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MEILLEUR



EOUINE CENTER





CLINT AINSWORTH SHOW









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### **RULE BOOK PATTERNS**

	01/03	01/04	01/05	01/06
VRH Riding		3		1
VRH Reining	3		1	
Ranch Riding		5		9
Western Riding		4		7

### 2023 Florida Gulf Coast High Point Awards

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. (*Except WJ divisions.*)

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

### 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 Working Hunter Under Saddle Amateur Stallions 3 year old, Aged OR Amateur Performance Amateur Geldings 3 year old, Aged OR Amateur Performance Amateur Mares 3 year old, Aged OR Amateur Performance Mares

### Small Fry

Small Fry Showmanship Small Fry Horsemanship Small Fry Western Pleasure Small Fry Equitation Small Fry Hunter Under Saddle Small Fry Trail

### 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

### 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 Equitation Over Fences
Youth Jumping
Youth Hunter Hack
Youth Working Hunter Under Saddle

### Select Amateur

Amateur Pleasure Driving Amateur Jumping 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 Working Hunter Under Saddle Amateur Stallions 3 year old, Aged OR Amateur Performance Amateur Geldings 3 year old, Aged OR Amateur Performance Amateur Mares 3 year old, Aged OR Amateur Performance

### L1/Green Horse

L1/Green Working Hunter L1/Green Hunter Under Saddle L1/Green Western Pleasure L1/Green Western Riding – Jr or Sr L1/Green Trail – Jr or Sr L1/Green Hunter Hack 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 Open Working Hunter Saddle Open Stallions – 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 Open Working Hunter Saddle 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 Open Stallions - Aged, Performance Open Mares -Aged, Performance Open Geldings - Aged, Performance

### Youth Ranch -

Youth Ranch Riding Youth Ranch Trail Youth Working Western Rail VRH Youth Ranch Riding VRH Youth Reining VRH Youth Ranch Trail VRH Youth Conformation

### Amateur Ranch

Amateur Ranch Riding Amateur Ranch Trail Amateur Working Western Rail VRH Amateur Ranch Riding VRH Amateur Reining VRH Amateur Ranch Trail VRH Amateur Conformation

### Open Ranch

Open Ranch Riding Open Ranch Trail – Jr or Sr Open Working Western Rail VRH Open Ranch Riding VRH Open Reining VRH Open Ranch Trail VRH Open Conformation

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

### 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.

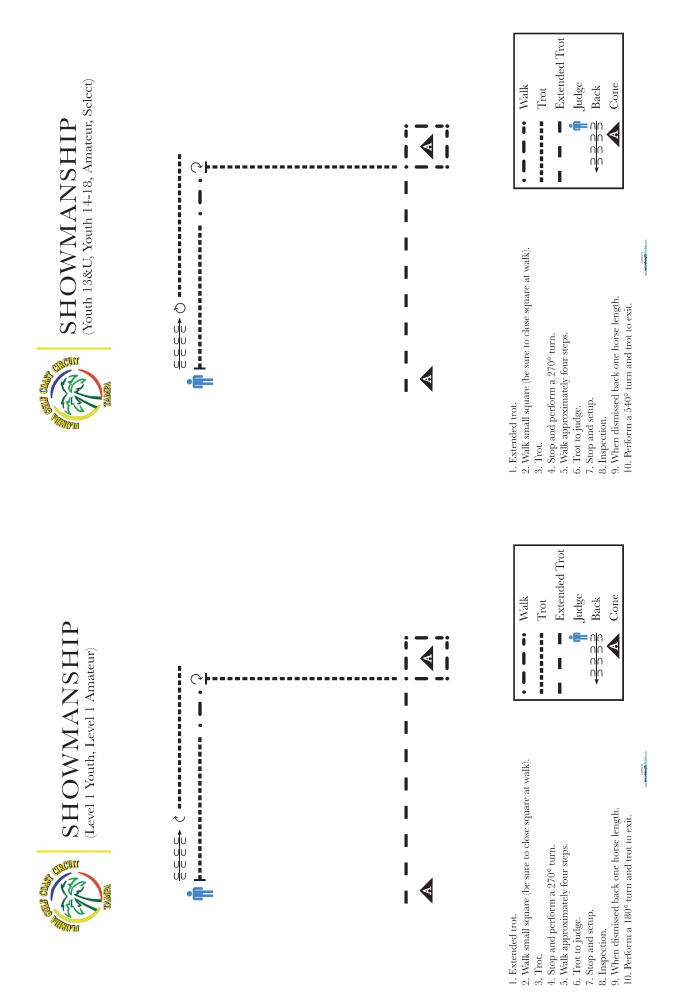
All conflicts will be handled. We want you to show in as many classes as you can or want. But we cannot handle a conflict if we are not aware.

You may NOT ADD ANY NSBA class AT the gate. ALL NSBA entries for ALL classes must be made directly with the show office.

You may <u>NOT ADD ANY CONCURRENT L2 class</u> class <u>AT</u> the gate. ALL L2 entries for <u>ALL</u> classes must be made directly with the show office. If you add at the gate, you will be entered into L3.

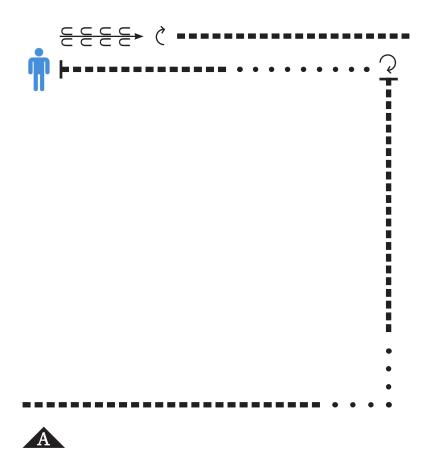
If you **ADD** to a pattern class **AFTER** the draws have been drawn, you will go **FIRST**. (Except the last day when you will go last.) Please enter every class at the beginning. You can scratch with <u>NO</u> penalty.

Draws – many 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.

