

All Patterns Contained Here

Western Riding Round 1 – Wednesday, December 29 Green/Novice/Level 1 – L1 Pattern 1 All Others – Regular 1 Round 2 – Friday, December 31 Green/Novice/Level 1 – L1 Pattern 2 All Others – Regular 2 AQHA Reining Round 1 – Tuesday, December 28 All Pattern – 1 Round 2 – Thursday, December 30 All Pattern – 2

Thank you for attending the FL Gold 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 Working Hunter Level 1/Novice Youth Western Riding Level 1/Novice Youth Trail Youth Geldings 3 year old, Aged <u>OR</u> Youth Performance Geldings Youth Mares 3 year old, Aged <u>OR</u> 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 Korking Hunter
Youth Equitation Over Fences
Youth Jumping
Youth Hunter Hack
Youth Geldings 3 year old, Aged <u>OR</u> Youth Performance Geldings
Youth Mares 3 year old, Aged <u>OR</u> Youth Performance Mares

14-18 Youth

14-18 Showmanship (Level 2 OR Level 3)
14-18 Horsemanship (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 Korking Hunter
Youth Equitation Over Fences
Youth Hunter Hack
Youth Jumping
Youth Geldings 3 year old, Aged <u>OR</u> Youth Performance Geldings
Youth Mares 3 year old, Aged <u>OR</u> 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 Working Hunter Level 1/Novice Amateur Western Riding Level 1/Novice Amateur Trail Amateur Geldings 3 year old, Aged <u>OR</u> 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 OR 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 Jr 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.

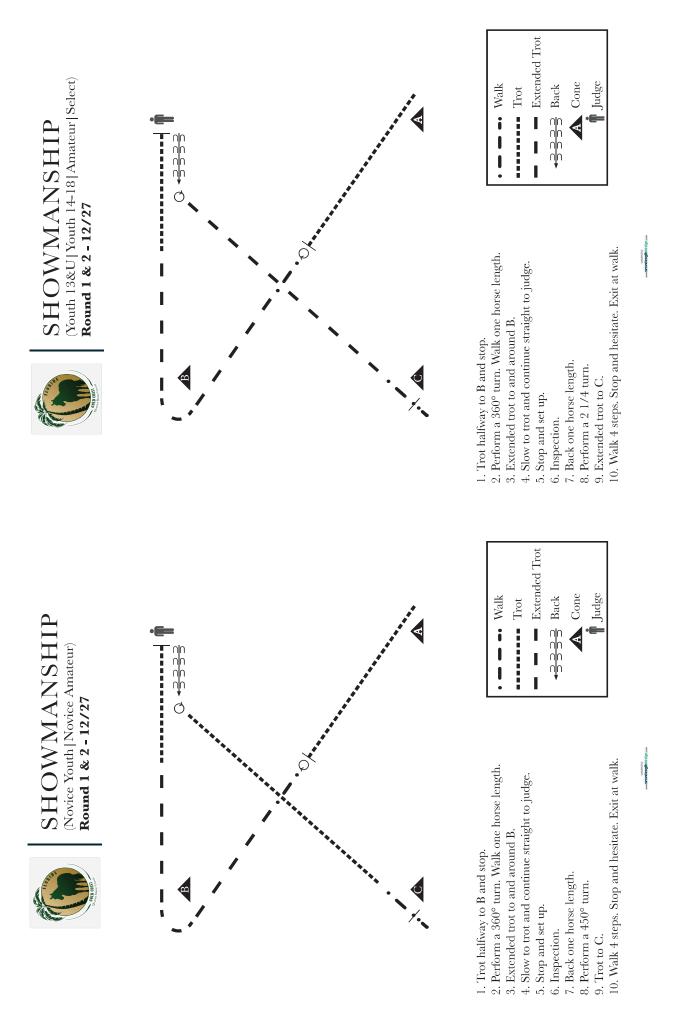
All conflicts will be handled. We want you to show in as many classes as you can or want. But we cannot handle a conflict if we are not aware.

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

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 <u>NO</u> penalty.

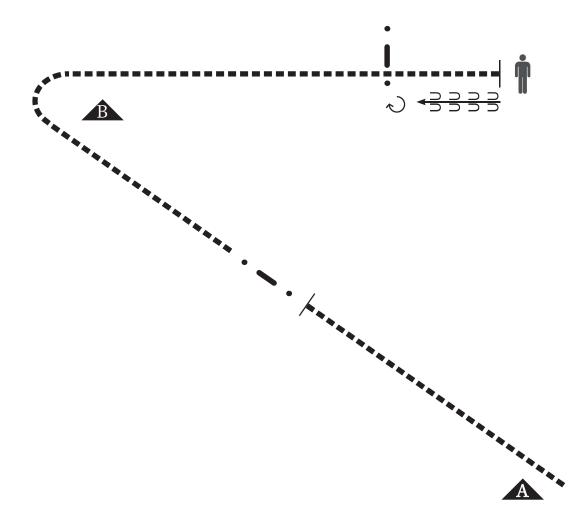
Draws - <u>many</u> of the draws for the FIRST class in the morning, will be drawn and posted the night before. Please make your entries by 5 pm. If you add after the draw is drawn, you will go first. Except on the last day, where you will go last.

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

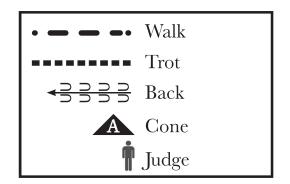


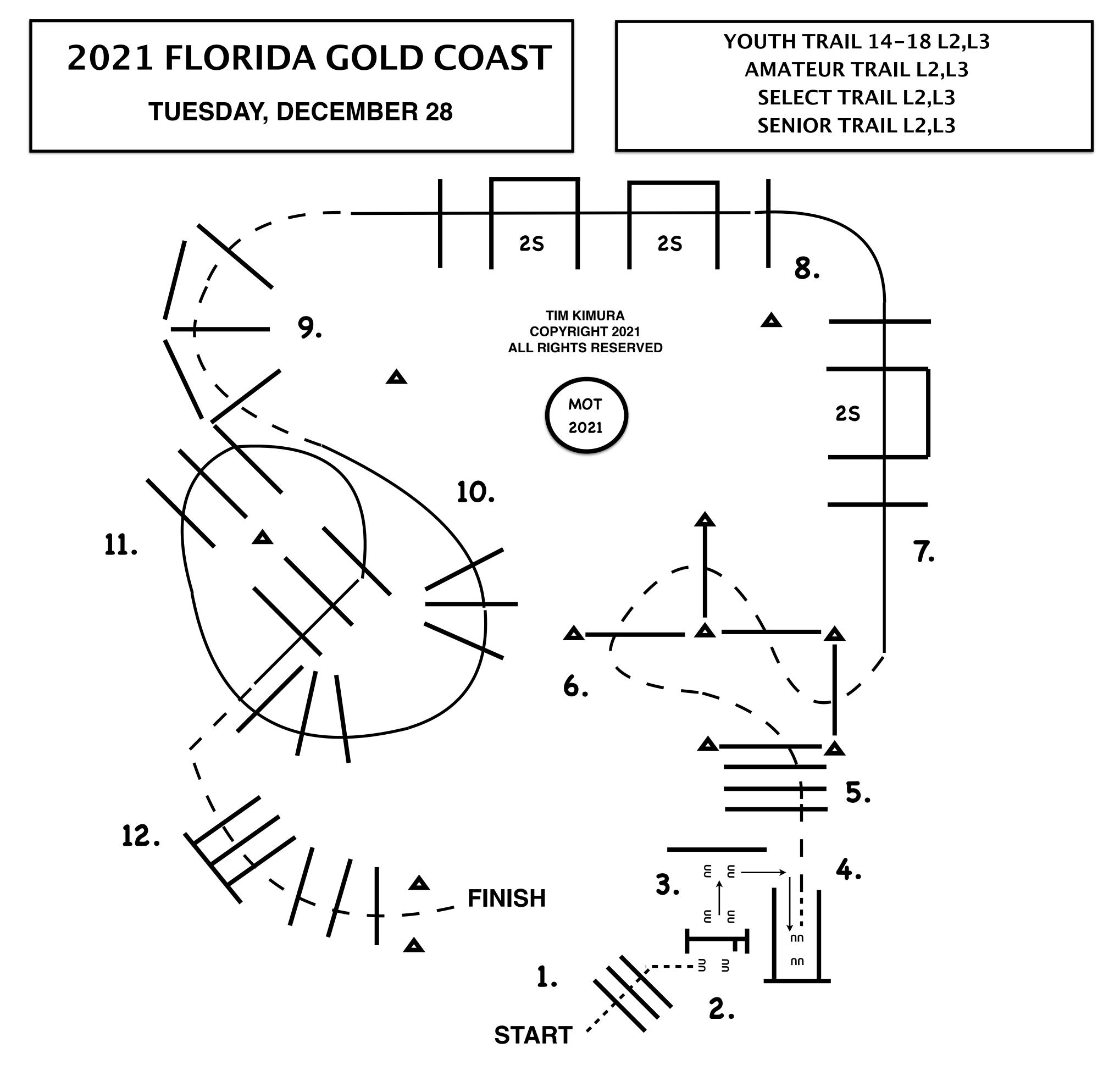


SHOWMANSHIP (Small Fry) Round 1 & 2 - 12/27



- 1. Trot halfway to B and stop. Hesitate.
- 2. Trot to and around B to judge.
- 3. Stop and setup.
- 4. Inspection.
- 5. Back one horse length.
- 6. Perform a 270° turn.
- 7. Exit at walk.



