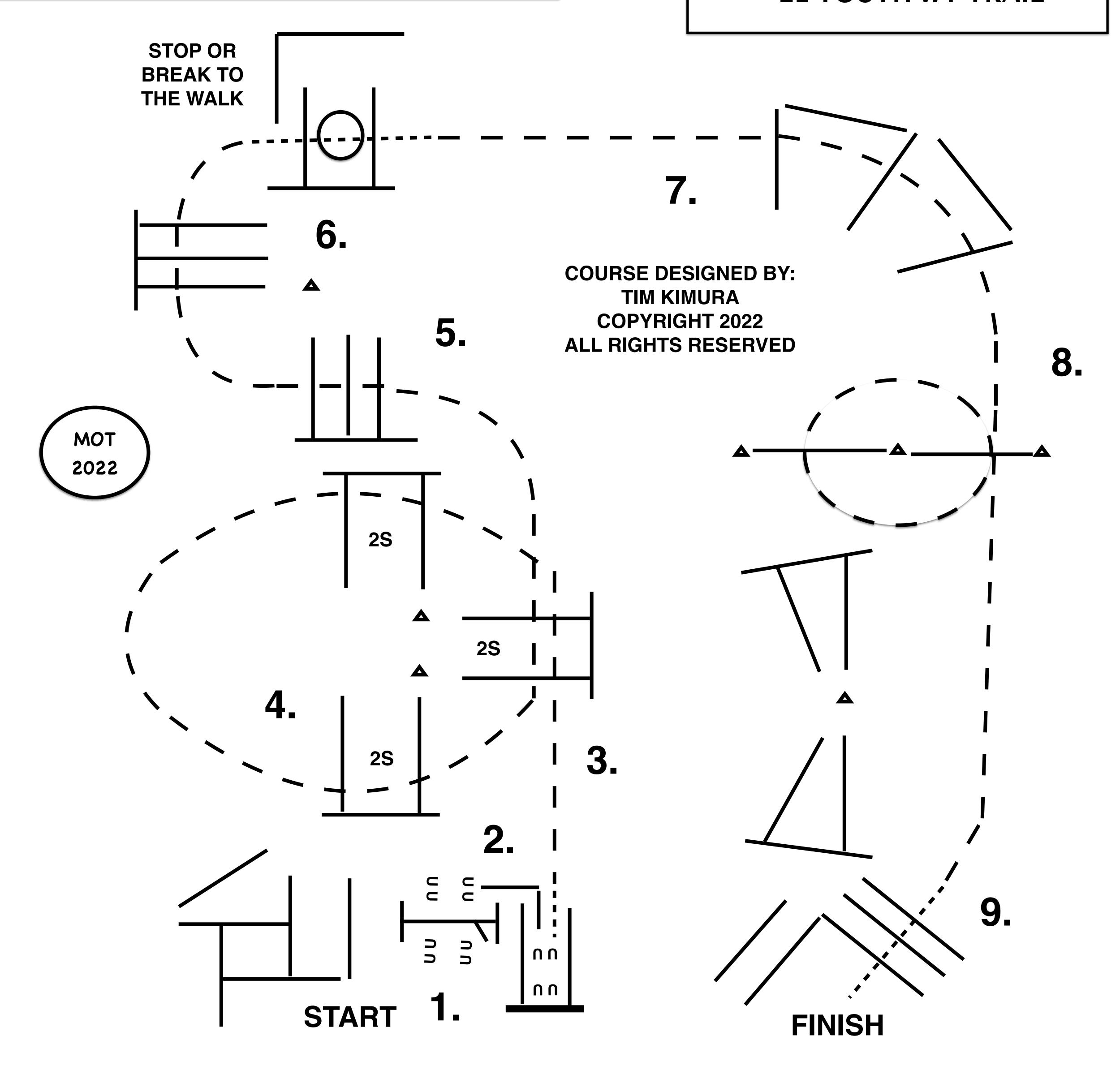
L1 AMATEUR TRAIL L1 YOUTH TRAIL YOUTH TRAIL 13 & UNDER



- 1. JOG OVER POLES, JOG UP TO GATE.
- 2. WORK GATE LEFT HAND.
- 3. BACK BETWEEN POLES, WALK OUT.
- 4. LOPE OVER POLES (LEFT LEAD).
- 5. LOPE OVER POLES (LEFT LEAD).
- 6. JOG OVER POLES.
- 7. JOG OVER POLE, STOP, SIDE PASS RIGHT.