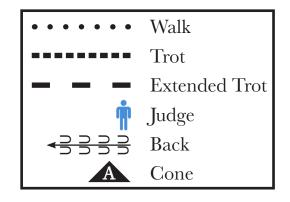


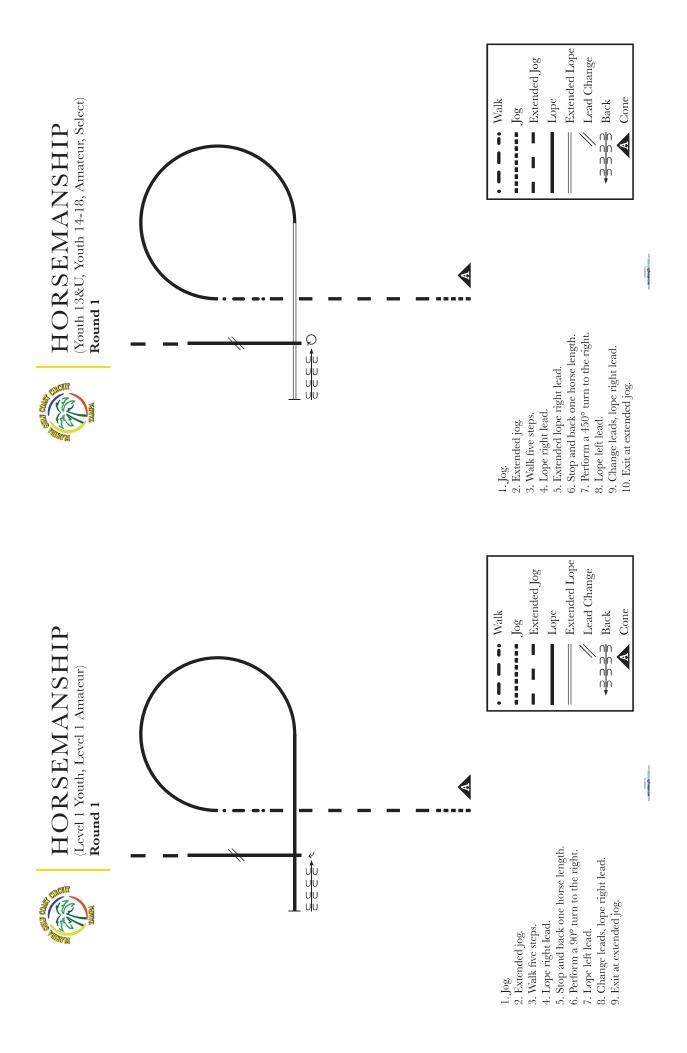


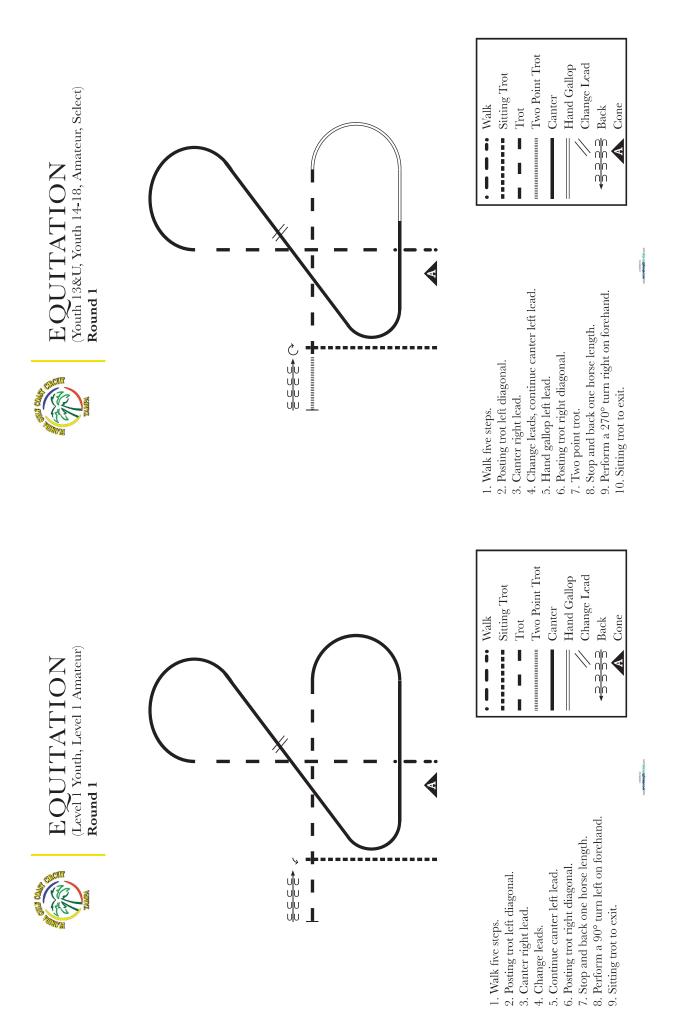
SHOWMANSHIP (All Walk-Trot, Small Fry)

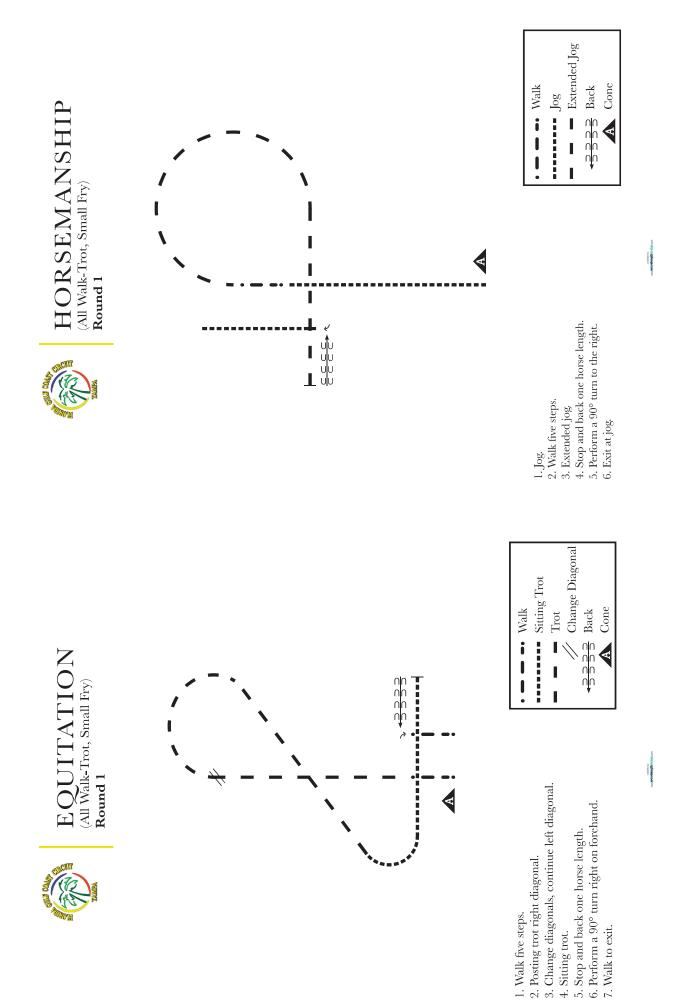


- 1. Trot
- 2. Walk square corner.
- 3. Trot.
- 4. Stop and perform a 270° turn.
- 5. Walk halfway to judge.
- 6. Trot to judge.
- 7. Stop and setup.
- 8. Inspection.
- 9. When dismissed back one horse length.
- 10. Perform a  $180^\circ$  turn and trot to exit.

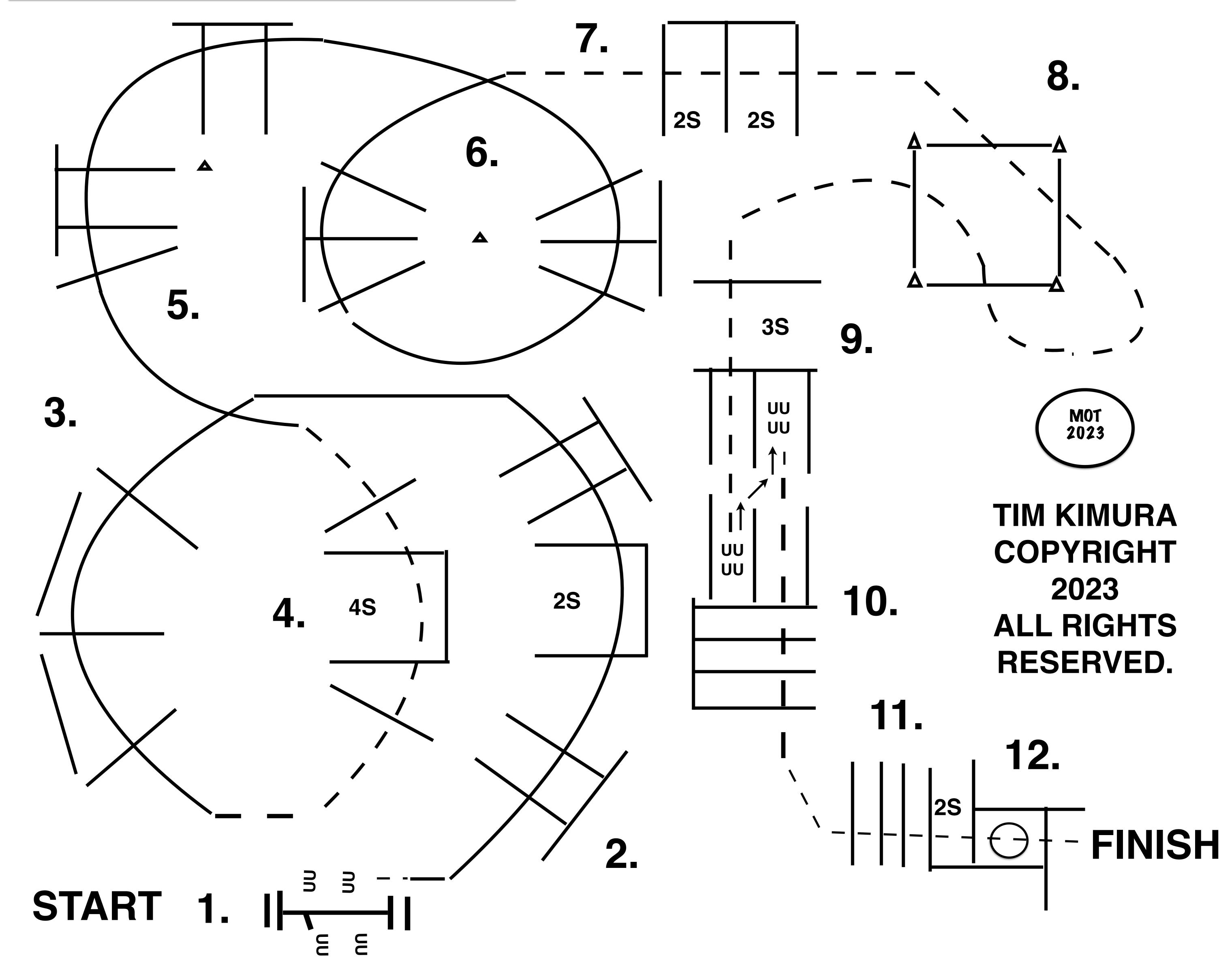








TRAIL: AMATEUR (L2,L3), SELECT (L2,L3), YOUTH 14-18 (L2,L3), AND SENIOR TRAIL (L2,L3)



- 1. WORK GATE RIGHT HAND WALK OVER POLE AND CLOSE.
- 2. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (LL).
- LOPE OVER POLES (LL). 3.
- BREAK TO THE JOG, 4. **JOG OVER POLES.**
- LOPE OVER POLES (RL). 5.

