

Generous Gold Coast Sponsors! Thank you! Pattern Book

















































Rule Book Patterns

DATE	12/28	12/29	12/30	12/31
VRH Riding		1		2
VRH Reining	7		6	
Ranch Riding		15		12
Western Riding		2		7

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 (Level 2 OR Level 3)

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 <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 OR Amateur Performance Geldings

Amateur Mares 3 year old, Aged OR 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 (Level 2 OR Level 3)

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

Select Amateur Showmanship (Level 2 OR Level 3)

Select Amateur Horsemanship (Level 2 OR Level 3)

Select Amateur Western Pleasure

Select Amateur Equitation (Level 2 OR Level 3)

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 Pleasure Driving

Amateur Jumping

Amateur Reining

Amateur Western Riding

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 <u>OR</u> 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

Ir Pleasure Driving

Jr Hunter Under Saddle - Level 2 OR Level 3

Ir Working Hunter

Ir Hunter Hack

Jumping

Ir Trail - Level 2 OR Level 3

Ir Western Riding

Ir 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

Working Western Rail - Amateur

Youth Ranch

VRH Reining - Youth

VRH Ranch Riding - Youth

VHR Trail - Youth

VRH Conformation - Youth

Ranch Riding - Youth

Ranch Trail - Youth

Working Western 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

Working Western 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

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.

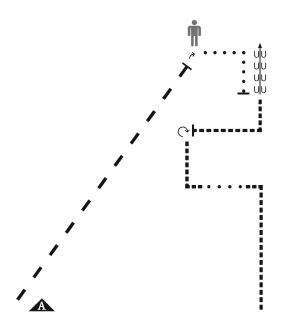
You may **NOT ADD ANY NSBA** class **AT** the gate. **ALL NSBA** entries for **ALL** classes must be made directly with the show office. **All L2 classes MUST be added in the office.**

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.

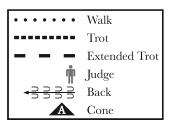
Draws – many of the draws for the FIRST class in the morning, will be drawn and posted the night before. Please make your entries by 5 pm. If you add after the draw is drawn, you will go first. Except on the last day, where you will go last.

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

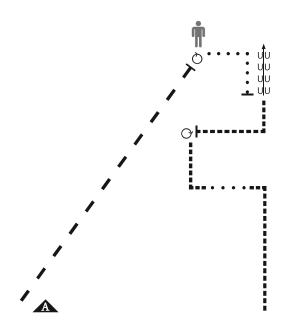




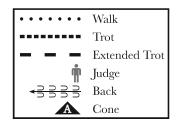
- 1. Extended trot to judge.
- 2. Stop. Perform approximate 1/4 turn with hip to judge.
- 3. Set up.
- 4. Inspection.
- 5. When dismissed walk square corner.
- 6. Stop and back.
- 7. Trot square corner.
- 8. Stop. Perform 270° turn.
- 9. Trot square corner.
- 10. Walk 4 steps. Exit at trot.



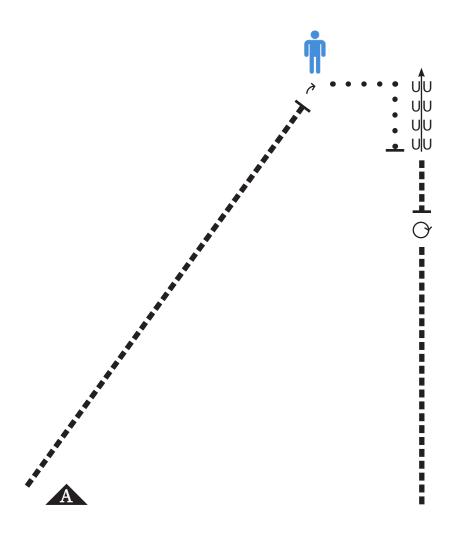




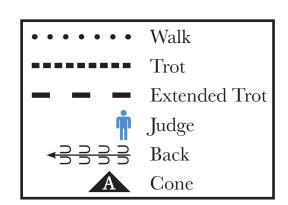
- 1. Extended trot to judge.
- 2. Stop. Perform approximate 1 1/4 turn with hip to judge.
- 3. Set up.
- 4. Inspection.
- 5. When dismissed walk square corner.
- 6. Stop and back.
- 7. Trot square corner.
- 8. Stop. Perform 630° turn.
- 9. Trot square corner.
- 10. Walk 4 steps. Exit at trot.