- 8. EXECUTE A 360 TURN EITHER DIRECTION, WALK OUT BOX, WALK OVER POLES.
- 9. LOPE OVER POLES (RIGHT LEAD).
- 10. JOG A CIRCLE AROUND CONES.
- 11. LOPE OVER POLES (RIGHT LEAD).
- 12. STOP OR BREAK TO THE WALK, WALK OVER POLES.

SMALL FRY TRAIL
L1 AMATEUR WT TRAIL
L1 YOUTH WT TRAIL



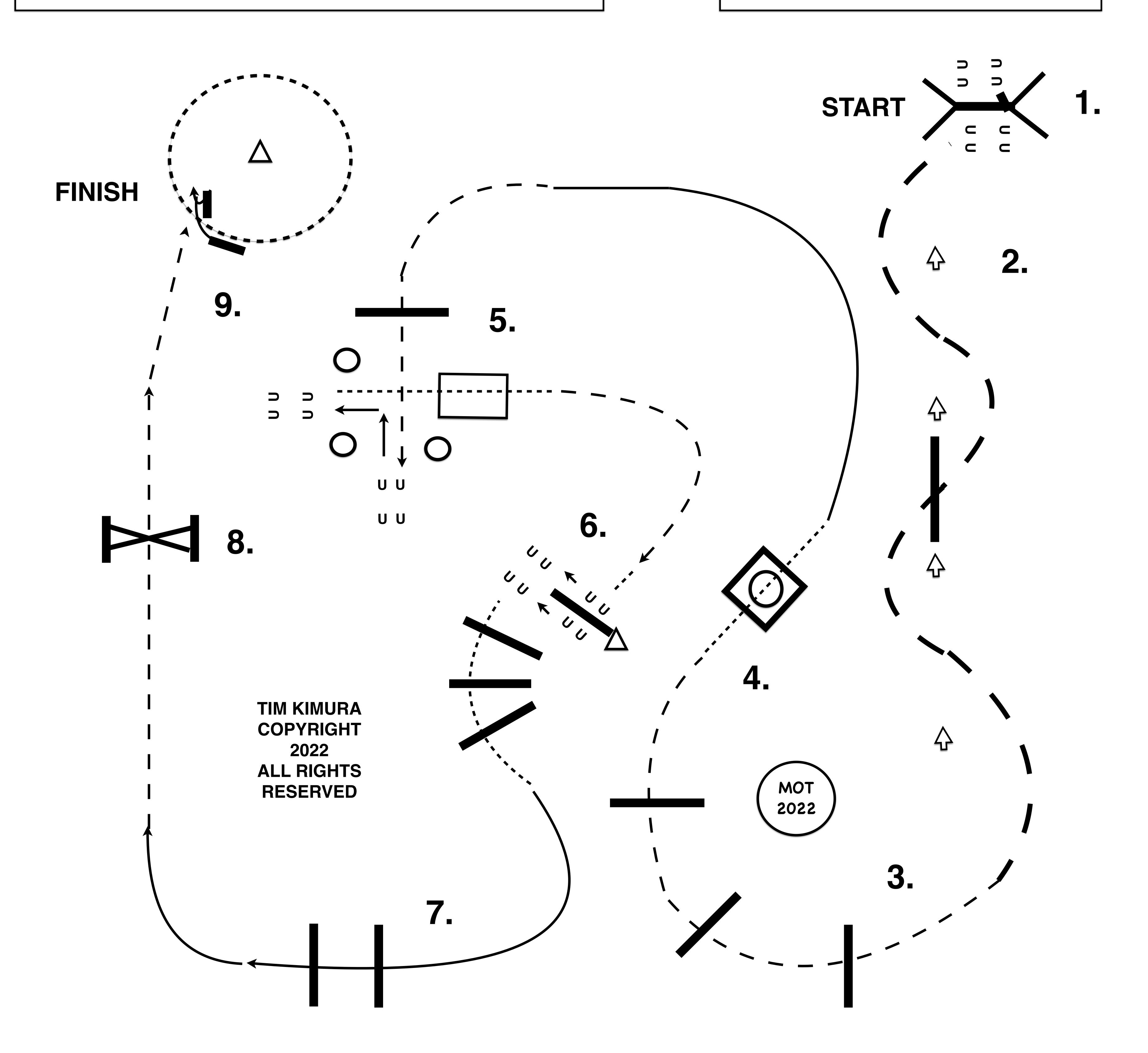
- 1. WORK GATE LEFT HAND.