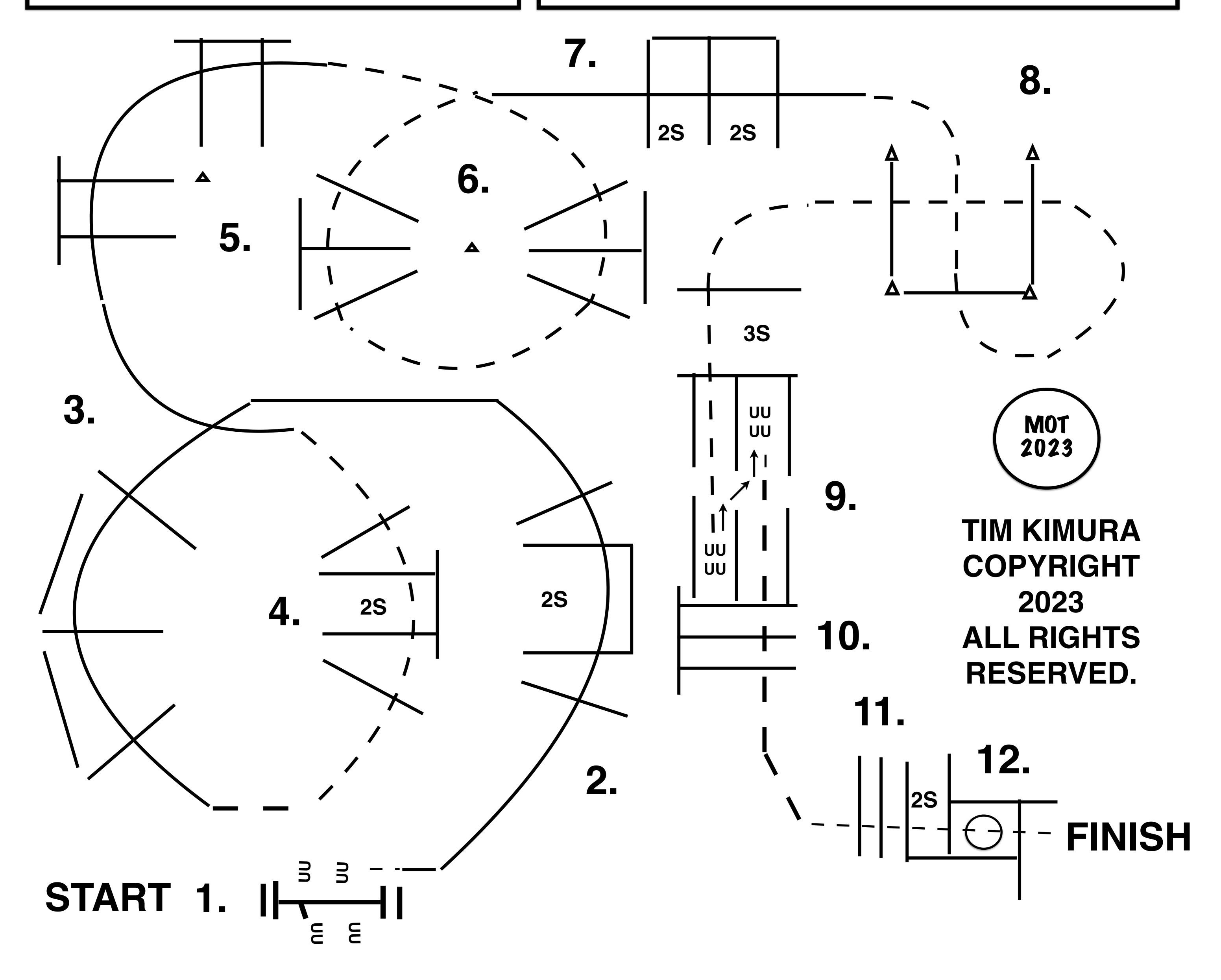
- 8. JOG AROUND CONES, JOG OVER POLES, JOG INTO CHUTE.
- 9. BACK CHUTE TO CHUTE.
- **10. YOU MAY WALK FORWARD,** THEN JOG OVER POLES.
- **11. STOP OR BREAK TO THE** WALK, WALK OVER POLES.
- 12. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.

### 6. LOPE OVER POLES (RL).

### 7. BREAK TO THE JOG,

### **JOG OVER POLES.**

# TRAIL: L1 SENIOR & L1 JUNIOR JUNIOR TRAIL L2,L3 L1 AMATEUR & L1 YOUTH



- 1. WORK GATE RIGHT HAND WALK OVER POLE AND CLOSE.
- 2. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (LL).
- 3. LOPE OVER POLES (LL).
- 4. BREAK TO THE JOG, JOG OVER POLES.
- 5. LOPE OVER POLES (RL).

- 8. BREAK TO THE JOG, JOG AROUND CONES, JOG OVER POLES, JOG INTO CHUTE.
- 9. BACK CHUTE TO CHUTE.
- 10. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
- 11. STOP OR BREAK TO THE

### 6. BREAK TO THE JOG,

### **JOG OVER POLES.**

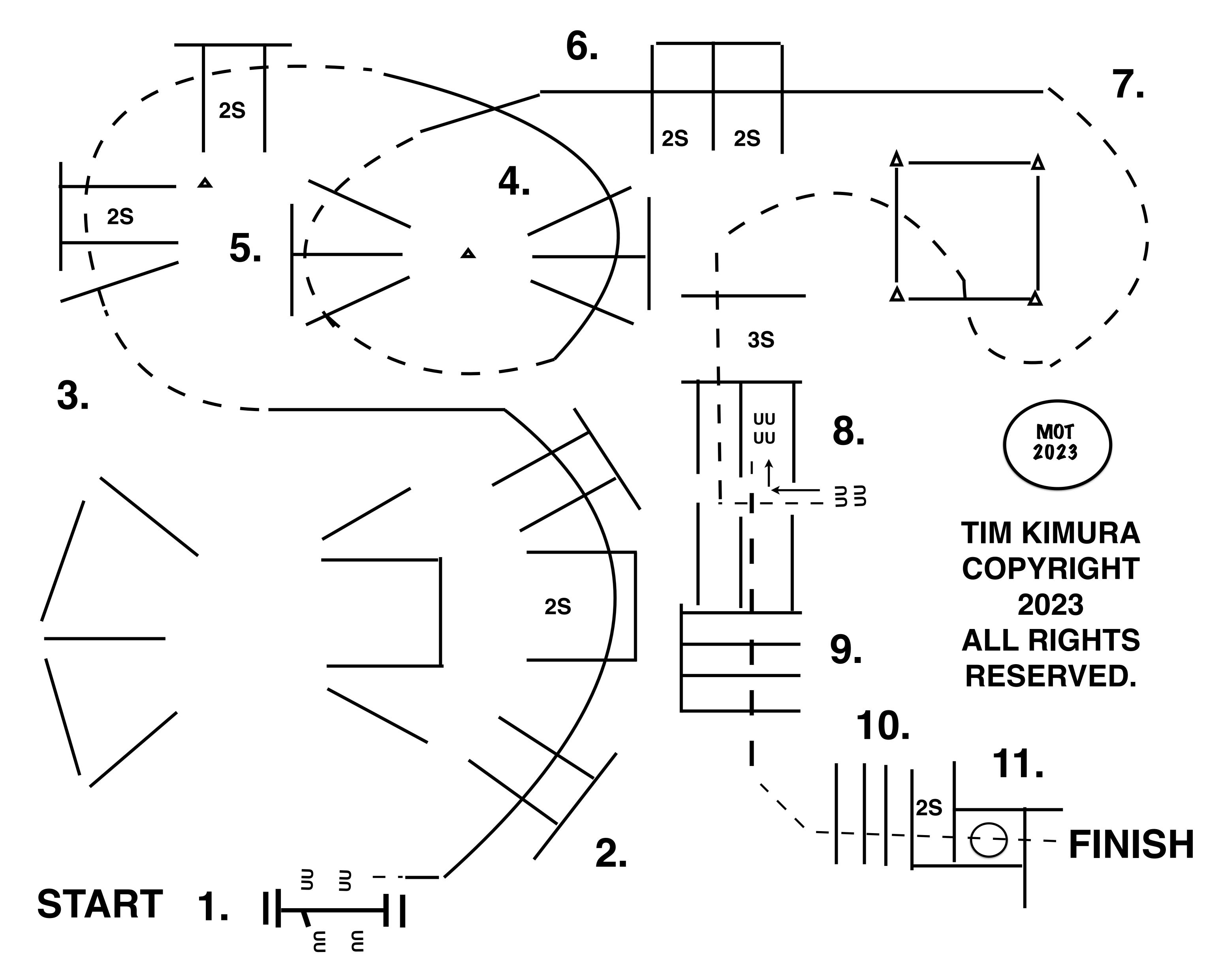
## 7. LOPE OVER POLES (RL)

### WALK, WALK OVER POLES.

12. WALK INTO BOX, EXECUTE A 360

TURN EITHER WAY, WALK OUT BOX.