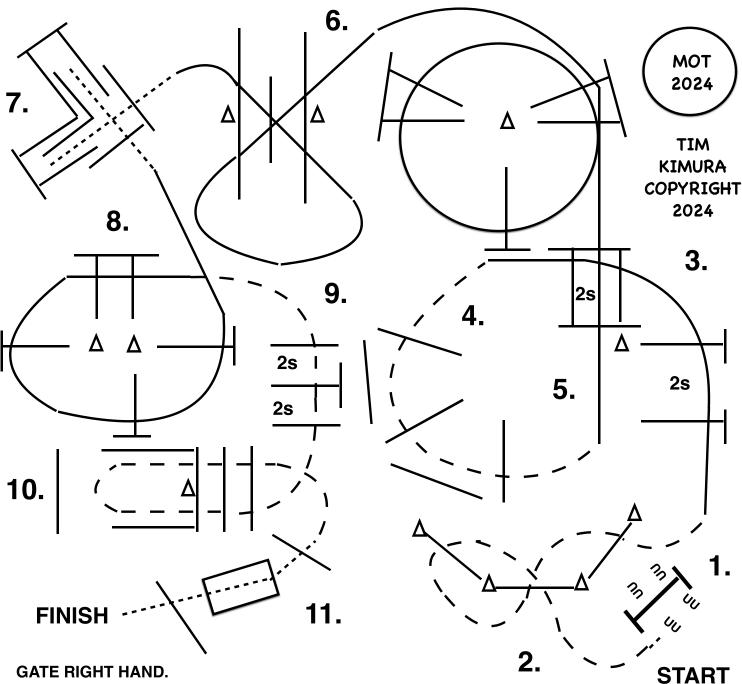


- 1. Trot to judge.
- 2. Stop. Perform approximate 1/4 turn with hip to judge.
- 3. Set up.
- 4. Inspection.
- 5. When dismissed walk square corner.
- 6. Stop and back.
- 7. Trot 5 steps.
- 8. Stop. Perform 360° turn.
- 9. Exit at trot.



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

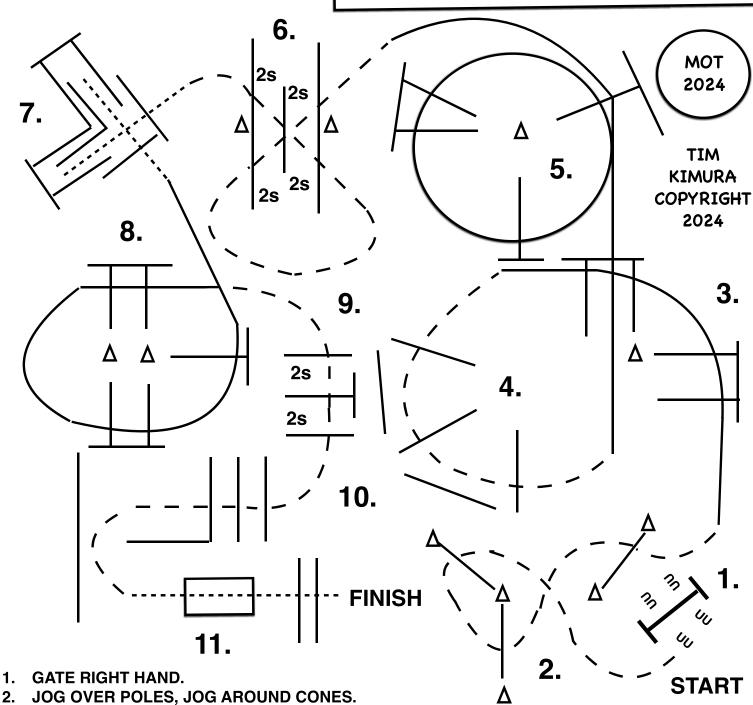
THURSDAY, DECEMBER 28



- 1.
- JOG OVER POLES, JOG AROUND CONES.
- 3. LOPE OVER POLES (LEFT LEAD).
- 4. BREAK TO THE JOG, JOG OVER POLES.
- 5. LOPE OVER POLES (LEFT LEAD).
- 6. LOPE OVER POLES (LEFT LEAD).
- STOP OR BREAK TO THE WALK, WALK INTO CHUTE, BACK "L", WALK OUT.
- 8. LOPE OVER POLES (RIGHT LEAD)
- 9. BREAK TO THE JOG, JOG OVER POLES.
- 10. JOG OVER POLES, UP AND BACK.
- STOP OR BREAK TO THE WALK, WALK OVER POLES, AND BRIDGE.

THURSDAY, DECEMBER 28

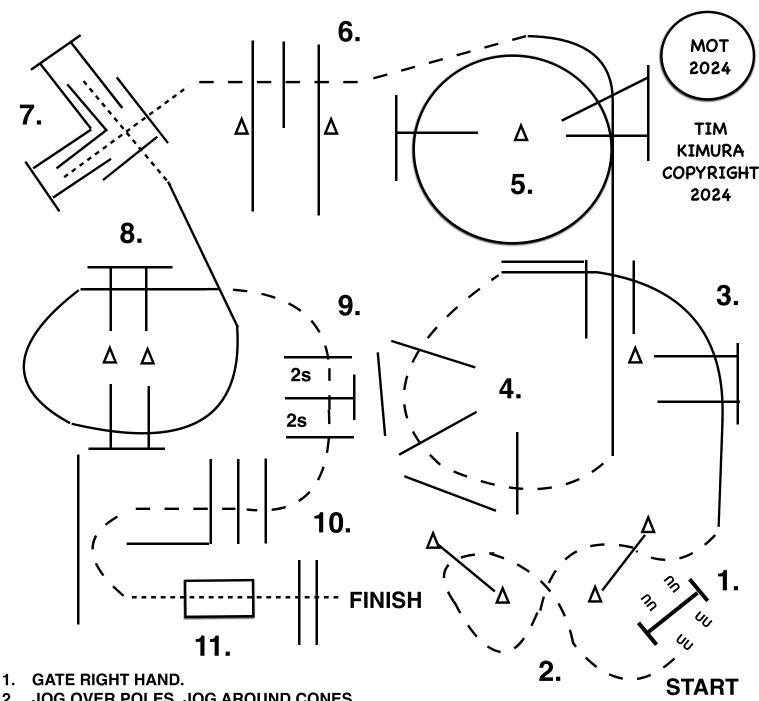
L1/GREEN SENIOR TRAIL L1/GREEN JUNIOR TRAIL **JUNIOR TRAIL (L2,L3)** L1/ NOVICE AMATEUR & L1/NOVICE YOUTH TRAIL