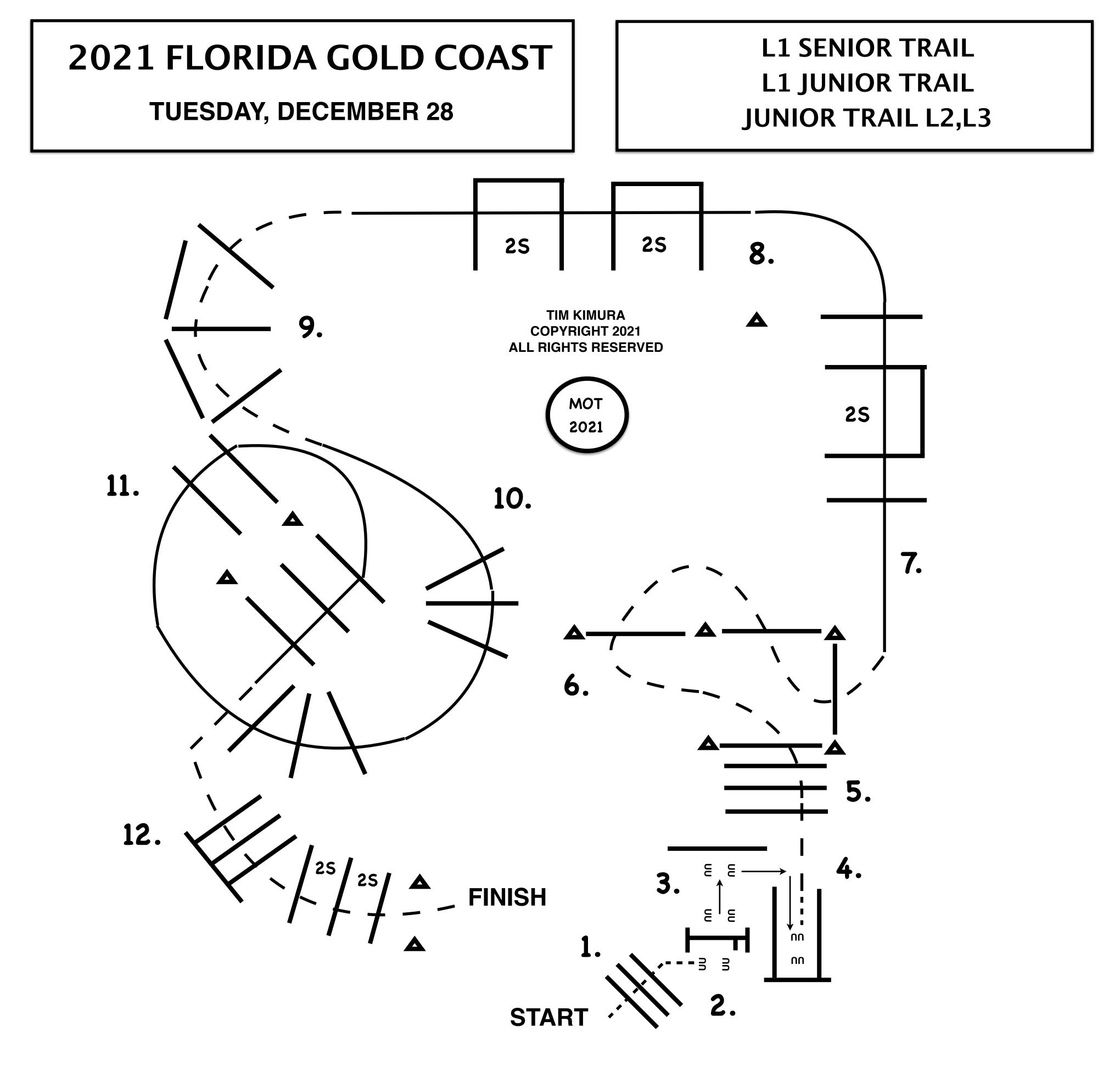


- 1. WALK OVER POLES, WALK UP TO GATE.
- 2. WORK GATE LEFT HAND.
- 3. SIDE PASS RIGHT.
- 4. BACK AROUND CORNER, BACK BETWEEN POLES.
- 5. YOU MAY WALK FORWARD, JOG OVER POLES.
- 6. JOG THROUGH SERPENTINE, JOG OVER POLES.
- 7. LOPE OVER POLES (LEFT LEAD).
- 8. LOPE AROUND CORNER, LOPE OVER POLES (LEFT LEAD).
- 9. BREAK TO THE JOG, JOG OVER POLES.



11. LOPE OVER POLES (RIGHT LEAD).

12. BREAK TO THE JOG, JOG OVER POLES. JOG THROUGH MARKERS.

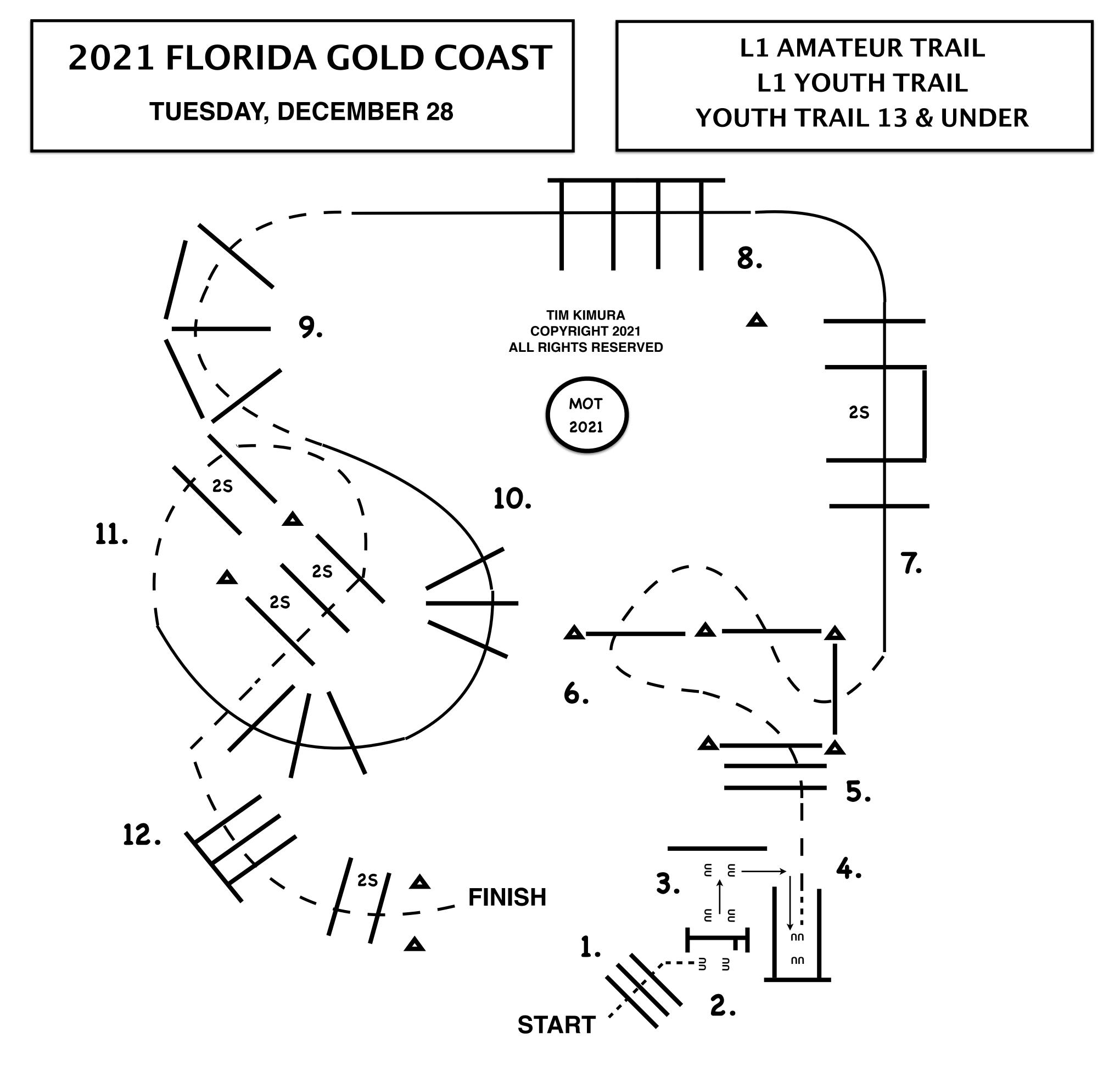


- 1. WALK OVER POLES, WALK UP TO GATE.
- 2. WORK GATE LEFT HAND.
- 3. SIDE PASS RIGHT.
- 4. BACK AROUND CORNER, BACK BETWEEN POLES.
- 5. YOU MAY WALK FORWARD, JOG OVER POLES.
- 6. JOG THROUGH SERPENTINE, JOG OVER POLES.
- 7. LOPE OVER POLES (LEFT LEAD).
- 8. LOPE AROUND CORNER, LOPE OVER POLES (LEFT LEAD).
- 9. BREAK TO THE JOG, JOG OVER POLES.