 SM FRYS WALK THROUGH OPEN
 GATE AND TURN LEFT.
- 2. BACK BETWEEN POLES, WALK OUT.
- 3. JOG OVER POLES.
- 4. JOG OVER POLES.
- 5. JOG OVER POLES.

- 6. WALK OVER POLE, STOP AND EXECUTE A 360 TURN EITHER DIRECTION, WALK OUT BOX, WALK OVER POLE.
- 7. JOG OVER POLES.
- 8. JOG A CIRCLE AROUND CONES.
- 9. STOP OR BREAK TO THE WALK, WALK OVER POLES.

WEDNESDAY, JANUARY 5

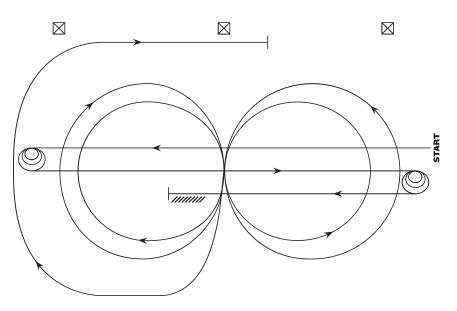
RANCH TRAIL – AMATEUR
RANCH TRAIL – YOUTH
RANCH TRAIL – OPEN
VRH AMATEUR RANCH HORSE TRAIL
VRH YOUTH RANCH HORSE TRAIL
VRH RANCH TRAIL



- 1. Work Gate with Right Hand.
- 2. Extend the Trot through serpentine, and trot around cones, trot over log.
- 3. Collect the Trot and Trot over logs up to box.
- 4. Walk into Box, Execute a 360 turn either way, Walk out box...
- 5. Lope Left Lead, then break to the trot, and Trot over log and stop past markers. Back between markers and back an "L" around corner, walk out, walk over Bridge.
- 6. Trot up to log, Walk front legs over log and side pass over log to the Right, then Walk over Logs.
- 7. Lope over Logs Right Lead.
- 8. Trot over Jump, trot up to Drag.
- 9. Grab the Rope, drag the log (walk or trot around marker) and Replace the rope at the hook.

Round 1 - Monday, January 3

VRH AND RHC RANCH REINING PATTERN 4



arena fence or wall the center of pattern. Judge shall also end place markers Mandatory Marker along Fence or Wall: The judge shall indicate with markers on on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

- Run up center of arena past the end marker and do a sliding stop.
- 2. Complete 3 I/2 spins to the left.3. Run down to opposite end of arena, past the end marker and do a sliding

Complete 3 I/2 spins to the right.

- Run past the center marker and do a sliding stop. Back at least 10 feet.
- Complete I/4 turn to the left; hesitate.
- small and slow, the second one large and fast. Change leads at center of Beginning on right lead, complete two circles to the right - the first one
- Complete two circles to the left the first one small and slow, the second one large and fast. Change leads at center of arena,
- Begin a large circle to the right 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 20 feet from the fence. Hesitate to show completion of pattern.
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Round 2 - Wednesday, January 5 **VRH AND RHC RANCH REINING PATTERN 5**

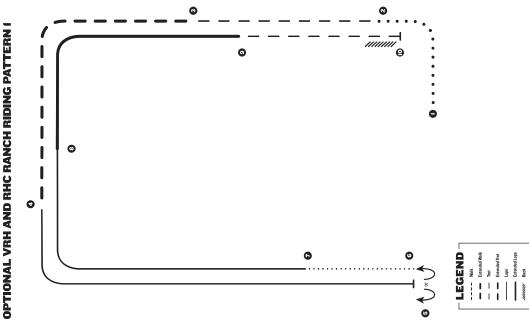
\boxtimes START *| | | | | | |* \boxtimes

arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena. Mandatory Markers along Fence or Wall: The judge shall indicate with markers on

Ride pattern as follows:

- 1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
 - Complete four right spins. Hesitate.
- Complete four and one-quarter left spins. Hesitate. Horse to be facing left
- Beginning on left lead, complete two circles to the left the first one small and slow, the second one large and fast. Change leads at center of arena. fence.
- Complete two circles to the right the first one small and slow, the second one large and fast. Change leads at center of arena.
- right side of the arena, past the center marker, and do a right rollback at Begin a large circle to the left, but do not close this circle. Run up the least 20 feet from the wall or fence.
- Continue back around the previous circle, but do not close circle. Run up the left side of the arena, past the center marker, and do a left rollback at least 20 feet from the wall or fence,
- least 20 feet from the wall or fence. Hesitate to show completion of pattern. the right side of the arena, past the center marker, and do a sliding stop at Continue back around previous circle, but do not close this circle. Run up