- 3. LOPE OVER POLES (LEFT LEAD).
- BREAK TO THE JOG, JOG OVER POLES.
- 5. LOPE OVER POLES (LEFT LEAD).
- BREAK TO THE JOG, JOG OVER POLES..
- STOP OR BREAK TO THE WALK, WALK INTO CHUTE, BACK "L", WALK OUT.
- 8. **LOPE OVER POLES (RIGHT LEAD)**
- BREAK TO THE JOG, JOG OVER POLES. 9.
- 10. JOG OVER POLES, JOG UP TO BRIDGE.
- STOP OR BREAK TO THE WALK, 11. WALK OVER BRIDGE AND OVER POLES.

YOUTH TRAIL 13 & UNDER

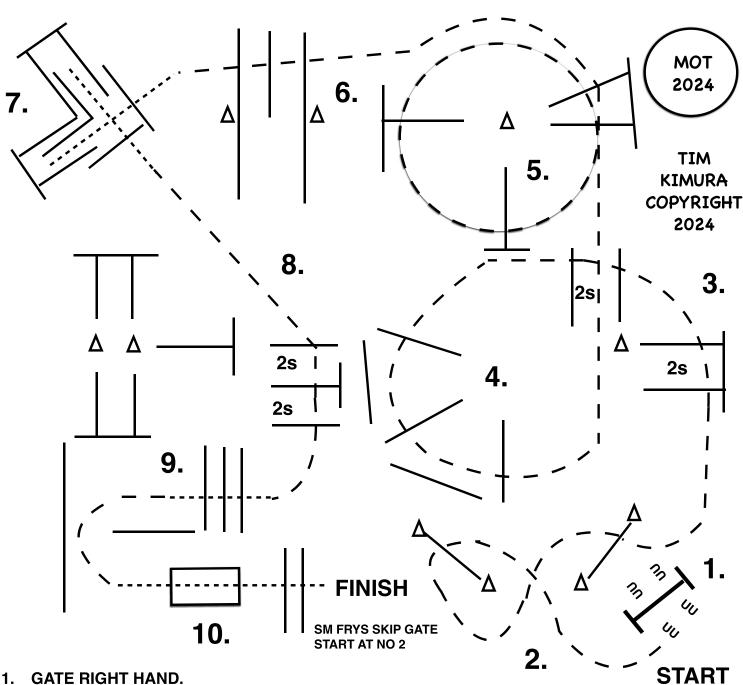
THURSDAY, DECEMBER 28



- 2. JOG OVER POLES, JOG AROUND CONES.
- 3. LOPE OVER POLES (LEFT LEAD).
- 4. BREAK TO THE JOG, JOG OVER POLES.
- 5. LOPE OVER POLES (LEFT LEAD).
- BREAK TO THE JOG, JOG OVER POLES..
- STOP OR BREAK TO THE WALK, WALK INTO CHUTE, BACK "L", WALK OUT.
- 8. LOPE OVER POLES (RIGHT LEAD)
- BREAK TO THE JOG, JOG OVER POLES. 9.
- 10. JOG OVER POLES, JOG UP TO BRIDGE.
- STOP OR BREAK TO THE WALK, WALK OVER BRIDGE AND OVER POLES.

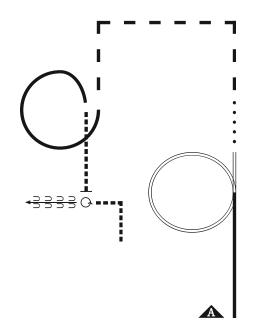
THURSDAY, DECEMBER 28

SM FRY TRAIL L1 AMATEUR WT TRAIL **L1 YOUTH WT TRAIL**

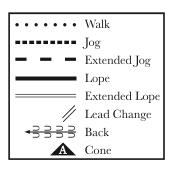


- JOG OVER POLES, JOG AROUND CONES. 2.
- 3. JOG OVER POLES.
- 4. JOG OVER POLES.
- 5. JOG OVER POLES..
- **JOG OVER POLES..**
- 7. STOP OR BREAK TO THE WALK, WALK INTO CHUTE, BACK "L", WALK OUT.
- **JOG OVER POLES.**
- STOP OR BREAK TO THE WALK, WALK OVER POLES.
- JOG TO BRIDGE, STOP OR BREAK TO THE WALK, WALK OVER BRIDGE AND POLES.