10. LOPE OVER POLES (RIGHT LEAD).

11. LOPE OVER POLES (RIGHT LEAD).

12. BREAK TO THE JOG, JOG OVER POLES. JOG THROUGH MARKERS.

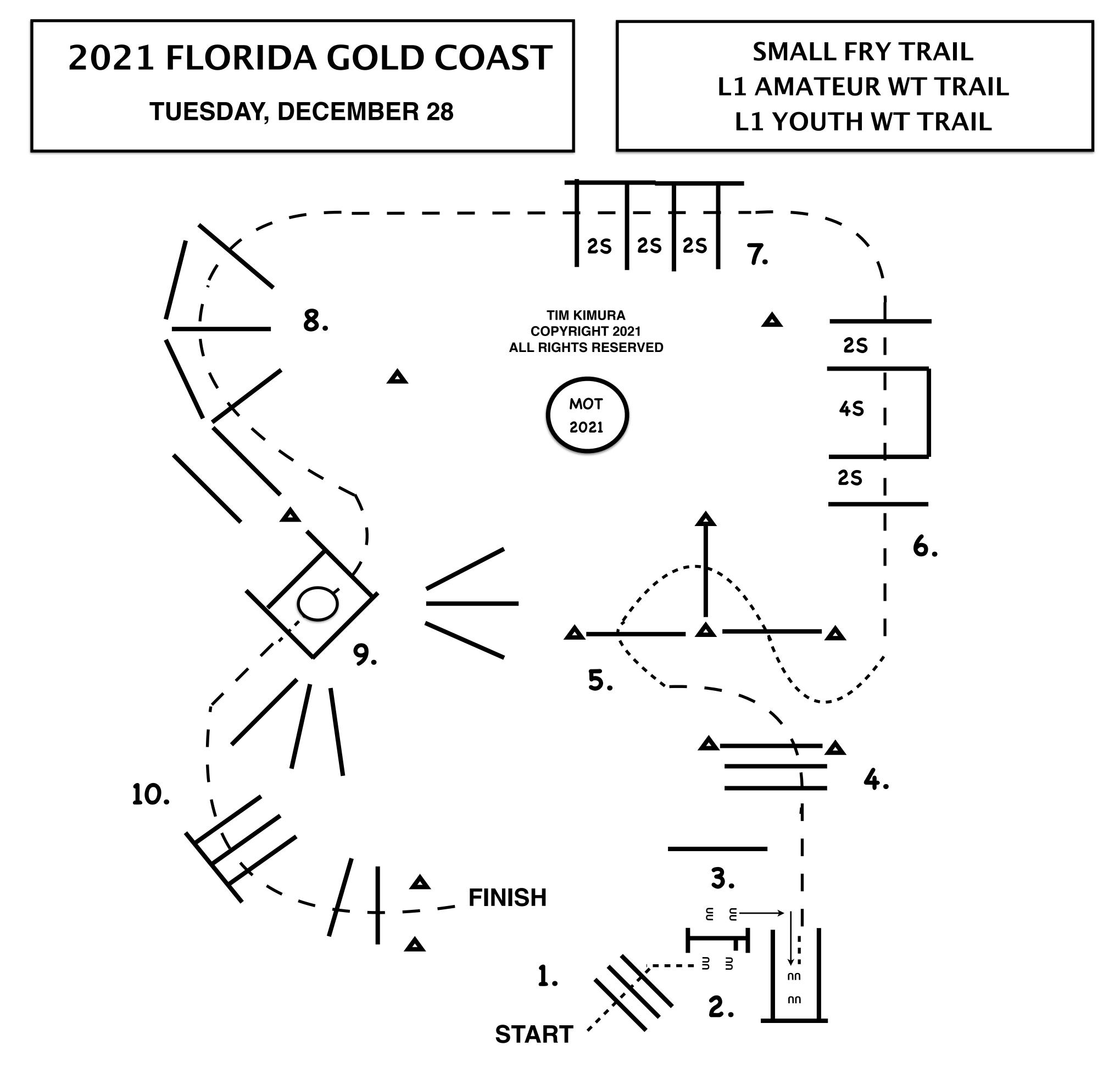


- 1. WALK OVER POLES, WALK UP TO GATE.
- 2. WORK GATE LEFT HAND.
- 3. SIDE PASS RIGHT.
- 4. BACK AROUND CORNER, BACK BETWEEN POLES.
- 5. YOU MAY WALK FORWARD, JOG OVER POLES.
- 6. JOG THROUGH SERPENTINE, JOG OVER POLES.
- 7. LOPE OVER POLES (LEFT LEAD).
- 8. LOPE AROUND CORNER, LOPE OVER POLES (LEFT LEAD).
- 9. BREAK TO THE JOG, JOG OVER POLES.

10. LOPE OVER POLES (RIGHT LEAD).

11. BREAK TO THE JOG, JOG OVER POLES.

12. JOG OVER POLES. JOG THROUGH MARKERS.

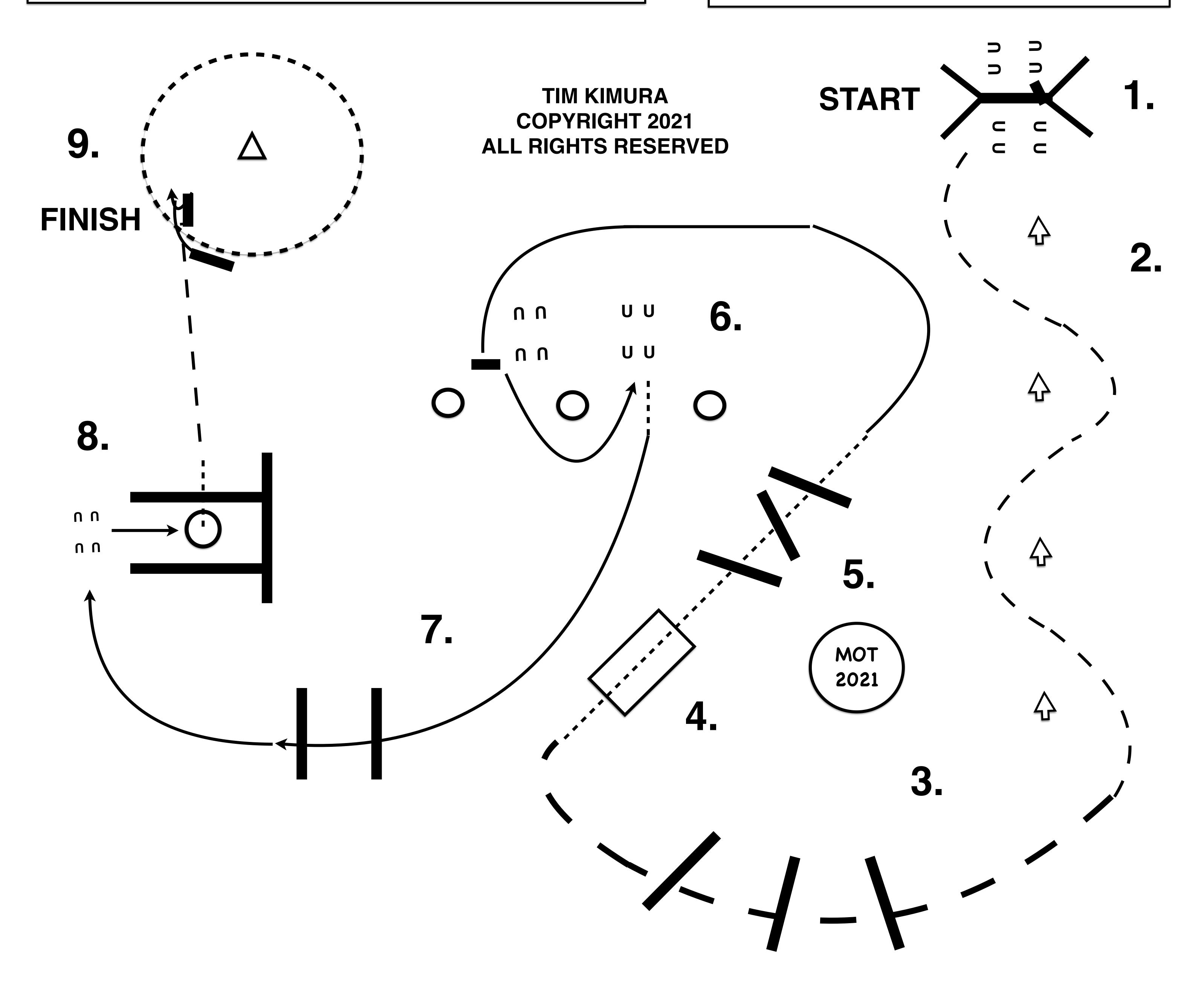


- **1. WALK OVER POLES, WALK UP TO GATE.**
- 2. WORK GATE LEFT HAND. SM FRYS WALK THROUGH OPEN GATE TURN LEFT.
- 3. BACK AROUND CORNER, BACK BETWEEN POLES.
- 4. YOU MAY WALK FORWARD, JOG OVER POLES.
- 5. STOP OR BREAK TO THE WALK, WALK THROUGH SERPENTINE, WALK OVER POLES.
- 6. JOG OVER POLES.
- 7. JOG AROUND CORNER, JOG OVER POLES.
- 8. JOG OVER POLES, JOG INTO BOX AND STOP.
- 9. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- JOG OVER POLES. JOG THROUGH MARKERS. 10.