Round 2 - Thursday, January 6



Extended Trot from 3 to 4 - 240 feet Extended Walk from I to 2 - 75 feet

When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional

Stop at 5; reverse (either direction) Lope from 4 to 5 - 150 feet

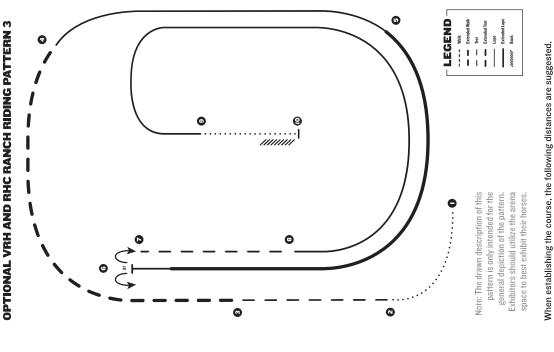
Extended Lope from 8 to 9 - 200 feet Lope from 7 to 8 - 150 feet

Stop and Back at 10 - approximately one horse length

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Round 1 - Tuesday, January 4



Extended the lope from 5 to 6 (collect lope before stopping) - 200 feet Stop at 6; reverse (either direction) Lope from 8 until even with 9; turn towards middle of arena

Patterns may begin in either direction and markers are optional.

Extended Trot from 3 to 4 - 240 feet

Walk from I to 2 - 30 feet Trot from 2 - 3 - I20 feet Lope from 4 to 5 - 150 feet

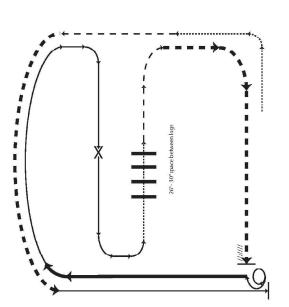
Stop and back at 10 - approximately one horse length Walk from 9 to 10 - 30 feet

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RANCH RIDING - PATTERN 2

2022 Florida Gulf Coast Thursday, January 6th





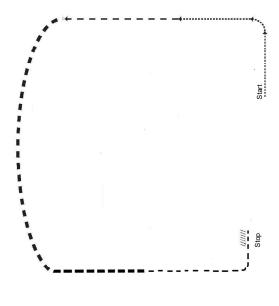


Walk
 Trot
 E. Trot
 E. Trot
 E. Expended rot
 Stop. IJ/2 turn right
 E. Extended lope
 Extended lope
 Change leads (simple or flying)
 Walk
 Change leads (simple or flying)
 Walk
 II. Trot
 II. Trot
 II. Trot
 II. Stop and back

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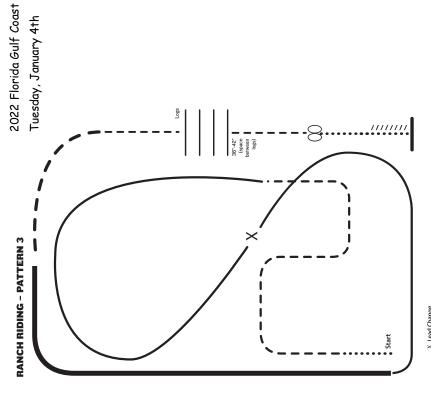


Small Fry Ranch Pattern - Florida Gulf Coast - Thursday, January 6th



- . Walk
 . Trot
 . Extended trot around top of arena and down side
 . Extended trot around top of arena and down side
 . Collect to the trot, trot corner
 5. Stop & back





Small Fry Ranch Riding Pattern - 2022 Florida Gulf Coast - Tuesday, January 4th



- Walk
 Trot serpentine
 Lobe left lead around the end of the arena and then diagonally across the
 - Change leads (simple or flying) and Lope on the right lead around end of the arena Extend lope on the straight away and around corner to the center of the

- 7. Extend trot around corner of the arena
 8. Collect to a trot
 9. Trot over logs
 10. Stop, do 360 degree turn each direction (either direction lst) (L-R or R-L)
 II. Walk, stop and back

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- 2. Stop, do 360 degree turn ONE direction left or right
- 5. Trot
- 4. Trot over logs

3. Trot

- 6. Extended trot
- 7. Collect to trot
- 8. Stop and back