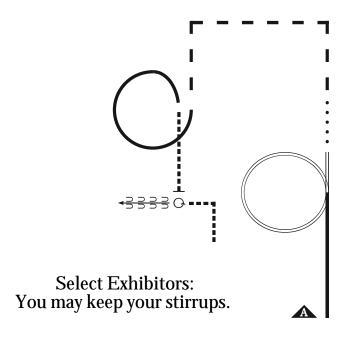




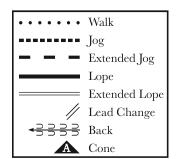
- 1. Lope left lead.
- 2. Extended lope small tight circle.
- 3. Break to walk 4-5 steps.
- 4. Extended jog 2 square corners.
- 5. Lope right lead circle.
- 6. Before closing circle break to jog.
- 7. Stop. Perform a 1 1/4 turn left.
- 8. Back.
- 9. Jog square corner to exit.



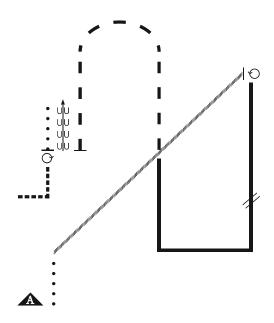




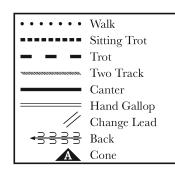
- 1. Lope left lead.
- 2. Extended lope small tight circle.
- 3. Break to walk 4-5 steps.
- 4. Extended jog 2 square corners. Drop stirrups.
- 5. Lope right lead circle.
- 6. Before closing circle break to jog.
- 7. Stop. Perform a 2 1/4 turn left.
- 8. Back.
- 9. Jog square corner to exit.



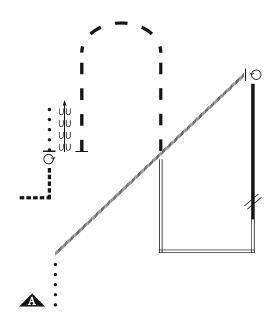




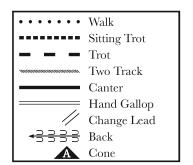
- 1. Walk 4-5 steps.
- 2. Two track to right.
- 3. Stop. Perform an approximate 1 1/2 turn left on forehand.
- 4. Canter left lead.
- 5. Change leads.
- 6. Canter right lead two square corners.
- 7. Posting trot right diagonal.
- 8. Stop and back.
- 9. Walk 4-5 steps.
- 10. Perform a 360° turn right on forehand. Trot to exit.



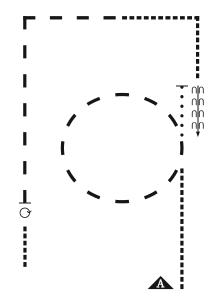




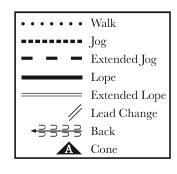
- 1. Walk 4-5 steps.
- 2. Two track to right.
- 3. Stop. Perform an approximate 1 1/2 turn left on forehand.
- 4. Canter left lead.
- 5. Change leads.
- 6. Hand gallop right lead two square corners.
- 7. Posting trot right diagonal.
- 8. Stop and back.
- 9. Walk 4-5 steps.
- 10. Perform a 360° turn right on forehand. Trot to exit.



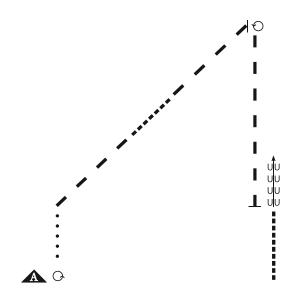




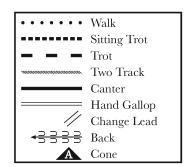
- 1. Jog.
- 2. Extended jog circle.
- 3. Walk.
- 4. Stop and back.
- 5. Jog square corner.
- 6. Extended jog square corner.
- 7. Stop. Perform a 360° turn right.
- 8. Exit at jog.