2021 FLORIDA GOLD COAST

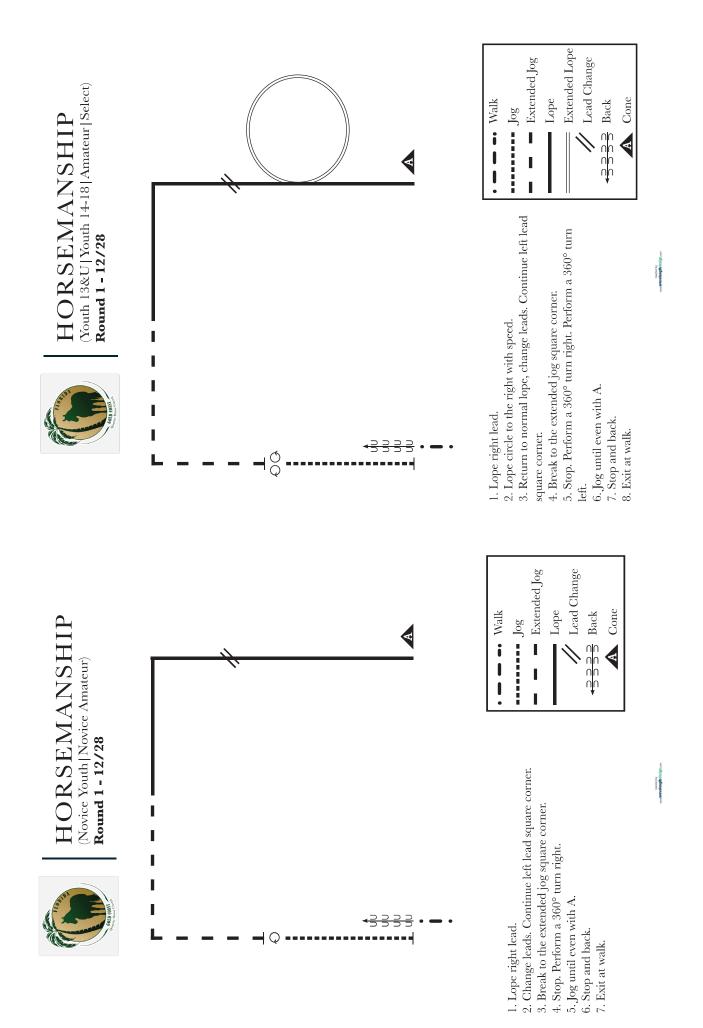
TUESDAY, DECEMBER 28

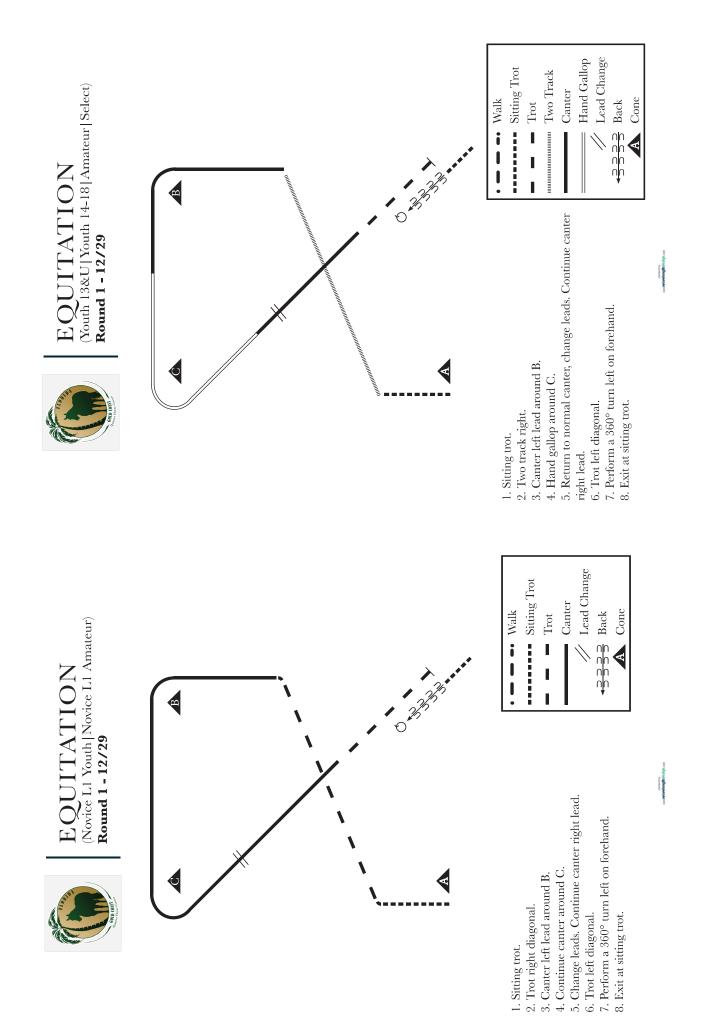
RANCH TRAIL – AMATEUR RANCH TRAIL – YOUTH RANCH TRAIL – OPEN VRH AMATEUR RANCH HORSE TRAIL VRH YOUTH RANCH HORSE TRAIL VRH RANCH TRAIL

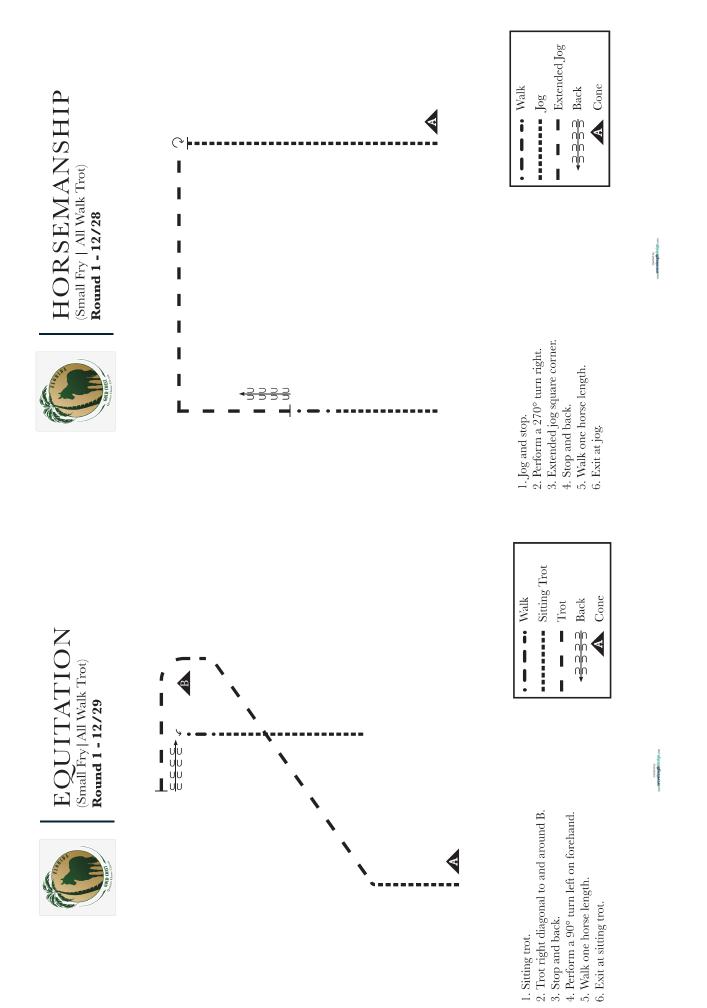


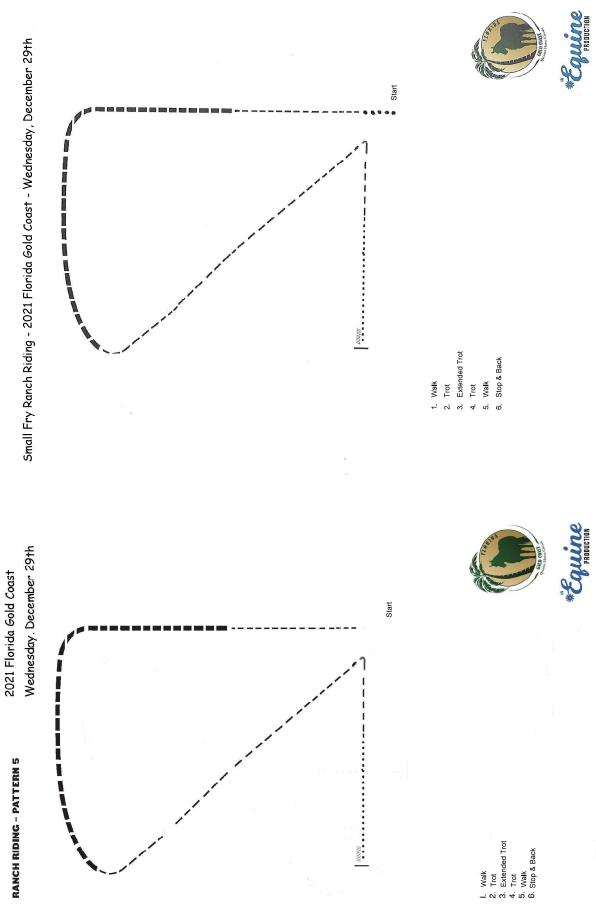
- 1. Work Gate with Right Hand.
- 2. Trot through serpentine, and trot around cones.
- 3. Extend the trot over logs.
- 4. Walk over Bridge
- 5. Walk over logs.
- 6. Lope Left Lead, STOP. 1/2 TURN LEFT, Back U-Turn around Markers.
- 7. Walk forward A few steps, then Lope Right Lead and then Lope over 2 logs.
- 8. Stop side pass right into box, Execute a 360 turn in either direction, Walk out box.
- 9. Trot up and grab the Rope, drag the log (walk or trot around marker) and Replace the rope at the hook.

