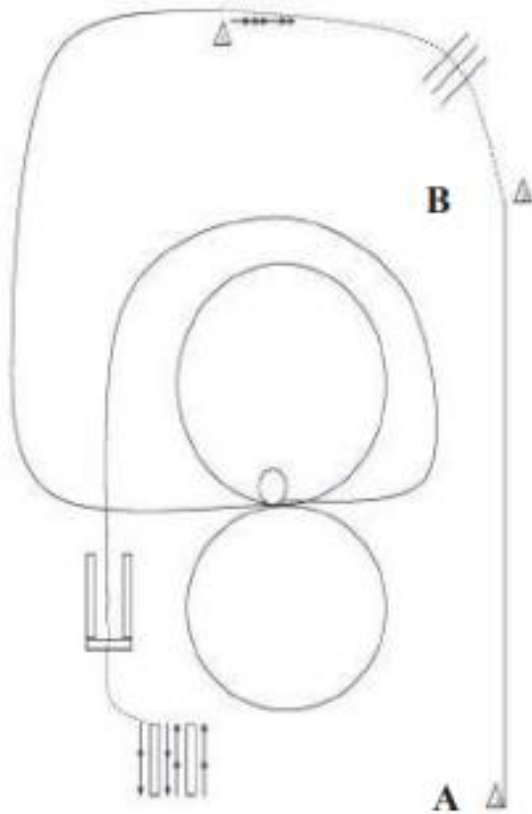




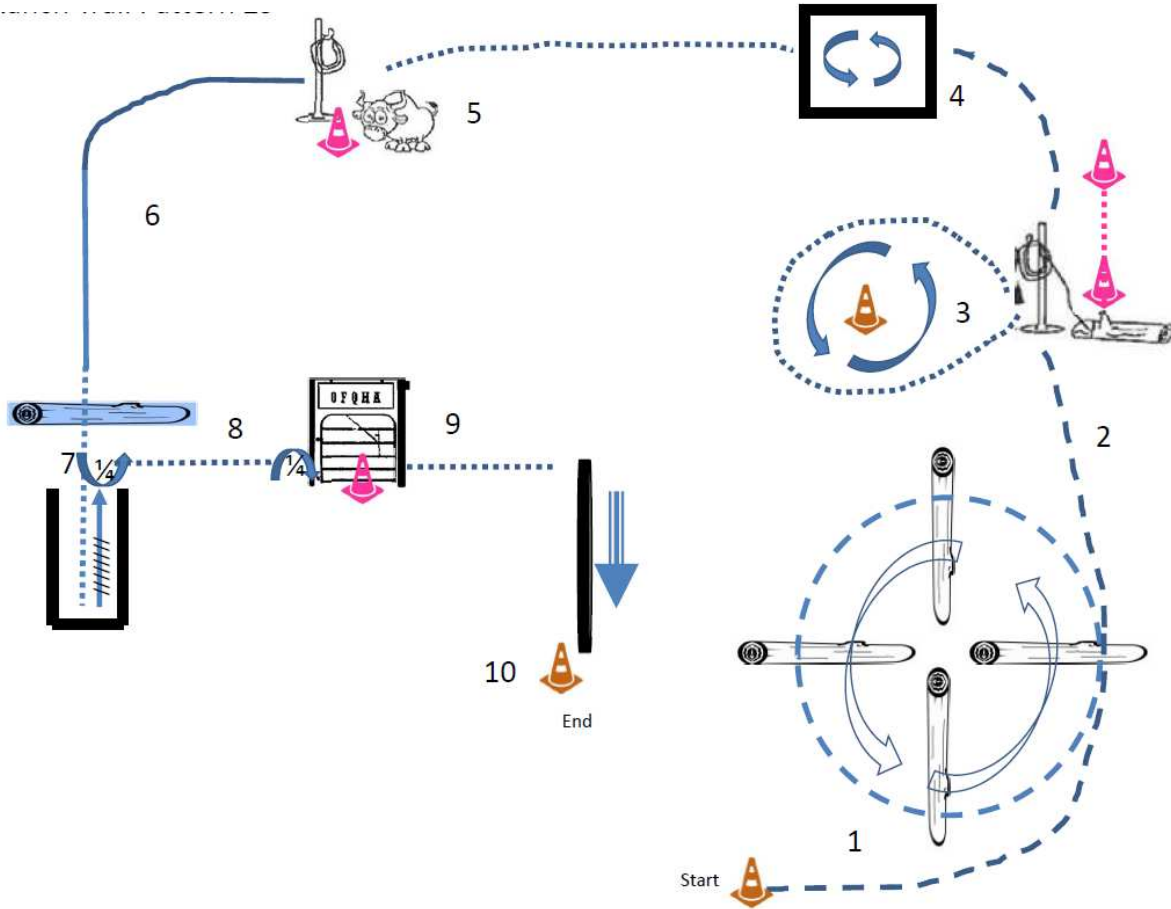
### RANCHMANSHIP – PATTERN 14



1. Left lead lope A to B.
2. At B break to a trot.
3. Cross Over Poles.
4. Trot to next cone and stop.
5. Back 5 steps.
6. Left lead lope to center, small slow circle.
7. Stop.
8. 2 spins left.
9. Right lead lope small slow; in center change to left lead.
10. Continue to lope left lead into chute; in chute transition to walk.
11. Walk to log and side pass right.
12. Side pass left.



**RANCH TRAIL – PATTERN 18**



1. Trot large circle over poles
2. Trot to Log Drag
3. Walk, Drag log around cone **YOUTH – Drag cone to cone**
4. Trot to Box, enter box 360 turn Left
5. Walk to Steer/ Attempt to Rope/ 2 Attempts **YOUTH Swing no throw needed**
6. Left Lead Lope to elevated log
7. Break to walk, walk over elevated log
8. Walk into Chute/ Stop/ Back Out
9. 1/4 turn left/ Walk to Gate/ 1/4 turn right/ Work Gate with Left Hand **YOUTH gate will be unlatched, walk through gate holding gate, close gate, latch is not required.**
10. Walk to Pole/ Side Pass Right over Ground Pole to cone

Lead Change	Turn Right or Left	Stop	
X	# U #	■	
.....			Walk
- - - - -			Extended Walk
- - - - -			Trot
- - - - -			Extended Trot
=====			Lope
=====			Extended Lope
//////////			Back
←=====→			Side Pass

Walk/Trot class will replace Lope with Extended Trot