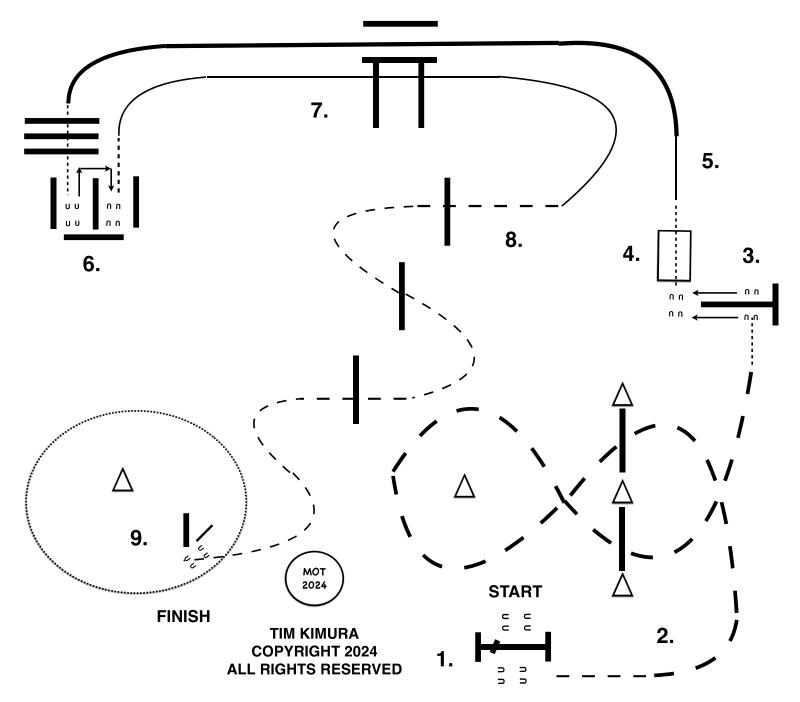


- 1. Perform a 360° turn left on forehand.
- 2. Walk 4-5 steps.
- 3. Slight turn right, posting trot left diagonal.
- 4. Sitting trot.
- 5. Posting trot right diagonal.
- 6. Stop. Perform approximate 90° turn right on forehand.
- 7. Posting trot right diagonal.
- 8. Stop and back.
- 9. Exit at sitting trot.



ALL RANCH TRAIL CLASSES

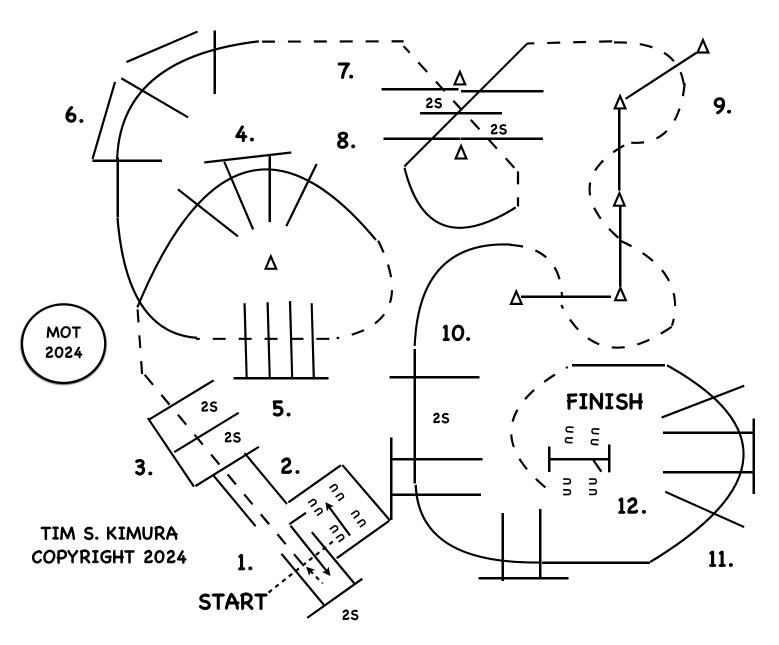
THURSDAY, DECEMBER 28TH



- 1. WORK GATE LEFT HAND.
- 2. PICK UP THE TROT, THEN EXTEND THE TROT OVER LOGS AND EXTEND AROUND CONES.
- 3. BREAK TO THE WALK, WALK OVER LOG, SIDE PASS LEFT.
- 4. WALK FORWARD, WALK OVER BRIDGE.
- 5. PICK UP THE LOPE, THEN EXTEND THE LOPE UP TO LOGS, BREAK TO THE WALK, WALK OVER LOGS, WALK INTO CHUTE.
- 6. BACK A "U-TURN" BETWEEN LOGS, WALK OUT CHUTE.
- 7. LOPE OVER LOGS (RIGHT LEAD).
- 8. BREAK TO THE TROT, TROT OVER LOGS, TROT UP TO DRAG.
- 9. WORK DRAG WALK OR TROT AROUND MARKER, RETURN ROPE.
 YOUTH TRAIL PICK UP SLICKER, CARRY AT THE WALK OR TROT AROUND MARKER
 RETURN THE SLICKER.