YOUTH TRAIL IS FINISHED AFTER THE BOX





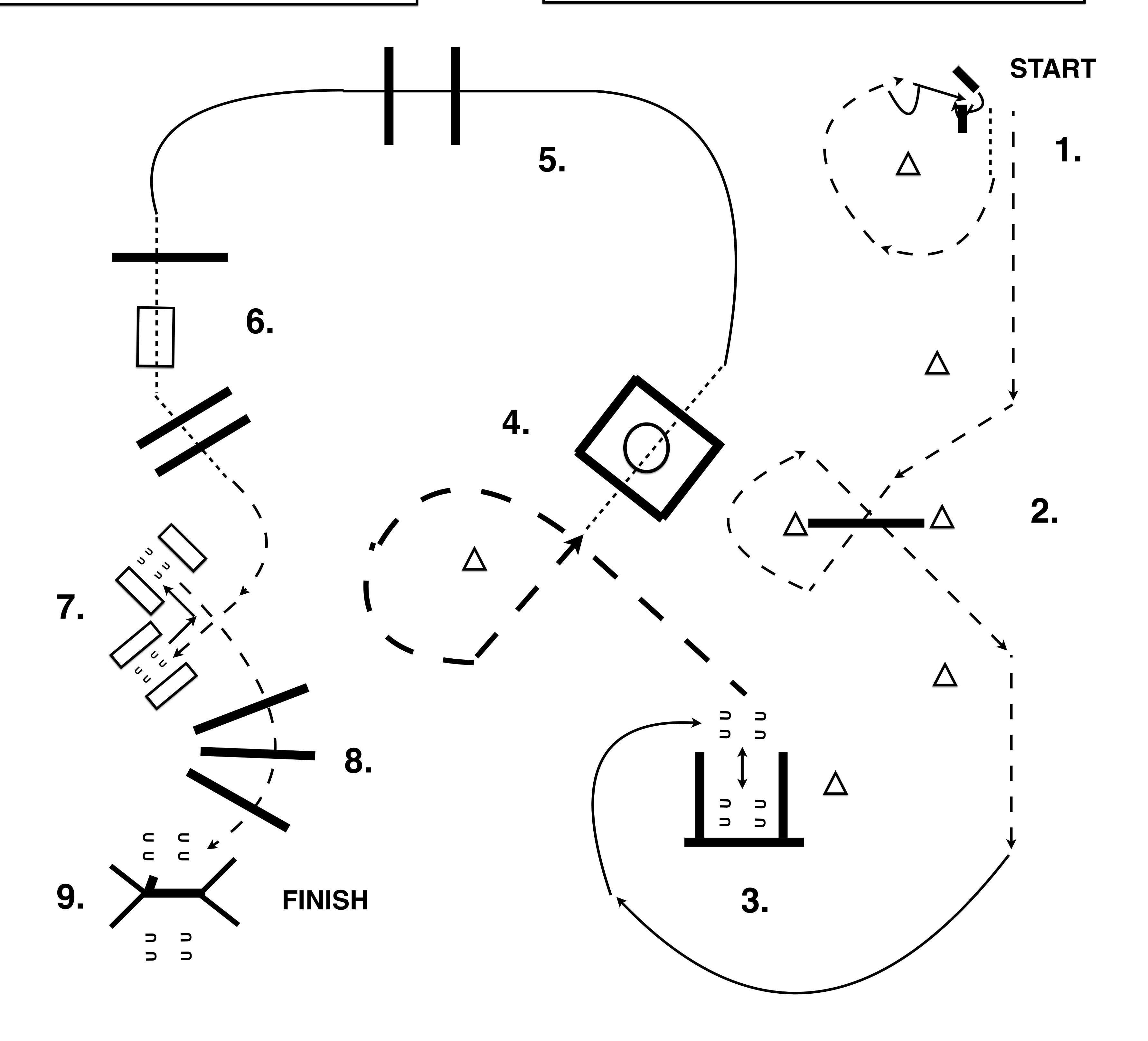




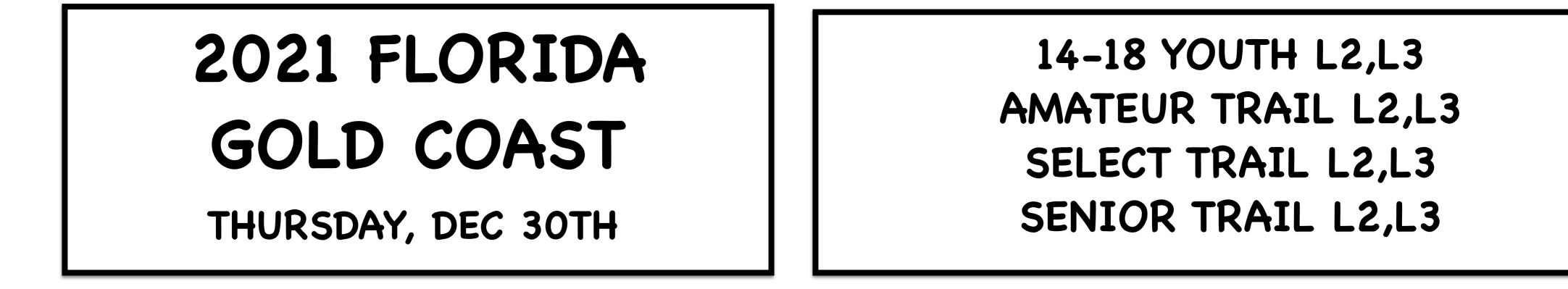
2021 FLORIDA GOLD COAST

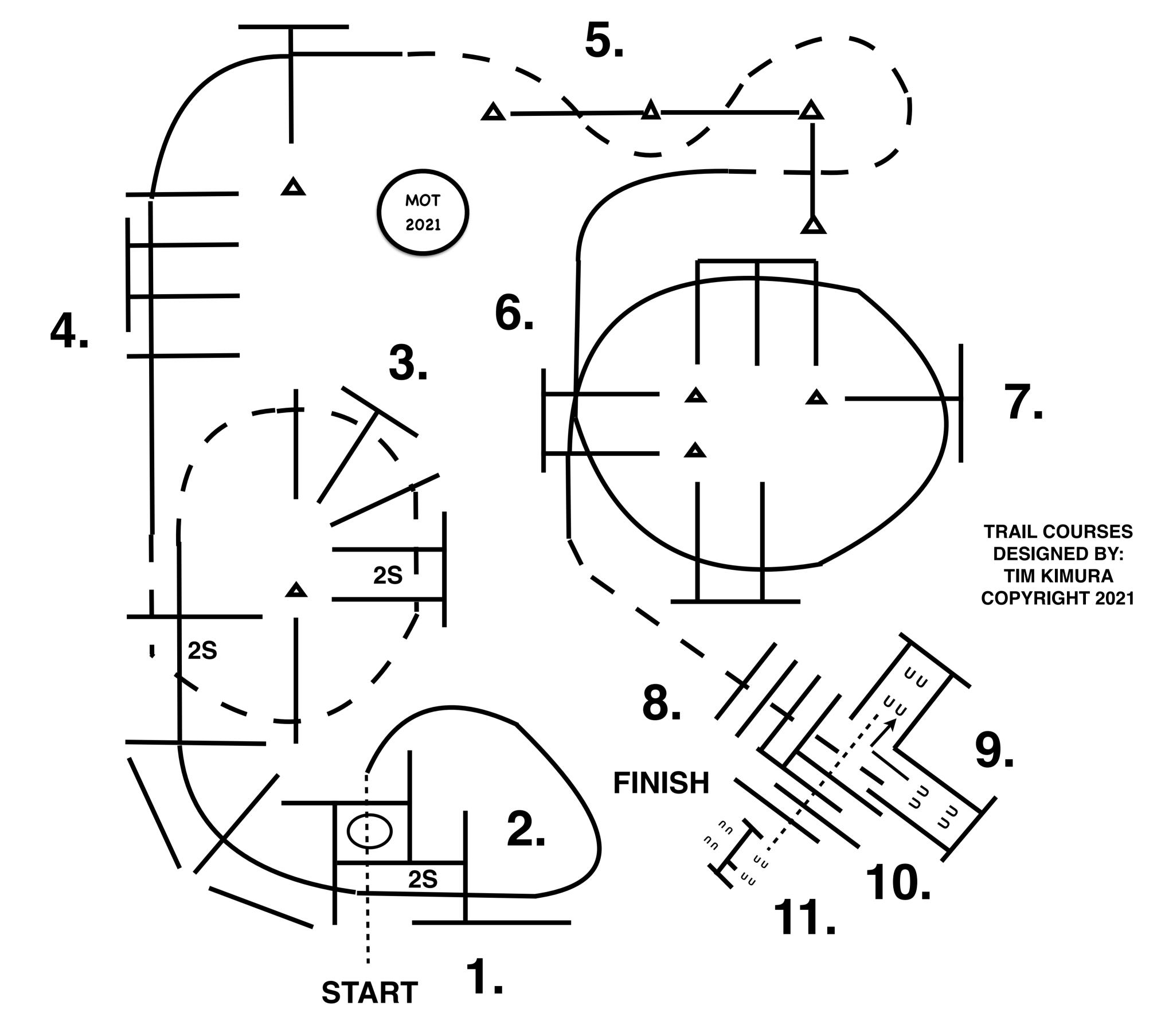
THURSDAY, DEC 30TH

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

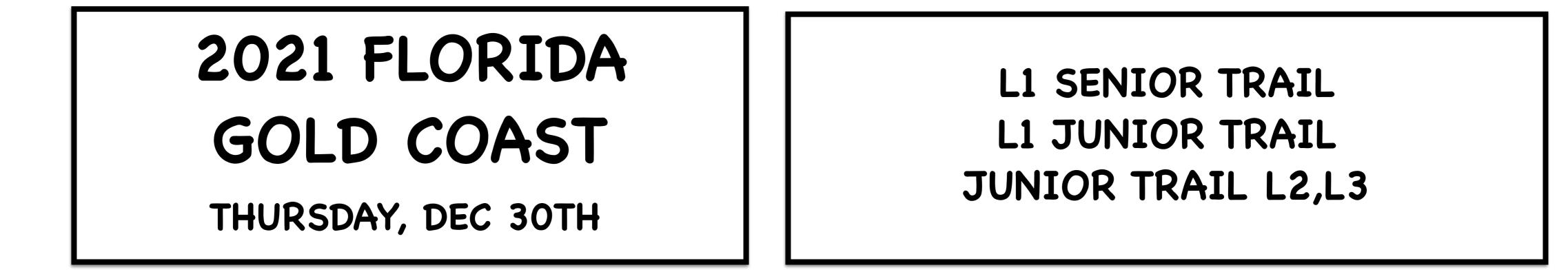


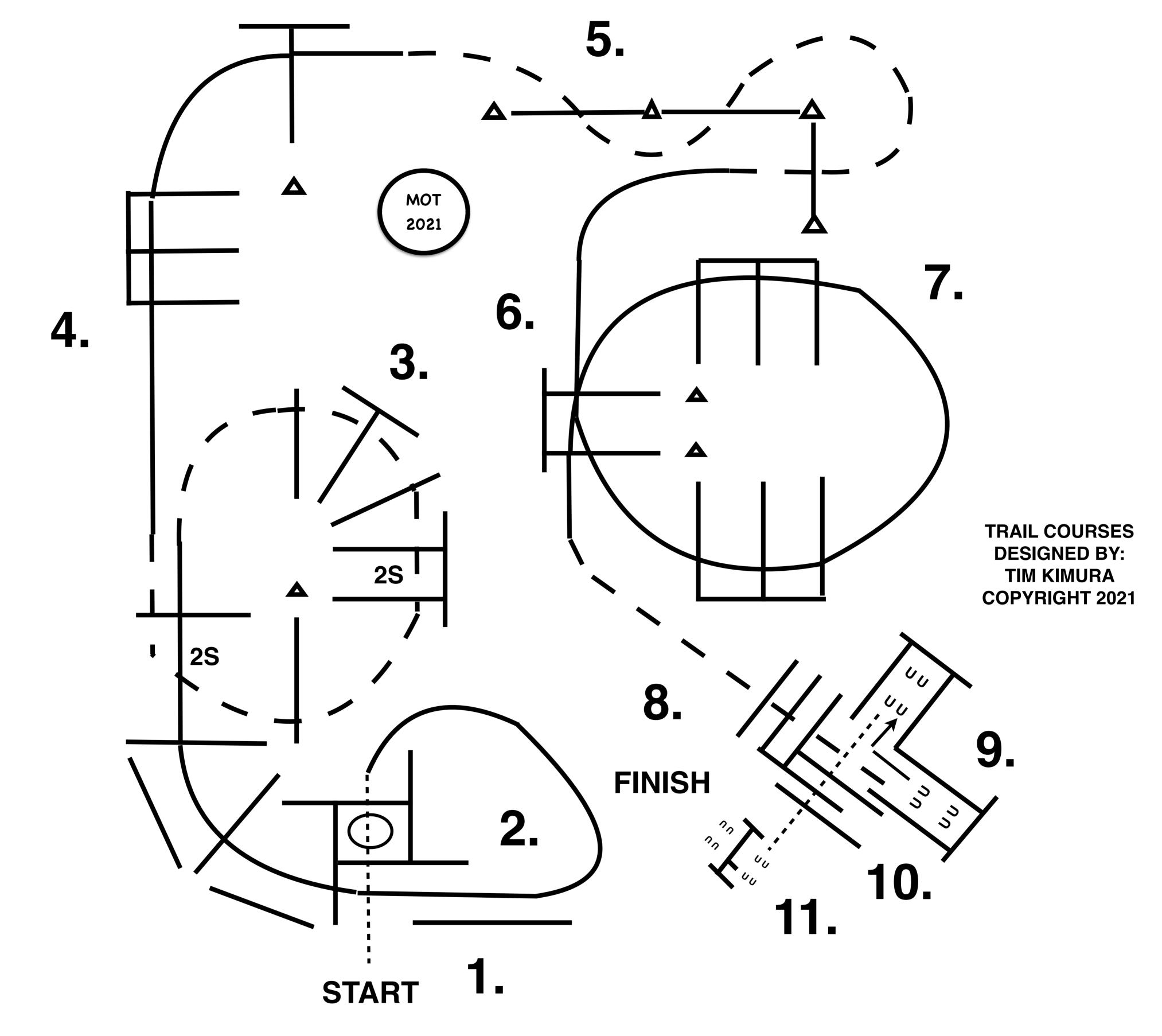
- Grab the Rope, drag the log (walk then trot around marker) and at the end, turn toward the log and back to and replace the rope at the hook.
 YOUTH TRAIL SKIPS NUMBER 1
- 2. Trot between markers, trot over log.
- 3. Lope Right Lead, Stop, side pass right between logs and past the cone, then side pass left all the way out.
- 4. Extend the trot around marker, break to the walk, walk into box, execute a 360 turn either way, walk out box.
- 5. Lope over logs Left Lead.
- 6. Break to the walk, walk over logs and over Bridge.
- 7. Trot into chute, back between hay bales.
- 8. Trot over poles up to Gate.
- 9. Work gate Left Hand.