# **YOUTH TRAIL: 13 & UNDER**



- **WORK GATE RIGHT HAND** WALK OVER POLE AND CLOSE.
- 2. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (LL).
- BREAK TO THE JOG, 3. **JOG OVER POLES.**
- LOPE OVER POLES (RL). 4.

- 7. JOG AROUND CONES, JOG OVER POLES, JOG INTO CHUTE.
- 8. STOP OR BREAK TO THE WALK WALK OUT THE CHUTE, THEN BACK **INTO FIRST CHUTE.**
- 9. YOU MAY WALK FORWARD, THEN JOG OVER POLES.

### 5. BREAK TO THE JOG,

### **JOG OVER POLES.**

### LOPE OVER POLES (RL). 6.

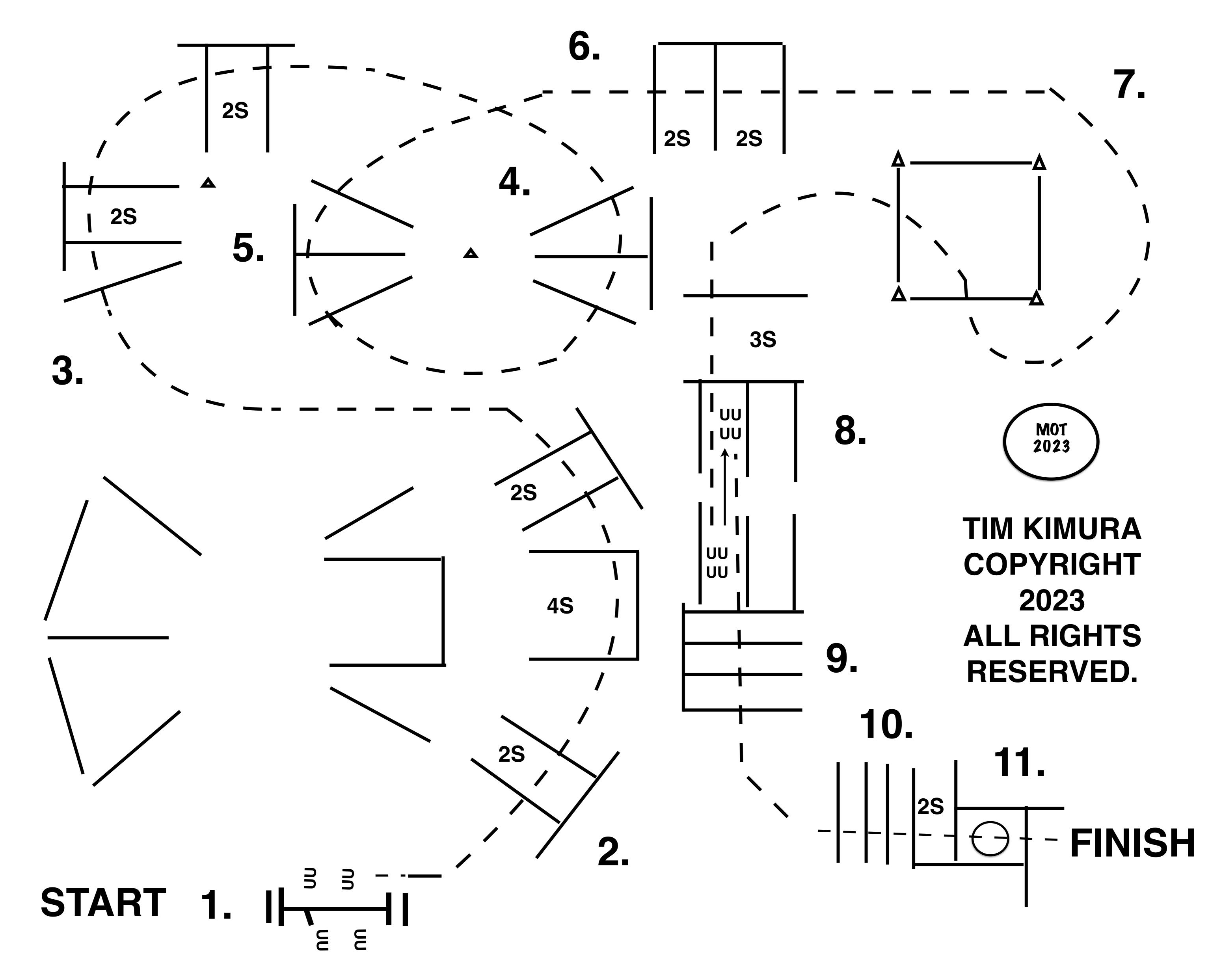
### **10. STOP OR BREAK TO THE**

WALK, WALK OVER POLES.

### 11. WALK INTO BOX, EXECUTE A 360

TURN EITHER WAY, WALK OUT BOX.

**SMALL FRY TRAIL L1 AMATEUR WT TRAIL L1 YOUTH WT TRAIL** 



- **WORK GATE RIGHT HAND** 1. **OPEN AND CLOSE. SMALL FRYS SKIP GATE.**
- 2. YOU MAY WALK FORWARD, **THEN JOG OVER POLES**
- **JOG OVER POLES.** 3.
- **JOG OVER POLES.** Δ

- 7. JOG AROUND CONES, JOG OVER POLES, JOG INTO CHUTE.
- 8. STOP BEYOND GAP, BACK STRAIGHT UNTIL CLEAR OF GAP
- 9. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
- **STOP OR BREAK TO THE** 10.

- 5. JOG OVER POLES.
- **JOG OVER POLES.** 6.