SATURDAY, DECEMBER 30TH

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

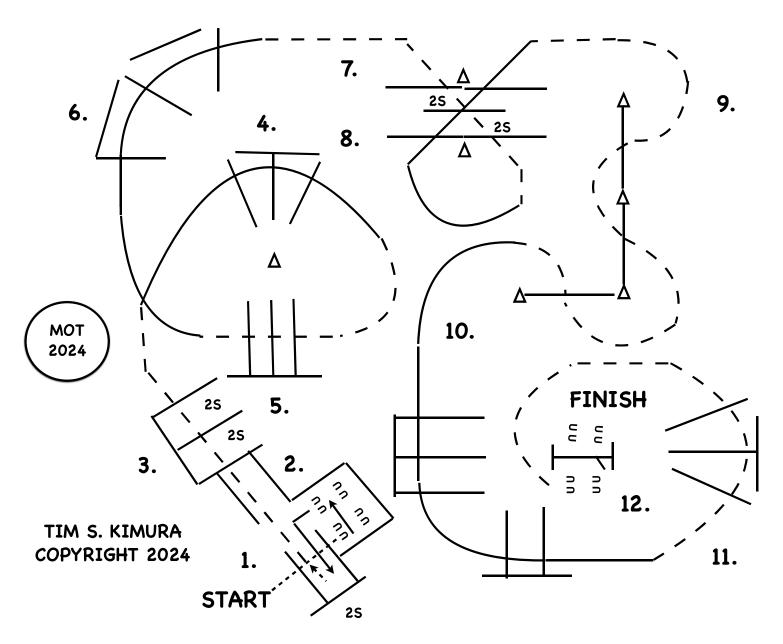


- 1. WALK OVER POLES INTO BOX, SIDE PASS TO THE LEFT.
- 2. BACK "L" BETWEEN POLES.
- 3. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
- 4. LOPE OVER POLES (RIGHT LEAD).
- 5. BREAK TO THE JOG, JOG OVER POLES.
- 6. LOPE OVER POLES (RIGHT LEAD).

- 7. BREAK TO THE JOG, JOG OVER POLES.
- 8. LOPE OVER POLES (RIGHT LEAD).
- 9. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
- 10. LOPE OVER POLES (LEFT LEAD).
- 11. LOPE OVER POLES (LEFT LEAD).
- 12. BREAK TO THE JOG, JOG UP TO GATE. WORK GATE LEFT HAND.

SATURDAY, DECEMBER 30TH

L1/GREEN SENIOR TRAIL L1/GREEN JUNIOR TRAIL JUNIOR TRAIL (L2,L3) L1/ NOVICE AMATEUR & L1/NOVICE YOUTH TRAIL

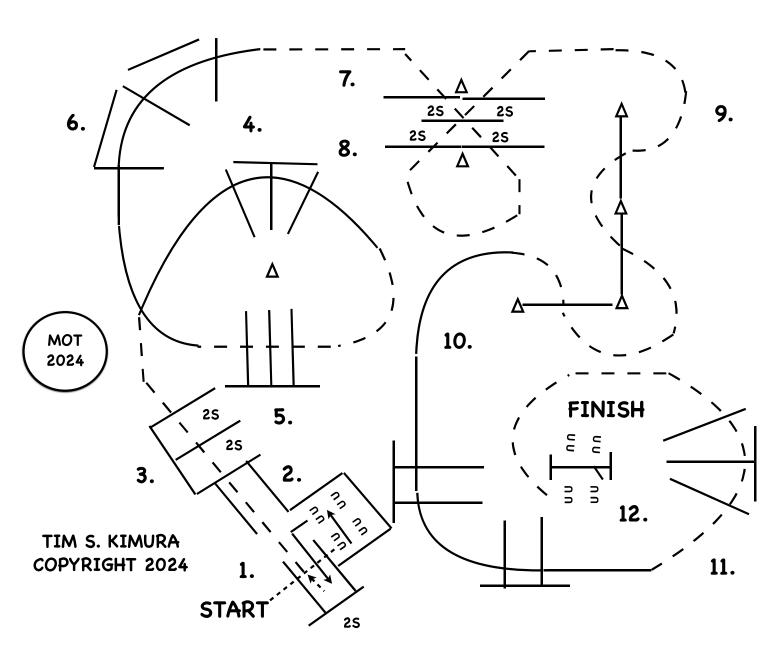


- 1. WALK OVER POLES INTO BOX, SIDE PASS TO THE LEFT.
- 2. BACK "L" BETWEEN POLES.
- 3. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
- 4. LOPE OVER POLES (RIGHT LEAD).
- 5. BREAK TO THE JOG, JOG OVER POLES.
- 6. LOPE OVER POLES (RIGHT LEAD).

- 7. BREAK TO THE JOG, JOG OVER POLES.
- 8. LOPE OVER POLES (RIGHT LEAD).
- 9. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
- 10. LOPE OVER POLES (LEFT LEAD).
- 11. BREAK TO THE JOG, JOG OVER POLES.
- 12. JOG UP TO GATE, WORK GATE LEFT HAND.