- 1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 2. LOPE OVER POLES (RL).
- **3. BREAK TO THE JOG, JOG OVER POLES.**
- 4. LOPE OVER POLES (RL).
- 5. BREAK TO THE JOG, JOG THRU SERPENTINE, JOG OVER POLES.
- 6. LOPE OVER POLES (LL).
- 7. LOPE OVER POLES (LL).
- 8. BREAK TO THE JOG, JOG OVER POLES AND JOG INTO CHUTE.
- 9. BACK AROUND CORNER AND BACK BETWEEN POLES.
- 10. WALK OUT CHUTE, WALK OVER POLES, WALK UP TO GATE.
- **11. WORK GATE RIGHT HAND.**



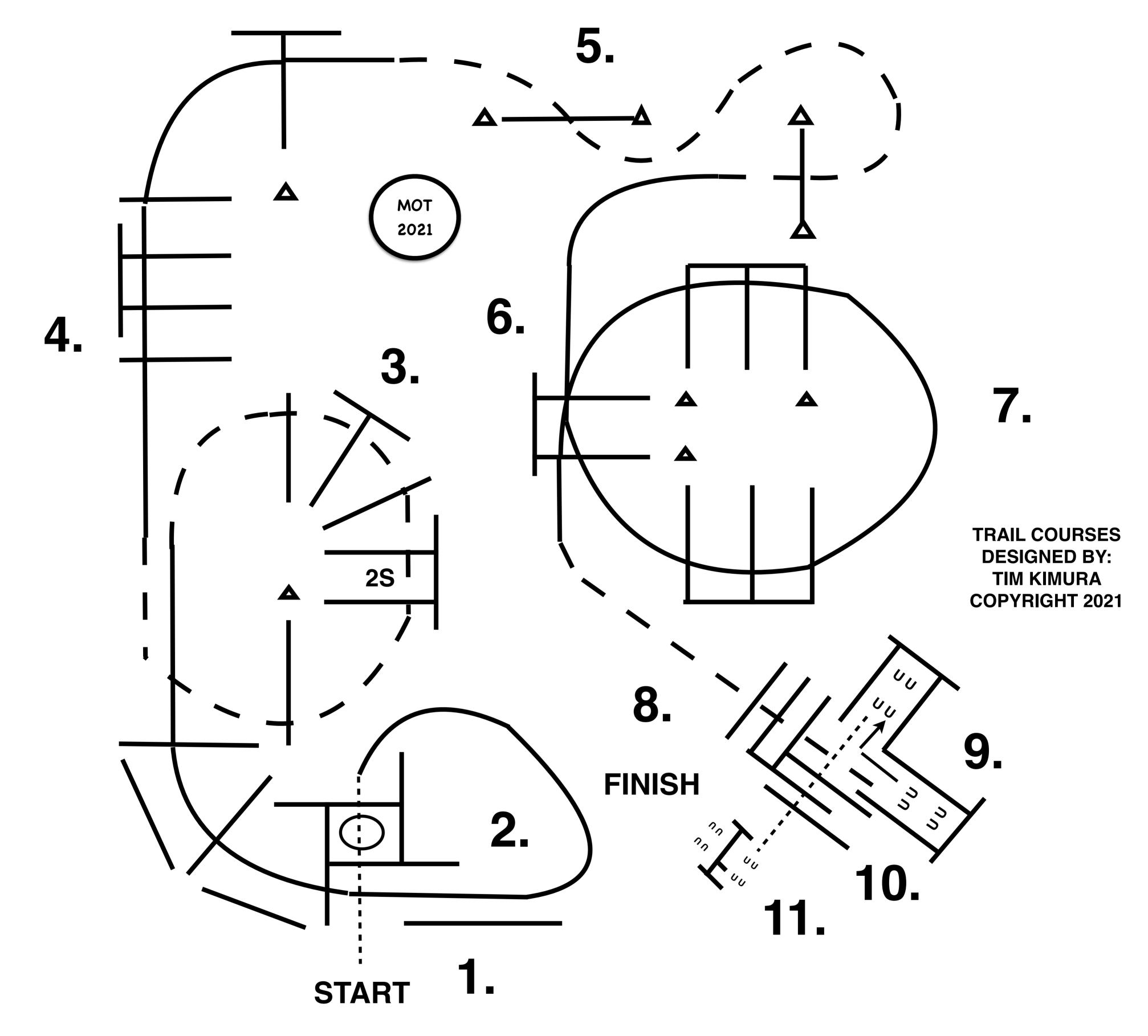


- 1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 2. LOPE OVER POLES (RL).
- **3. BREAK TO THE JOG, JOG OVER POLES.**
- 4. LOPE OVER POLES (RL).
- 5. BREAK TO THE JOG, JOG THRU SERPENTINE, JOG OVER POLES.
- 6. LOPE OVER POLES (LL).
- 7. LOPE OVER POLES (LL).
- 8. BREAK TO THE JOG, JOG OVER POLES AND JOG INTO CHUTE.
- 9. BACK AROUND CORNER AND BACK BETWEEN POLES.
- 10. WALK OUT CHUTE, WALK OVER POLES, WALK UP TO GATE.
- **11. WORK GATE RIGHT HAND.**