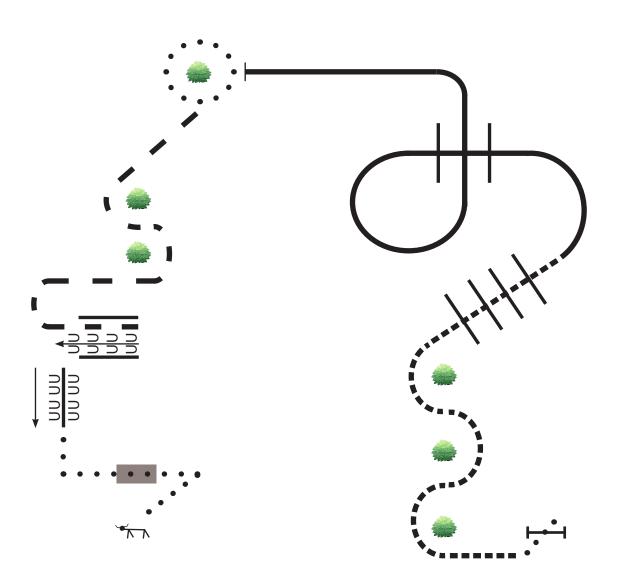
11. WALK INTO BOX, EXECUTE A 360

### TURN EITHER WAY, WALK OUT BOX.

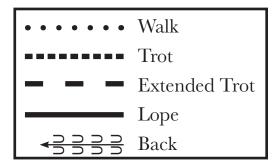




(All Classes) Round 1

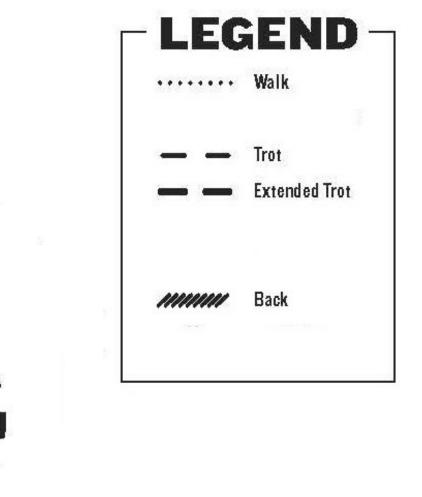


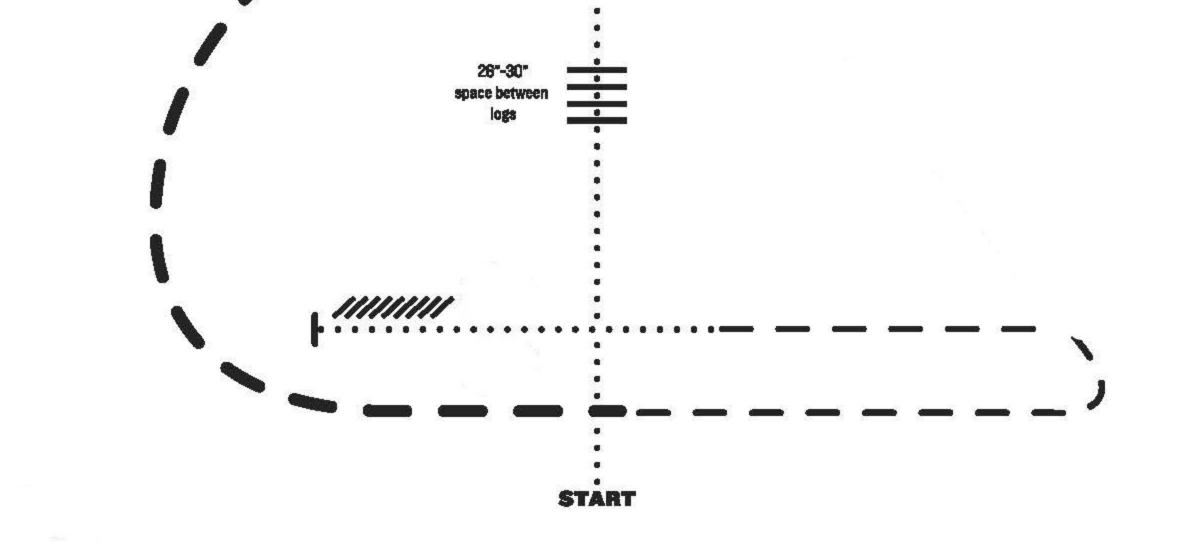
- 1. Right hand gate.
- 2. Trot serpentine.
- 3. Trot over poles.
- 4. Lope left lead over poles.
- 5. Drag log in figure eight either direction. (Youth don't do)
- 6. Extended trot into chute.
- 7. Back out of chute.
- 8. Sidepass right over pole.
- 9. Walk over bridge.
- 10. Walk. Brand the cow.