YOUTH TRAIL 13 & UNDER

SATURDAY, DECEMBER 30TH

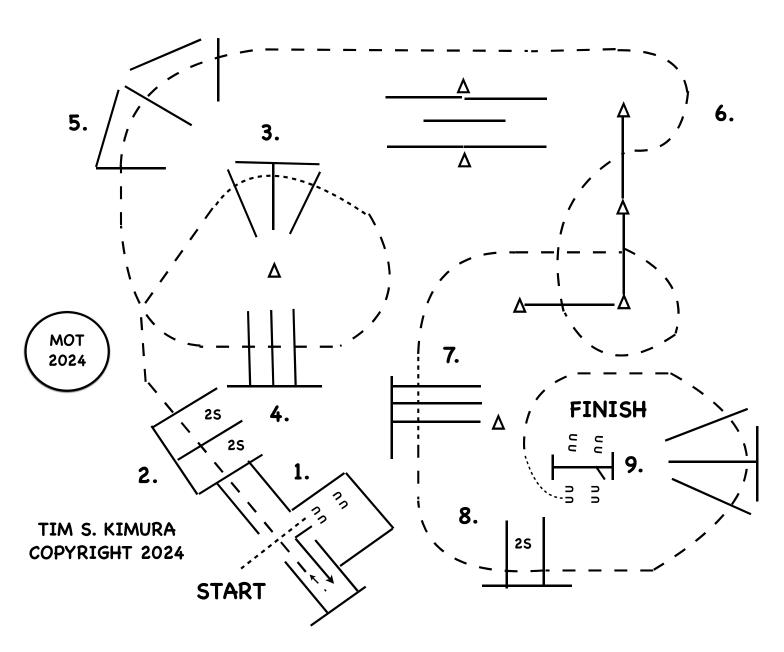


- 1. WALK OVER POLES INTO BOX, SIDE PASS TO THE LEFT.
- 2. BACK "L" BETWEEN POLES.
- 3. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
- 4. LOPE OVER POLES (RIGHT LEAD).
- 5. BREAK TO THE JOG, JOG OVER POLES.
- 6. LOPE OVER POLES (RIGHT LEAD).

- 7. BREAK TO THE JOG, JOG OVER POLES.
- 8. JOG OVER POLES.
- 9. JOG THROUGH SERPENTINE JOG OVER POLES.
- 10. LOPE OVER POLES (LEFT LEAD).
- 11. BREAK TO THE JOG, JOG OVER POLES.
- 12. JOG UP TO GATE, WORK GATE LEFT HAND.

SM FRY TRAIL L1 AMATEUR WT TRAIL L1 YOUTH WT TRAIL

SATURDAY, DECEMBER 30TH



- 1. WALK INTO CHUTE, THEN BACK "L" BETWEEN POLES AROUND CORNER.
- 2. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
- 3. STOP OR BREAK TO THE WALK WALK OVER POLES.
- 4. JOG OVER POLES.
- 5. JOG OVER POLES.

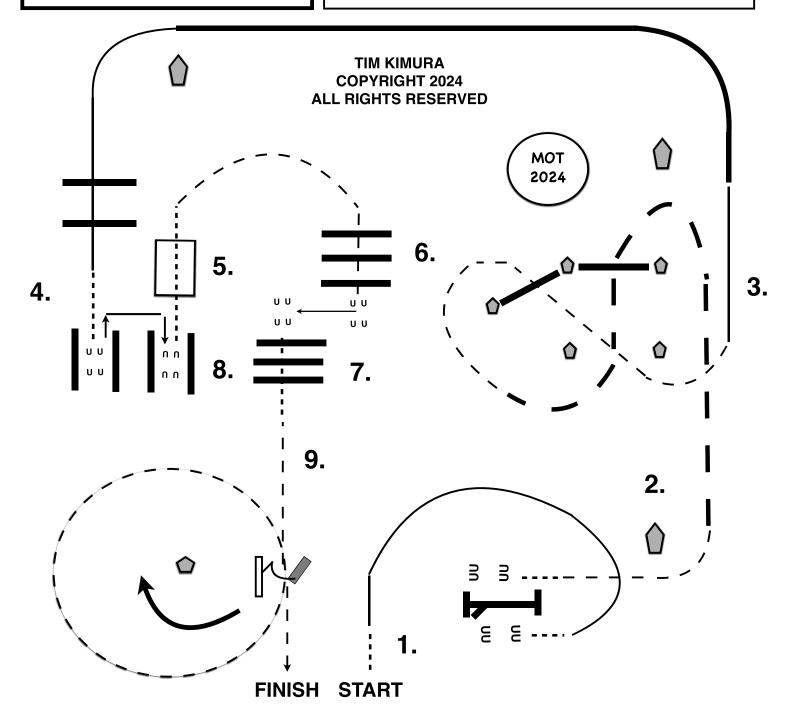
- 6. JOG THROUGH SERPENTINE, JOG OVER POLES.
- 7. STOP OR BREAK TO THE WALK, WALK OVER POLES.

(SMALL FRY COURSE ENDS AFTER OBSTACLE #7)

- 8. JOG OVER POLES, JOG UP TO CONE.
- 9. STOP OR BREAK TO THE WALK, WALK UP TO GATE, WORK GATE LEFT HAND.