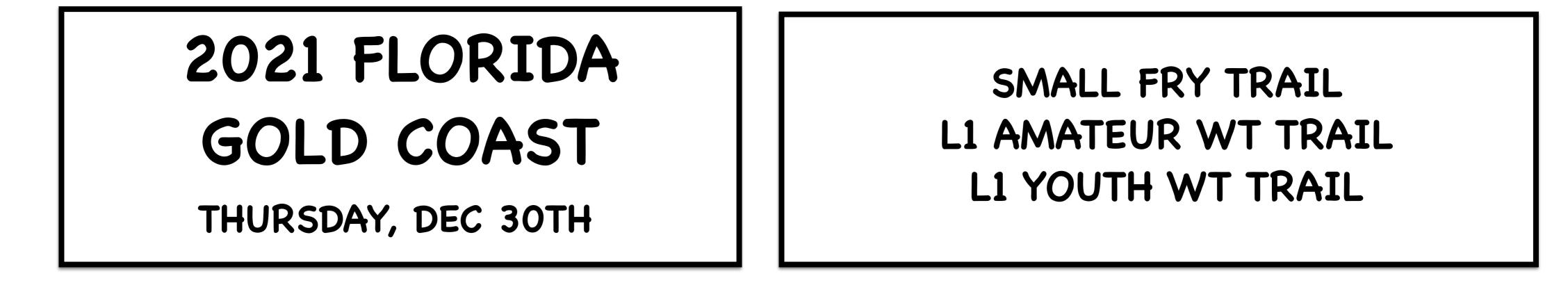


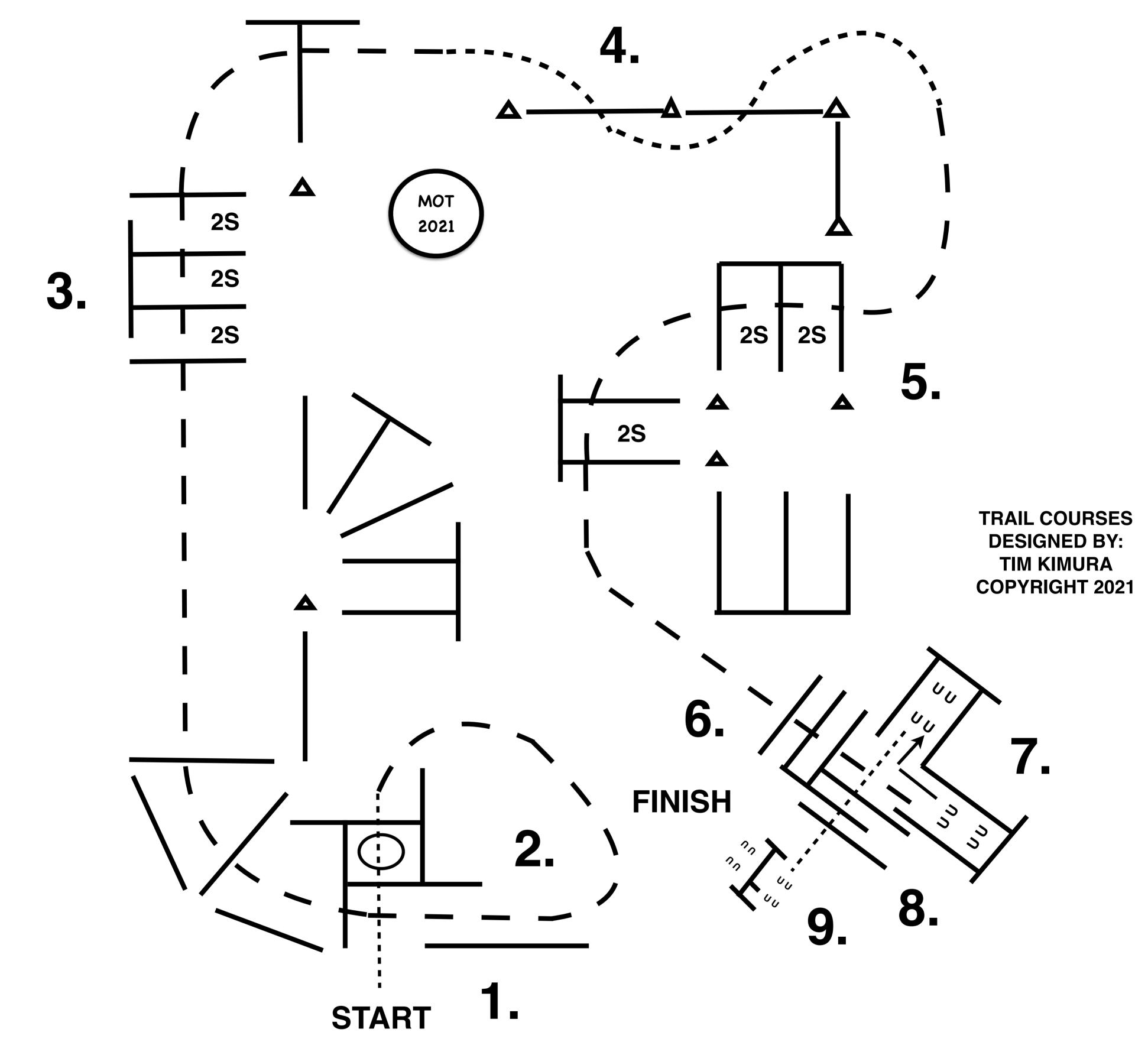
THURSDAY, DEC 30TH

YOUTH TRAIL 13 & UNDER L1 AMATEUR TRAIL L1 YOUTH TRAIL



- 1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 2. LOPE OVER POLES (RL).
- **3. BREAK TO THE JOG, JOG OVER POLES.**
- 4. LOPE OVER POLES (RL).
- 5. BREAK TO THE JOG, JOG THRU SERPENTINE, JOG OVER POLES.
- 6. LOPE OVER POLES (LL).
- 7. LOPE OVER POLES (LL).
- 8. BREAK TO THE JOG, JOG OVER POLES AND JOG INTO CHUTE.
- 9. BACK AROUND CORNER AND BACK BETWEEN POLES.
- 10. WALK OUT CHUTE, WALK OVER POLES, WALK UP TO GATE.
- **11. WORK GATE RIGHT HAND.**





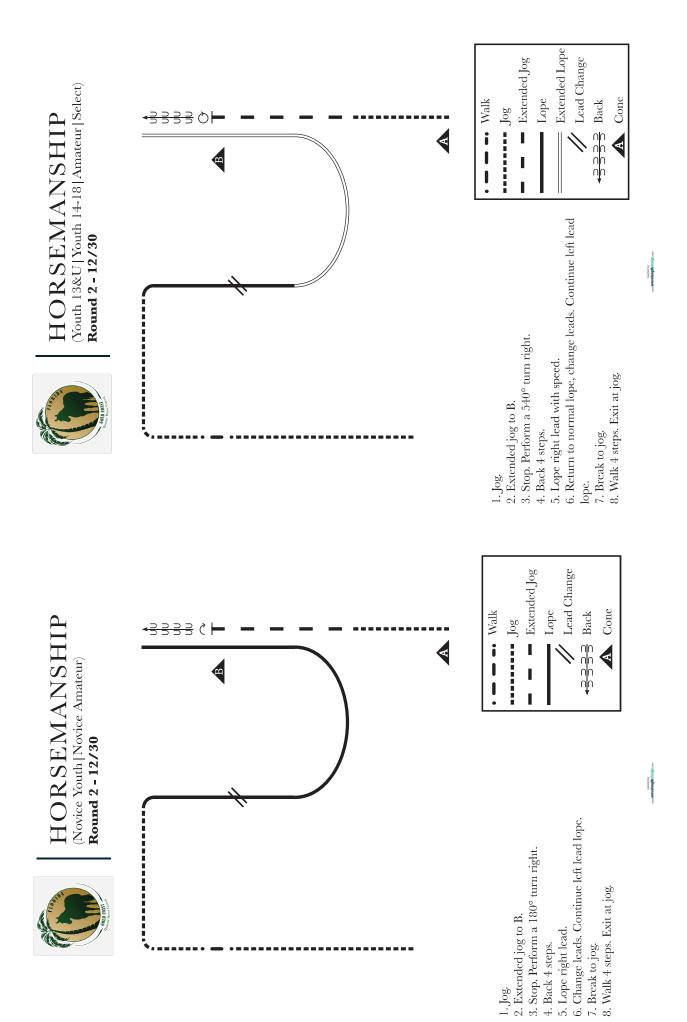
- 1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 2. JOG OVER POLES.
- 3. JOG OVER POLES.

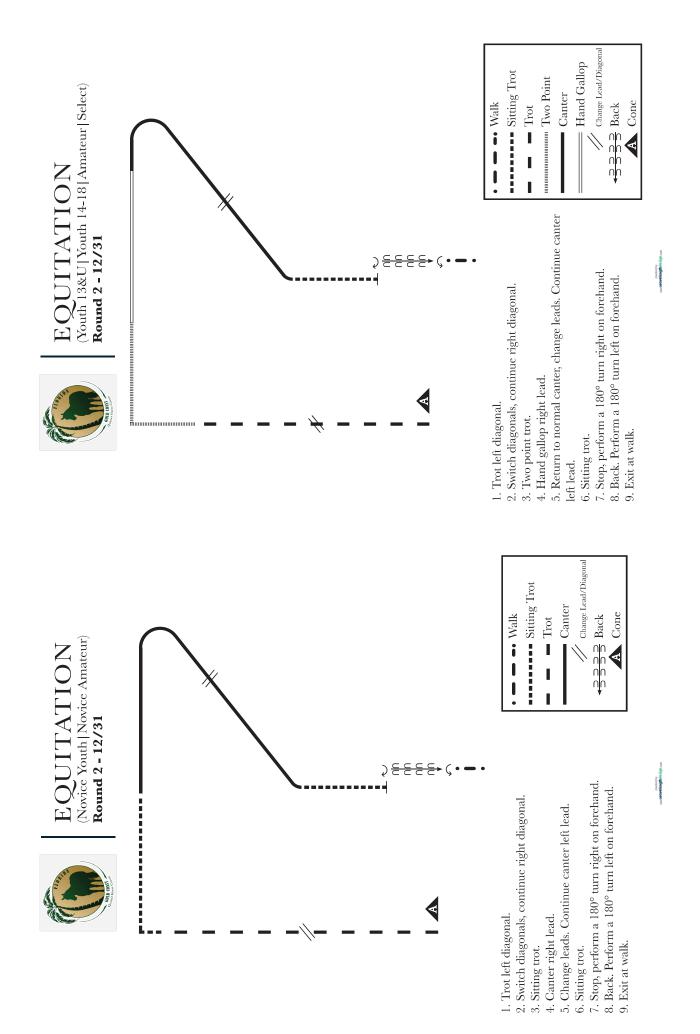
4. STOP OR BREAK TO THE WALK, WALK THRU SERPENTINE, WALK OVER POLES.