### Ranch Riding Pattern # 5 - Small Fry

18 and a 2 a cars





1. Walk

2. Walk Over Logs

3. Trot

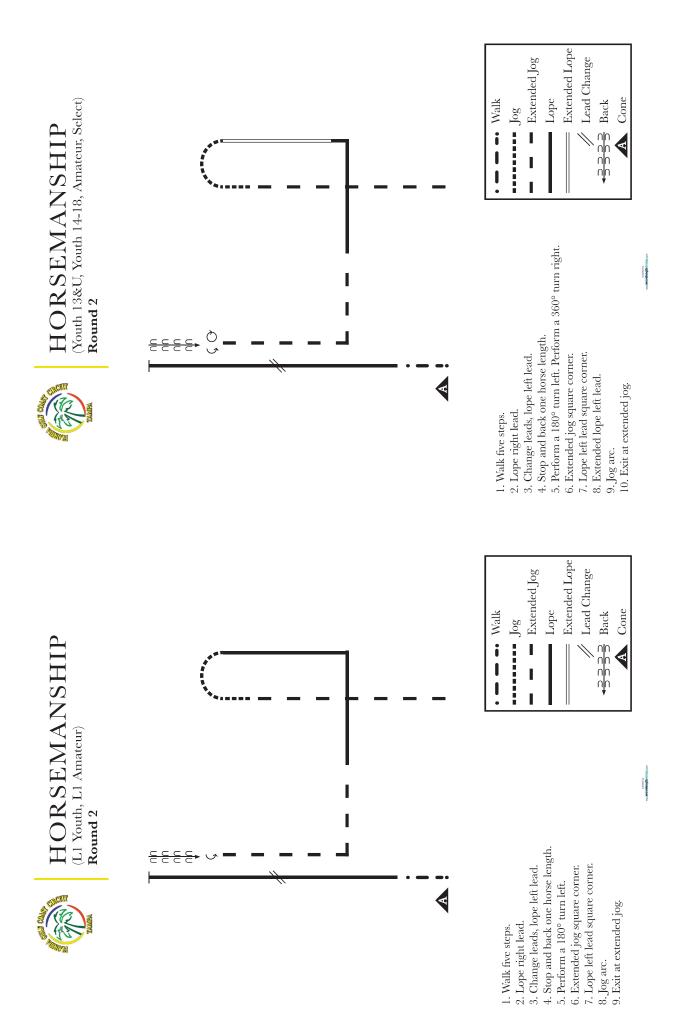
4. Extended Trot

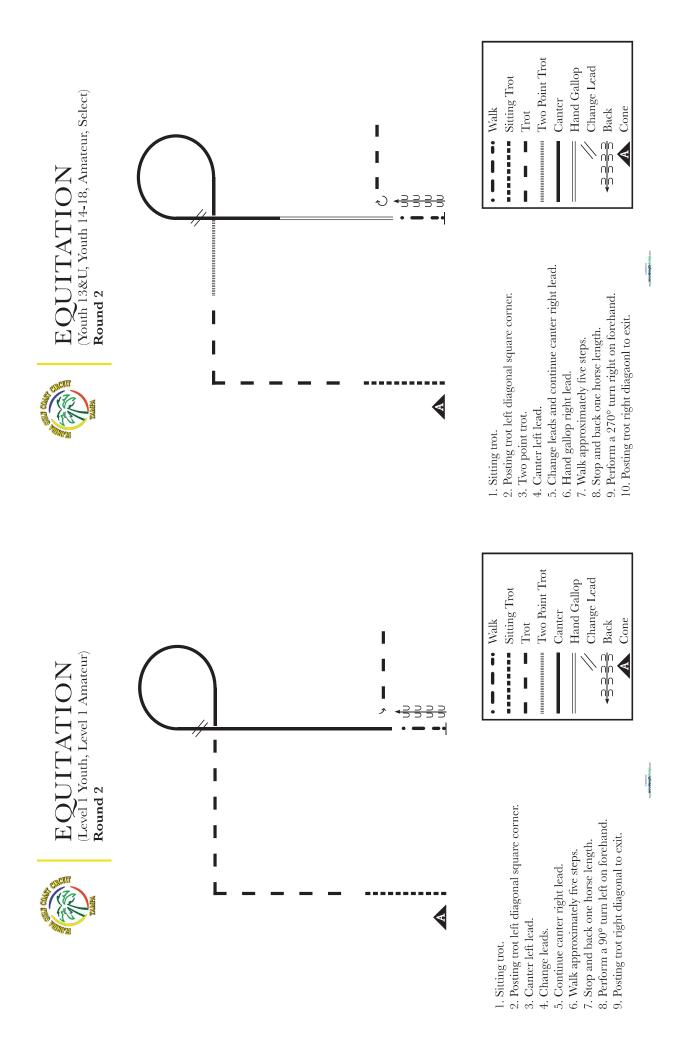
5. Trot

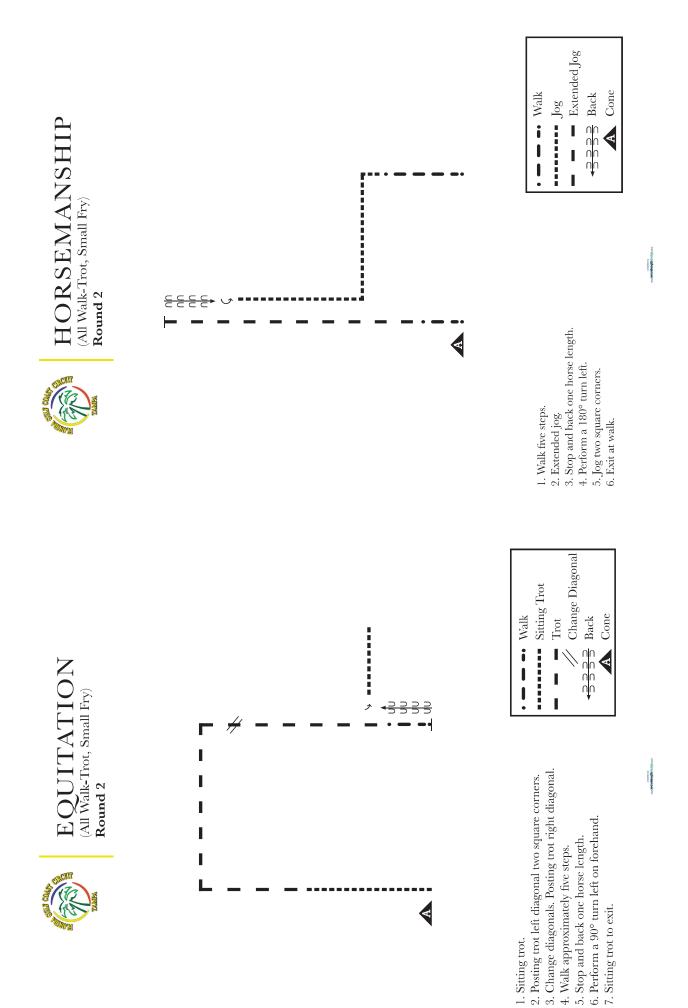
6. Walk

7. Stop And Back

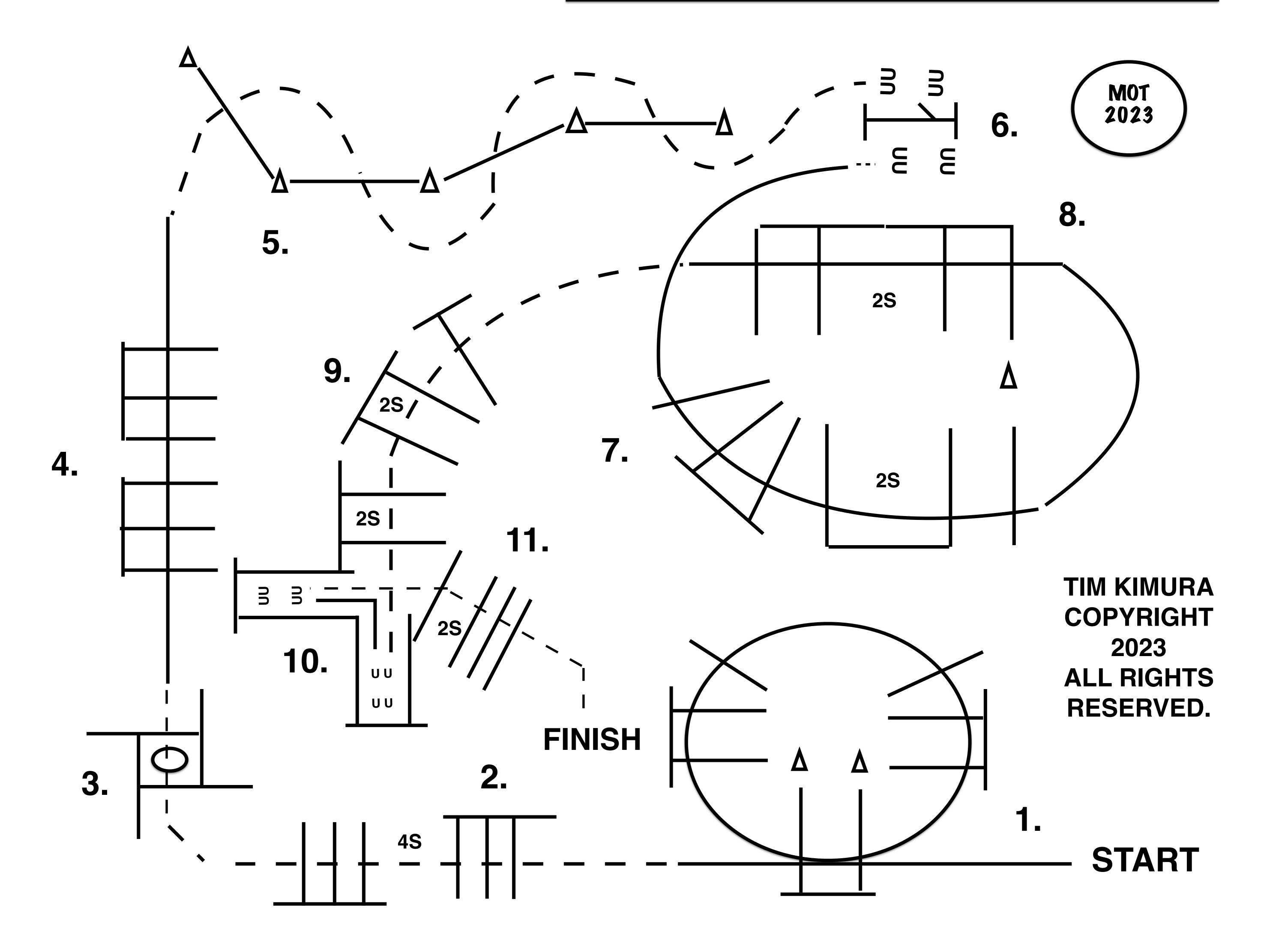








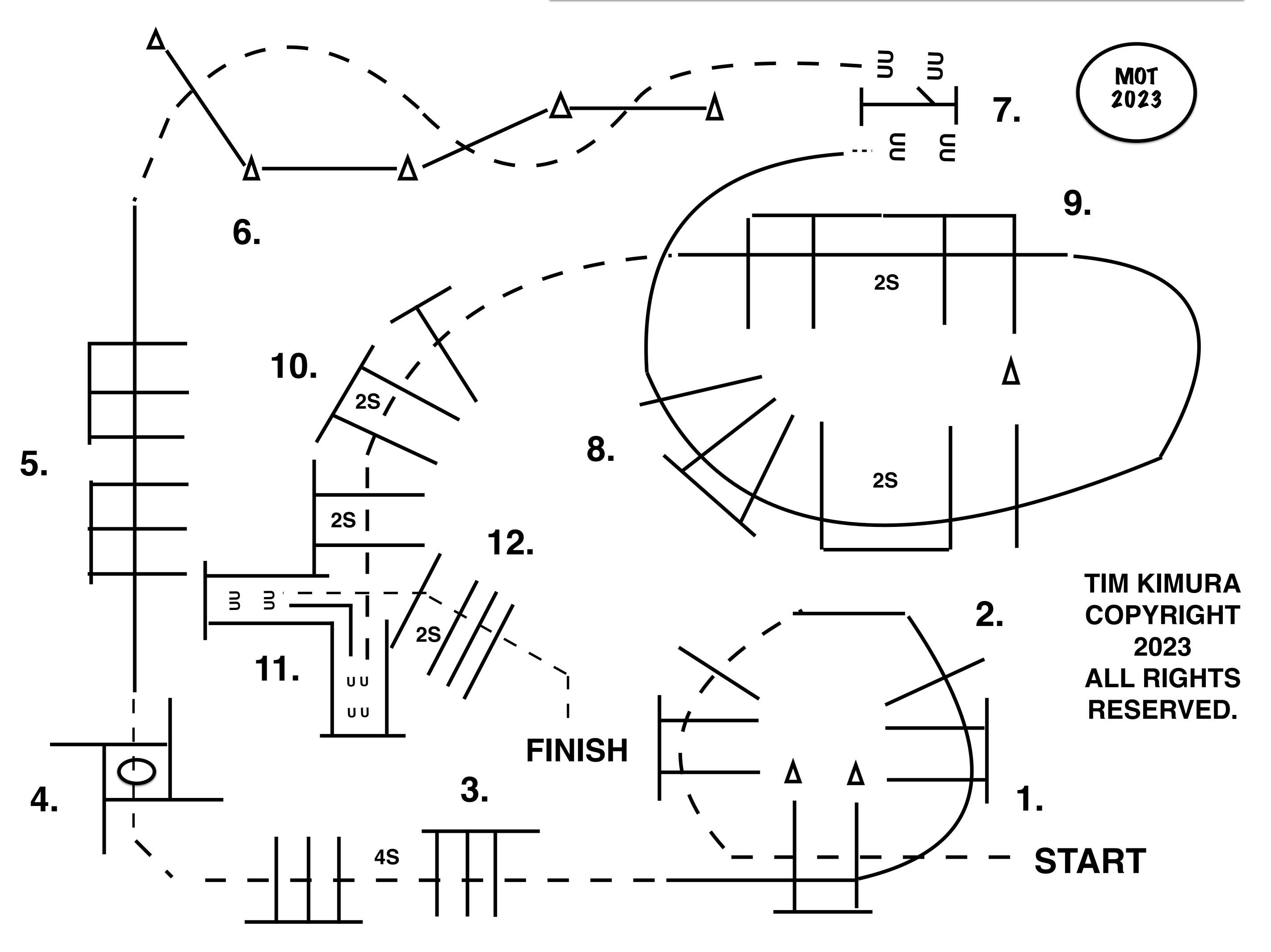
TRAIL: AMATEUR (L2,L3), SELECT (L2,L3), YOUTH 14-18 (L2,L3), AND SENIOR TRAIL (L2,L3)



- 1. LOPE OVER POLES (RIGHT LEAD).
- 2. BREAK TO JOG, JOG OVER POLES.
- 3. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN RIGHT. WALK OUT BOX.
- 4. LOPE OVER POLES (RIGHT LEAD).
- 5. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
- 6. JOG UP TO GATE, WORK GATE RIGHT HAND. OPEN/CLOSE
- 7. YOU MAY WALK FORWARD, LOPE OVER POLES (LEFT LEAD).
- 8. LOPE OVER POLES (LEFT LEAD).
- 9. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE.