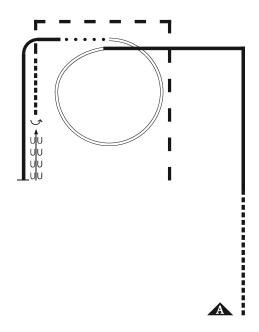
ALL RANCH TRAIL CLASSES

SATURDAY, DECEMBER 30TH

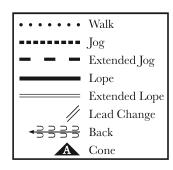


- 1. WALK FORWARD, THEN LOPE RIGHT LEAD UP TO THE GATE, THEN BREAK TO THE WALK, WALK UP TO THE GATE, AND PROCEED TO WORK THE GATE USING YOUR RIGHT HAND.
- 2. WALK FORWARD, THEN TROT AROUND FIRST MARKER, THEN EXTEND THE TROT OVER LOG AND BETWEEN MARKERS, COLLECT THE TROT, TROT OVER LOG, AND TROT AROUND MARKERS.
- 3. LOPE ON THE LEFT LEAD, AS YOU PASS MARKER, EXTEND THE LOPE ACROSS THE ARENA TO NEXT MARKER, THEN COLLECT THE LOPE AND LOPE OVER 2 LOGS.
- 4. BREAK TO THE WALK, WALK INTO CHUTE, STOP AND BACK A U-TURN BETWEEN LOGS AND WALK OUT.
- 5. WALK OUT CHUTE, WALK OVER BRIDGE.
- 6. TROT OVER LOGS, TROT INTO BOX AND STOP.
- 7. SIDE PASS RIGHT INSIDE THE BOX.
- 8. WALK OUT BOX, WALK OVER LOGS.
- 9. TROT TO DRAG, DRAG LOG AT THE WALK OR TROT AROUND MARKER, RETURN ROPE.
 YOUTH TRAIL, PICK UP SLICKER, CARRY SLICKER WALK OR TROT AROUND MARKER AND RETURN SLICKER...

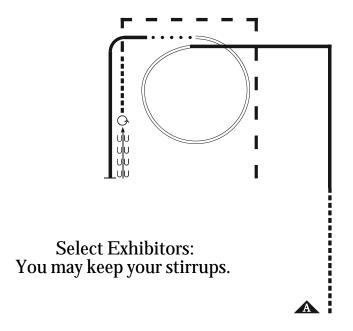




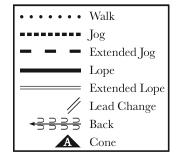
- 1. Jog.
- 2. Lope left lead square corner.
- 3. Extended lope circle left.
- $4.\ Break$ to walk $4\mbox{-}5$ steps.
- 5. Lope right lead.
- 6. Stop and back.
- 7. Perform a 1 1/2 turn left.
- 8. Jog.
- 9. Extended jog two square corners to exit.



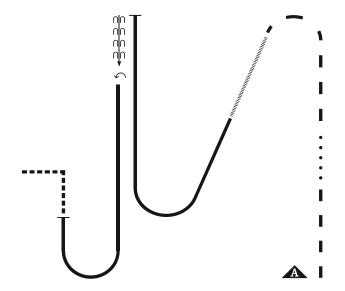




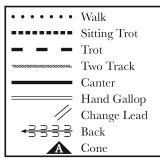
- 1. Jog.
- 2. Lope left lead square corner.
- 3. Extended lope circle left.
- 4. Break to walk 4-5 steps. Drop stirrups.
- 5. Lope right lead.
- 6. Stop and back.
- 7. Perform a 1 1/2 turn left.
- 8. Jog.
- 9. Extended jog two square corners to exit.







- 1. Posting trot left diagonal.
 2. Walk 4-5 steps.
 3. Posting trot right diagonal.
- 4. Two point trot.
- 5. Canter right lead.
- 6. Stop and back.
- 7. Perform a 180° turn left on forehand.
- 8. Canter left lead.
- 9. Stop. Hesitate.
- 10. Exit at sitting trot.

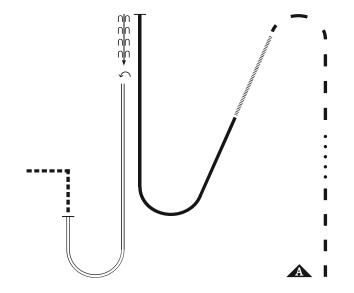




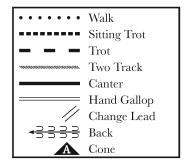
EQUITATION

(Youth 13&U, Youth 14-18, Amateur, Select) Round 2

Select Exhibitors: You may keep your irons.

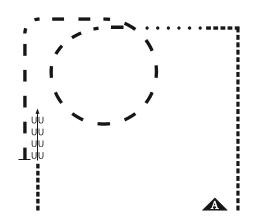


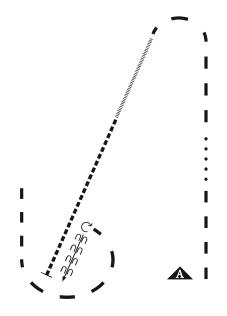
- 1. Posting trot left diagonal.
- 2. Walk 4-5 steps.
- 3. Posting trot right diagonal.
- 4. Drop irons. Two point trot.
- 5. Canter right lead.
- 6. Stop and back.
- 7. Perform a 180° turn left on forehand.
- 8. Hand gallop left lead.
- 9. Stop. Hesitate.
- 10. Exit at sitting trot.



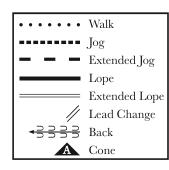








- 1. Jog square corner.
- 2. Walk.
- 3. Extended jog circle left.
- 4. Extended jog square corner.
- 5. Stop and back.
- 6. Exit at jog.



- 1. Posting trot left diagonal.
- 2. Walk 4-5 steps.
- 3. Posting trot right diagonal.
- 4. Two point trot.
- 5. Sitting trot.
- 6. Stop and back.
- 7. Perform a 270° turn right on forehand.
- 8. Exit at posting trot left diagonal.