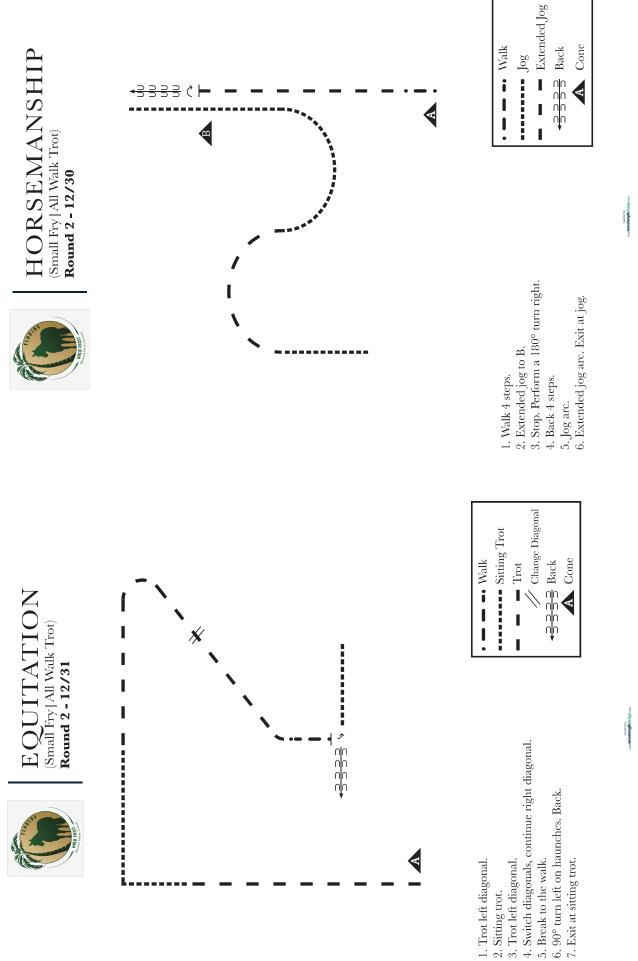
5. JOG OVER POLES.

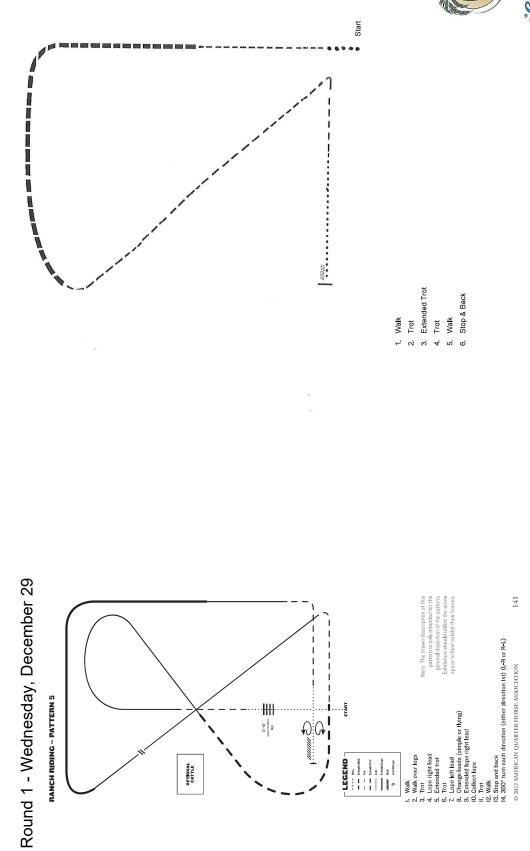
- 6. JOG OVER POLES AND JOG INTO CHUTE.
- 7. BACK AROUND CORNER AND BACK BETWEEN POLES.
- 8. WALK OUT CHUTE, WALK OVER POLES, WALK UP TO GATE.
- 9. WORK GATE RIGHT HAND.

SMALL FRYS SKIP NUMBER 9, NO GATE...







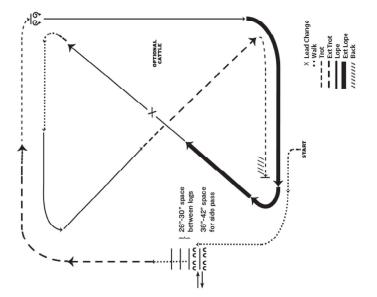


Small Fry Ranch Riding - 2021 Florida Gold Coast - Wednesday, December 29th





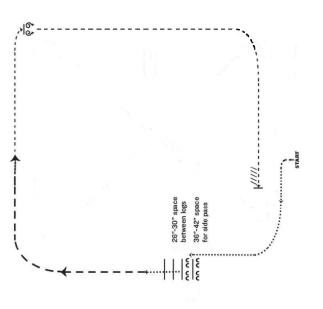
2021 Florida Gold Coast Friday, December 31st



Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses. Walk
 Walk Scross first log, side pass I/2 way to right
 Side pass iff across first log, side pass I/2 way to right
 Walk across logs
 Extended tot
 Stop, 360 degree turn each direction (either direction lst) (L-R or R-L)
 Top and the across logs
 Stop, 360 degree turn each direction (either direction lst) (L-R or R-L)
 Top and the across logs
 Collect lope, change leads (simple or flying)
 Collect lope, change leads (simple or flying)
 Lope left lead
 Lope left lead
 Lope left lead
 Lope left lead
 Tope left lead
 Tope



Small Fry Ranch Riding - 2021 Florida Gold Coast - Friday, December 31st



- 2. Side pass left 1/2 way across first log 1. Walk

 - 3. Walk across logs

 - 4. Extended trot
- 5. Trot
- 6. Stop, 360 degree ONE direction left or right
- - 7. Trot
 - 8. Stop and back







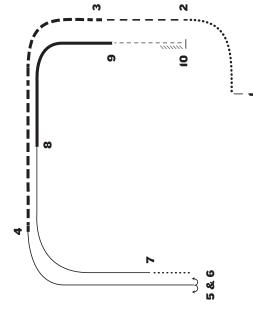


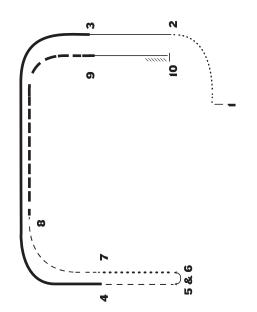
OPTIONAL VRH AND RHC RANCH RIDING PATTERN I

Round 1 - Wednesday, December 29

OPTIONAL VRH AND RHC RANCH RIDING PATTERN 2

Round 2 - Friday, December 31





When establishing the course, the fol-lowing distances are suggested. Patterns may begin in either direction and mark-ers are optional.

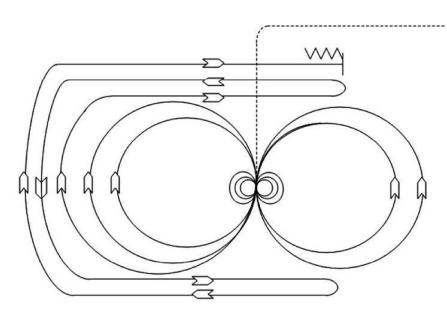
		Walk	Extended Walk	Trot	Extended Trot		Lope		Extended Lope		Back /////
ers are optional.	 Extended Walk from I to 2 - 75 feet 	 Trot from 2 to 3 - I20 feet 	3. Extended Trot from 3 to 4 - 240 feet	4. Lope from 4 to 5 - 150 feet	5. Stop at 5; reverse (either direction)	G. Walk from 6 to 7 - 30 feet	7. Lope from 7 to 8 - 150 feet	8. Extended Lope from 8 to 9 - 200 feet	 Trot from 9 to I0 - 90 feet 	10. Stop and Back at IO - approximately	one horse length

 When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional. I. Walk from 1 to 2 - 30 feet 2. Lope from 2 to 3 - 150 feet 3. Extended Lone from 3 to 4 - 200 feet 	et i)	. +	
When establishing the cours lowing distances are suggested may begin in either direction. ers are optional. I. Walk from I to 2 - 30 feet 2. Lope from 2 to 3 - 150 feet 3. Extended Lope from 3 to 4	4. Trot from 4 to 5 - 100 c +	 Extended walk from b o / - / 5 feet Trot from 7 to 8 - 90 feet Extended Trot from 8 to 9 - 240 feet Lope from 9 to 10 - 150 feet 	IO. Stop and Back at IO - approximately one horse length 256 © 2021 AMERICAN QUARTER HORSE ASSOCIATION

© 2021 AMERICAN QUARTER HORSE ASSOCIATION

255

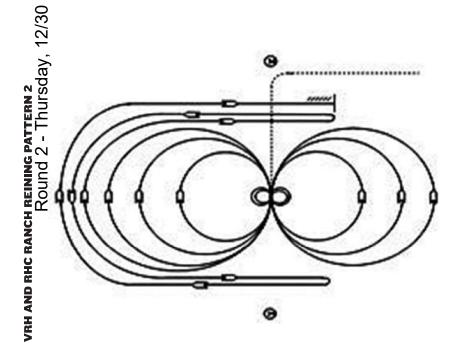
Round 1 - Tuesday, 12/28 **VRH AND RHC RANCH REINING PATTERN I**



Mandatory Markers along Fence or Wall The judge shall indicate with markers on arena fence or wall the center of the pattern.

Ride pattern as follows: Trot to center of arena and stop.

- Complete 3 spins in one direction. Hesitate.
- Complete 3 spins in the opposite direction. Hesitate.
- 3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
 - **4.** Complete two large fast circles to the left. Change leads at center of arena. **5.** 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 left roll back at least 20 feet 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 right roll back at least 20 feet from the wall or fence, no hesitation.
- the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to 7. Continue back around previous circle, but do not close this circle. Run down show completion of pattern.



Mandatory Markers along Fence or Wall The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows: Trot to center of arena and stop or walk before departure,

- Beginning on right lead, complete two circles to the right the first one large and fast; the second one small and slow. Stop at center.
 - 2. Complete 4 spins to the right. Hesitate.
- 3. Beginning on left lead, complete two circles to the left the first one large and fast; the second one small and slow. Stop at center.
 - 4. Complete 4 spins to the left. Hesitate.
- 5. Beginning on the right lead, complete a large fast circle to the right and change leads at center of arena. Complete a large fast circle to the left and change leads at center of arena.
- the right side of the arena, past the center marker, and do a left roll back at 6. Begin a large fast circle to the right, but do not close this circle. Run down least 20 feet from the wall or fence.
 - 7. 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 right roll back at least 20 feet from the wall or fence.
 - 8. Continue back around previous circle, but do not close this circle. Run down right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Back up at least IO feet. Hesitate to show completion of pattern.

258