### **10. BACK "L", BACK BETWEEN POLES.**

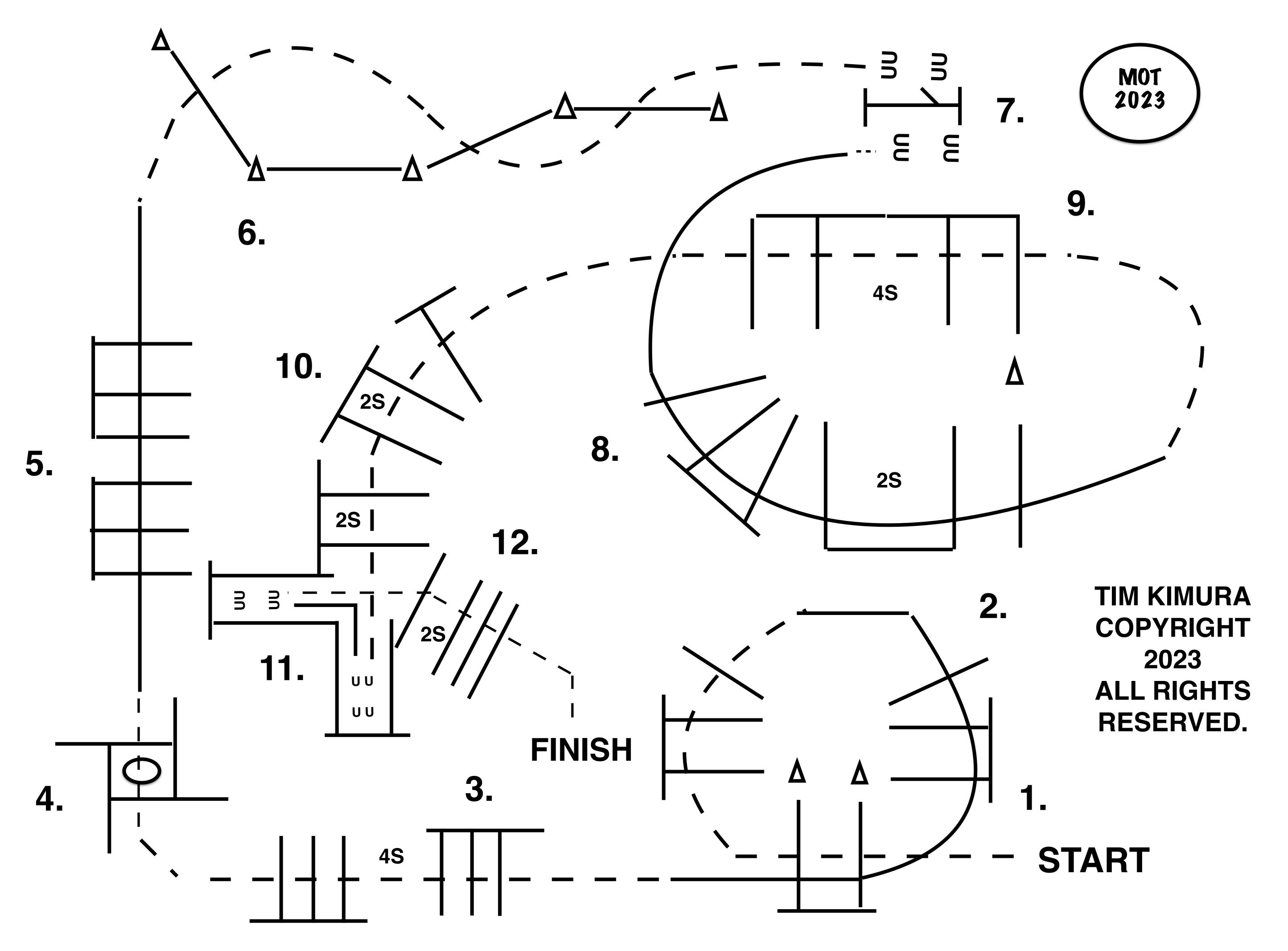
TRAIL: L1 SENIOR & L1 JUNIOR JUNIOR TRAIL L2,L3 L1 AMATEUR & L1 YOUTH



- 1. JOG OVER POLES.
- 2. LOPE OVER POLES (RIGHT LEAD).
- 3. BREAK TO JOG, JOG OVER POLES.
- 4. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN RIGHT. WALK OUT BOX.
- 5. LOPE OVER POLES (RIGHT LEAD).
- 6. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
- 7. JOG UP TO GATE, WORK GATE RIGHT HAND. OPEN/CLOSE
- 8. YOU MAY WALK FORWARD, LOPE OVER POLES (LEFT LEAD).
- 9. LOPE OVER POLES (LEFT LEAD).
- **10. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE.**

