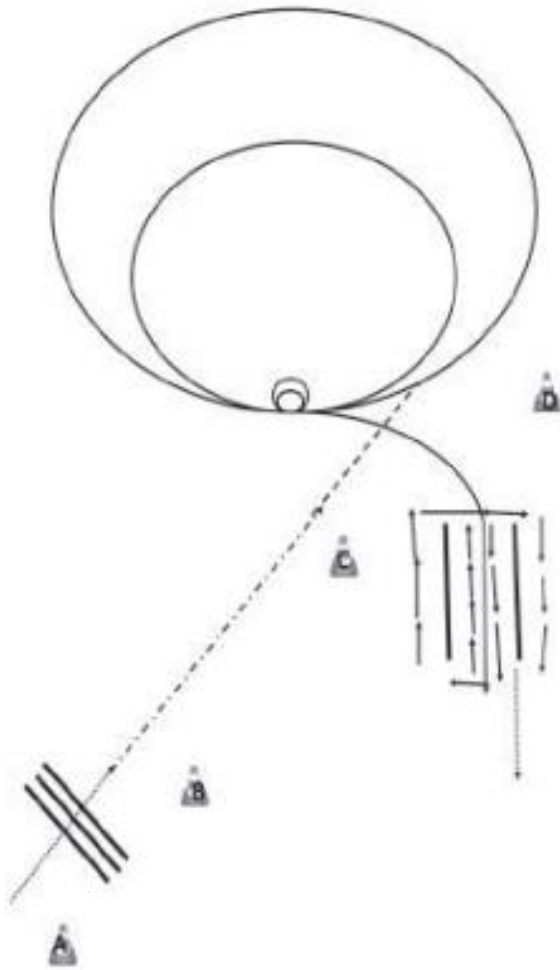




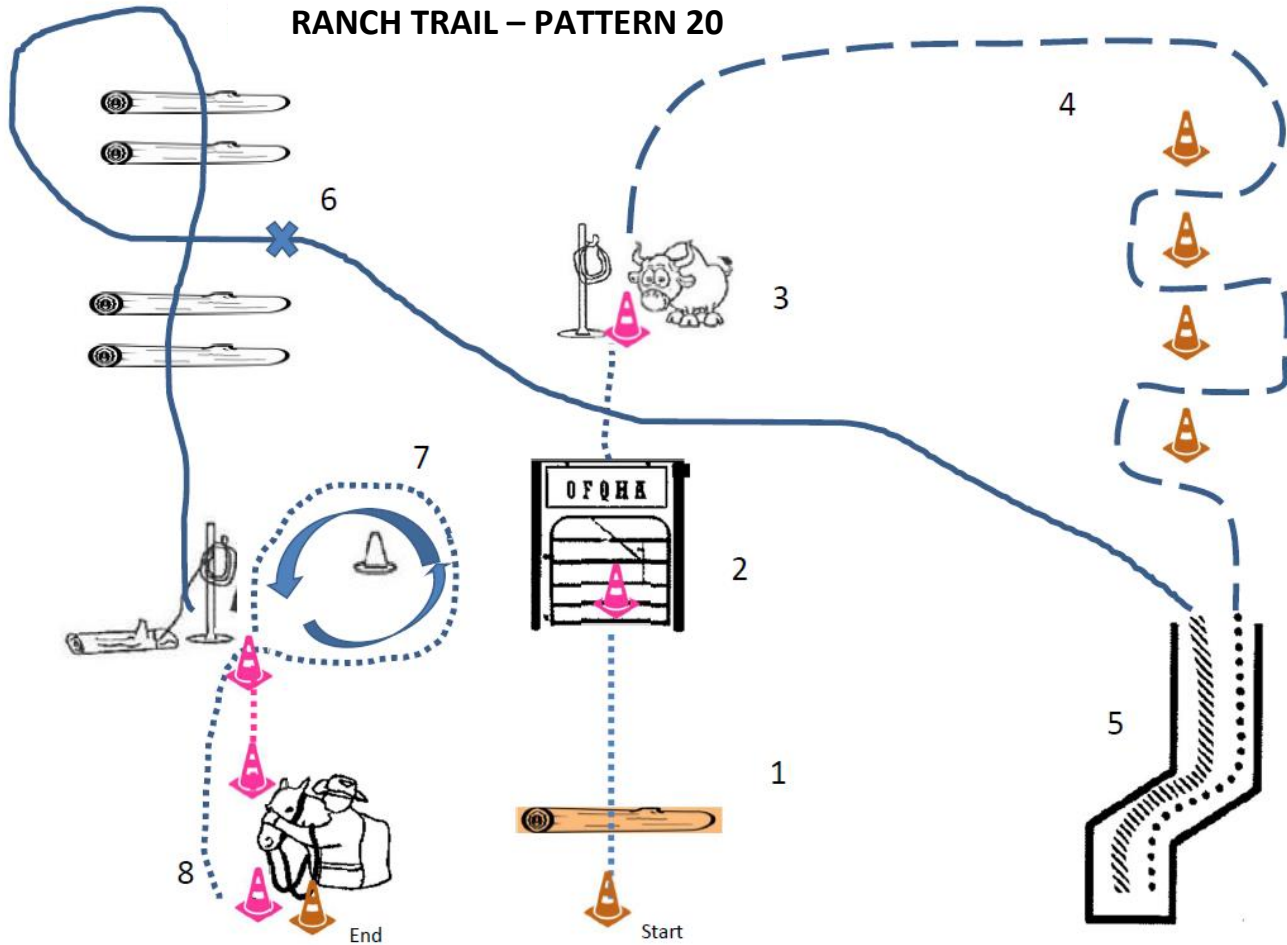
RANCHMANSHIP – PATTERN 16



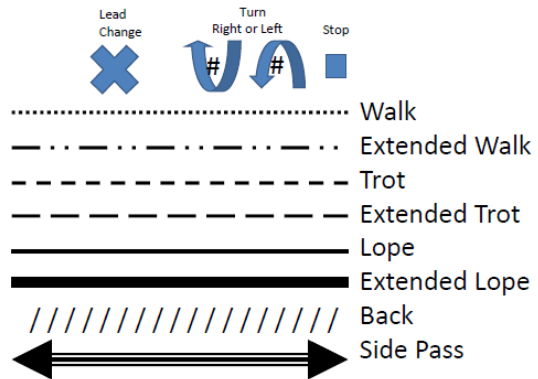
1. Walk from A to B.
2. At B extended trot to C.
3. At C return to trot.
4. At D left lead lope large fast to a small slow and stop in the center.
5. 2 spins left.
6. Trot thru chute, stop, 90 to right.
7. Side pass right.
8. Back to 2nd pole.
9. Side pass left.
10. Walk to exit arena.



RANCH TRAIL – PATTERN 20



1. Step over large log, walk to gate
2. Work Gate with Right hand **YOUTH gate will be unlatched, walk through gate holding gate, close gate, latch is not required.**
3. Walk to Steer/ attempt to Rope (2 Attempts) **YOUTH swing rope, no throw needed**
4. Extended trot through cones to Chute
5. Walk into Chute/ Back out of Chute
6. Lope Left Lead across to poles / Change lead at poles / Right lead lope over poles to Log Drag
7. Drag Log around Cone/ Return Log **YOUTH Drag cone to cone**
8. Walk to Cone/ Dismount



Walk/Trot class will replace Lope with Extended Trot