# **11. BACK "L", BACK BETWEEN POLES.**

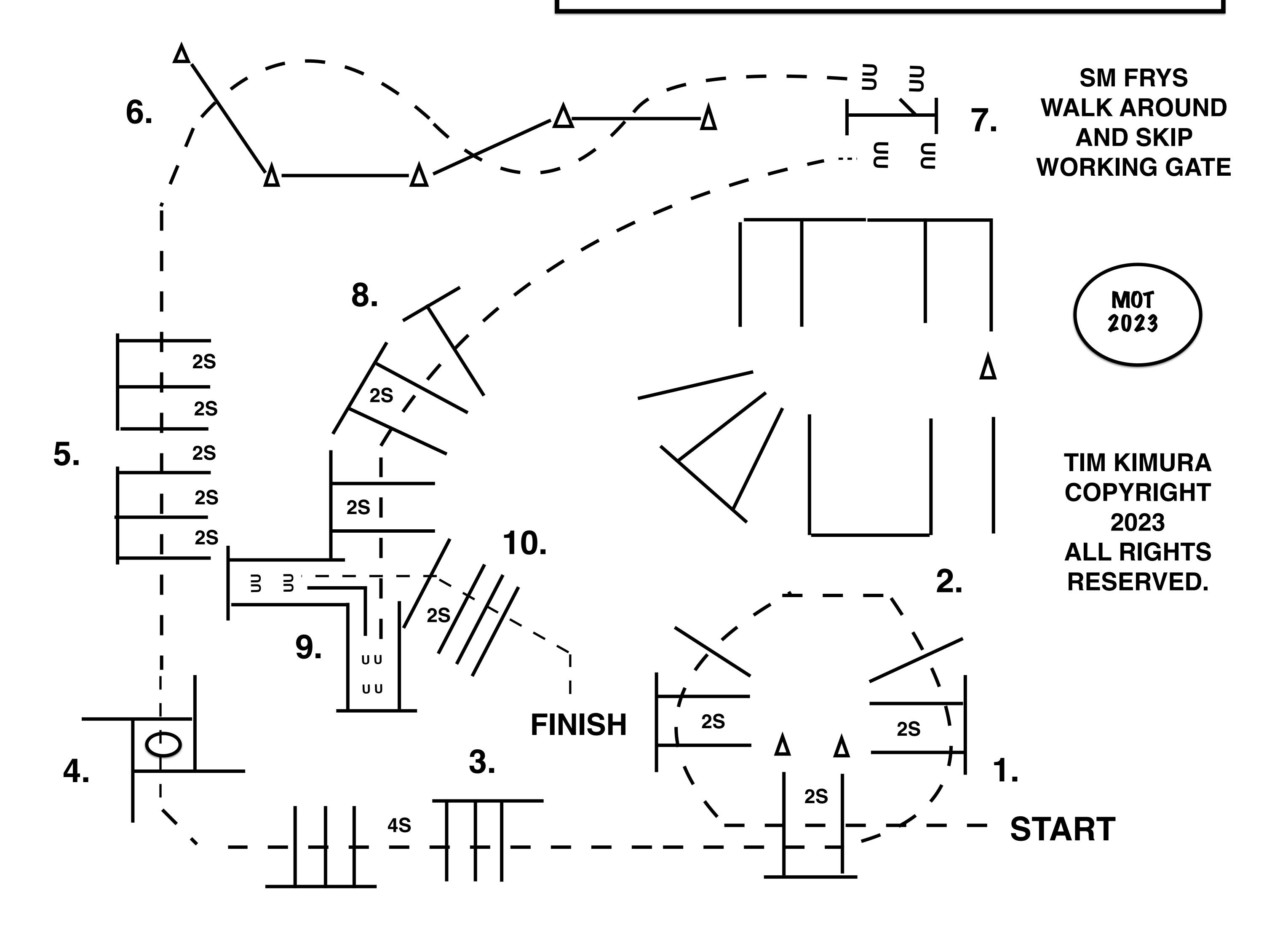
# YOUTH TRAIL: 13 & UNDER



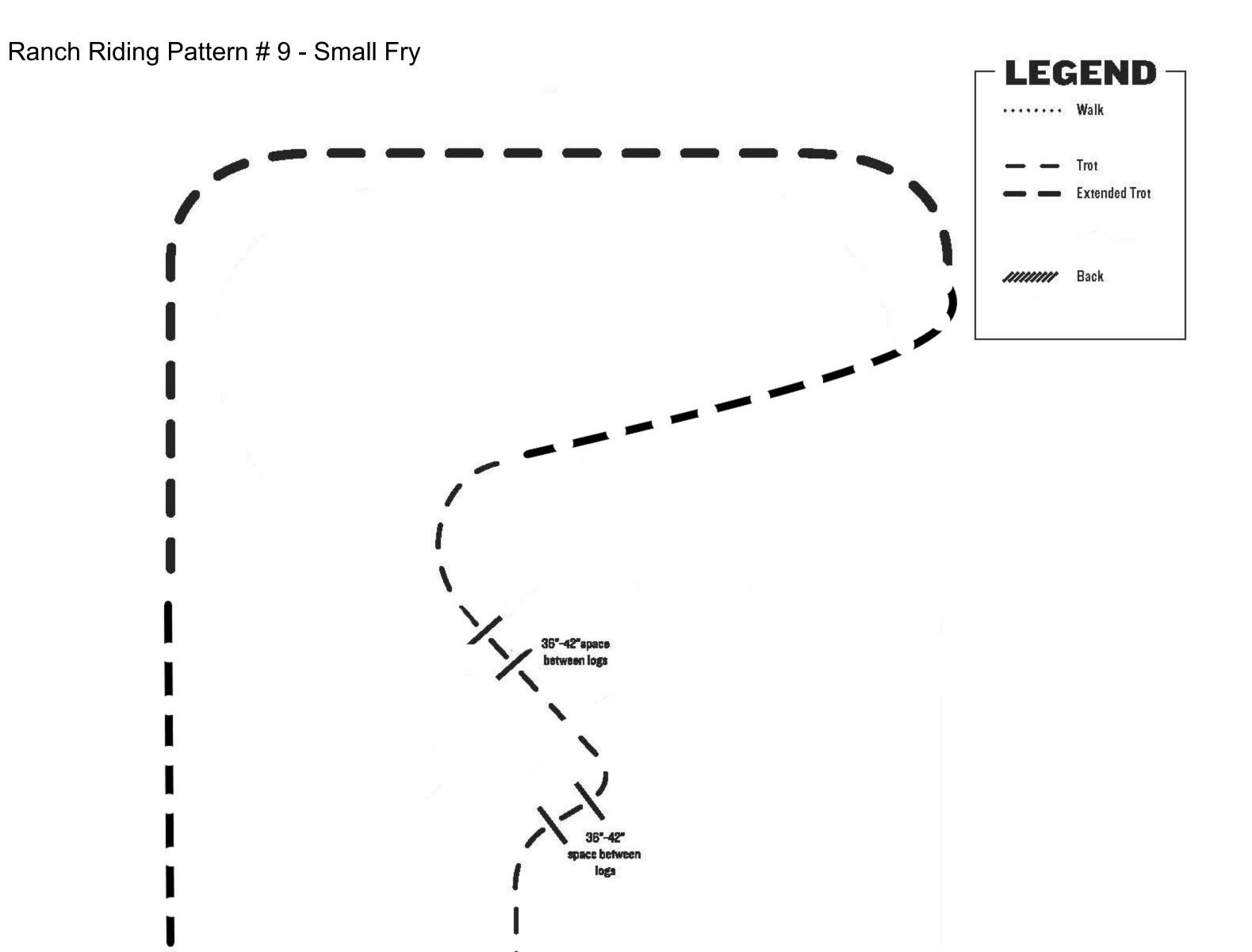
- 1. JOG OVER POLES.
- 2. LOPE OVER POLES (RIGHT LEAD).
- 3. BREAK TO JOG, JOG OVER POLES.
- 4. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN RIGHT. WALK OUT BOX.
- 5. LOPE OVER POLES (RIGHT LEAD).
- 6. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
- 7. JOG UP TO GATE, WORK GATE RIGHT HAND. OPEN/CLOSE
- 8. YOU MAY WALK FORWARD, LOPE OVER POLES (LEFT LEAD).
- 9. BREAK TO JOG, JOG OVER POLES.
- 10. JOG OVER POLES, JOG INTO CHUTE.

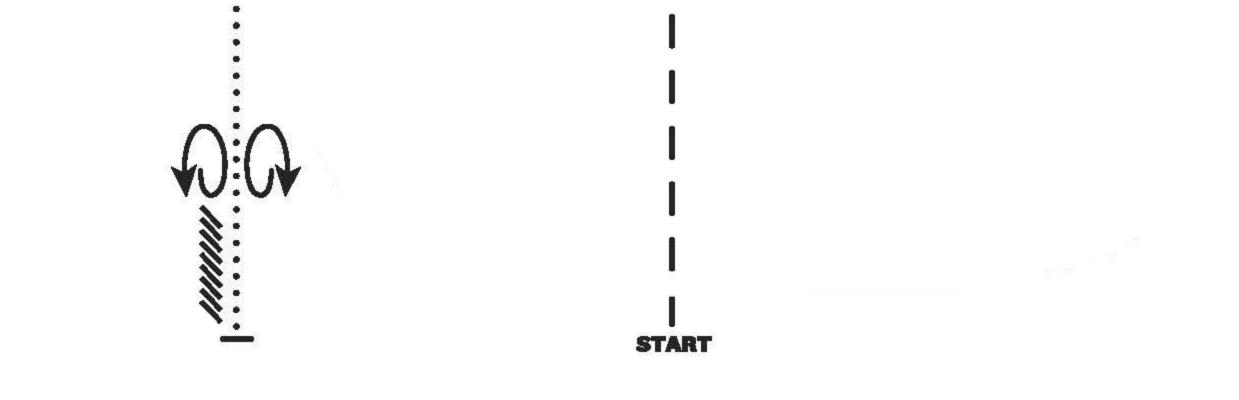
# **11. BACK "L", BACK BETWEEN POLES.**

**SMALL FRY TRAIL L1 AMATEUR WT TRAIL** L1 YOUTH WT TRAIL



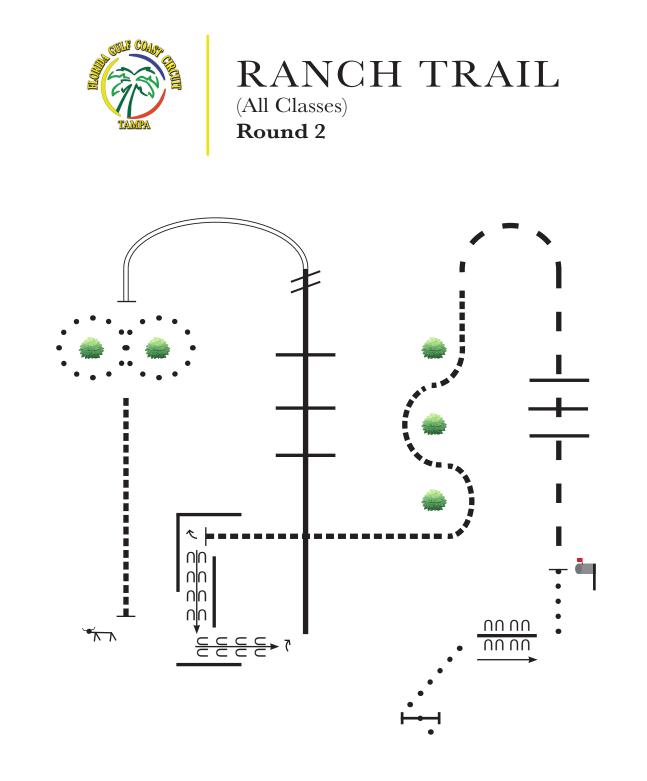
- 1. JOG OVER POLES.
- 2. JOG OVER POLES.
- 3. JOG OVER POLES.
- 4. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN RIGHT. WALK OUT BOX.
- 5. JOG OVER POLES.
- 6. JOG THROUGH SERPENTINE, JOG OVER POLES.
- 7. JOG UP TO GATE, WORK GATE RIGHT HAND. OPEN/CLOSE
- 8. YOU MAY WALK FORWARD, JOG OVER POLES, JOG INTO CHUTE.
- 9. BACK "L", BACK BETWEEN POLES.





- 1. Trot
- 2. Trot Over Logs
- 3. Extended Trot
- 4. Walk
- 5. Stop And Back
- 6. 360 Degree Turn One Way Only (either direction right or left)





- 1. Left hand gate.
- 2. Walk to log and sidepass right.
- 3. Walk to mailbox, remove item and return to mailbox.
- 4. Extended trot over poles.
- 5. Slow to trot and trot serpentine.
- 6. Trot into chute. 90° turn right, back "L".
- 7. Slight turn, lope right lead.
- 8. Change leads. Lope left lead with speed. Stop.
- 9. Drag log in figure eight either direction. (Youth don't do)
- 10. Jog. Brand the cow.

