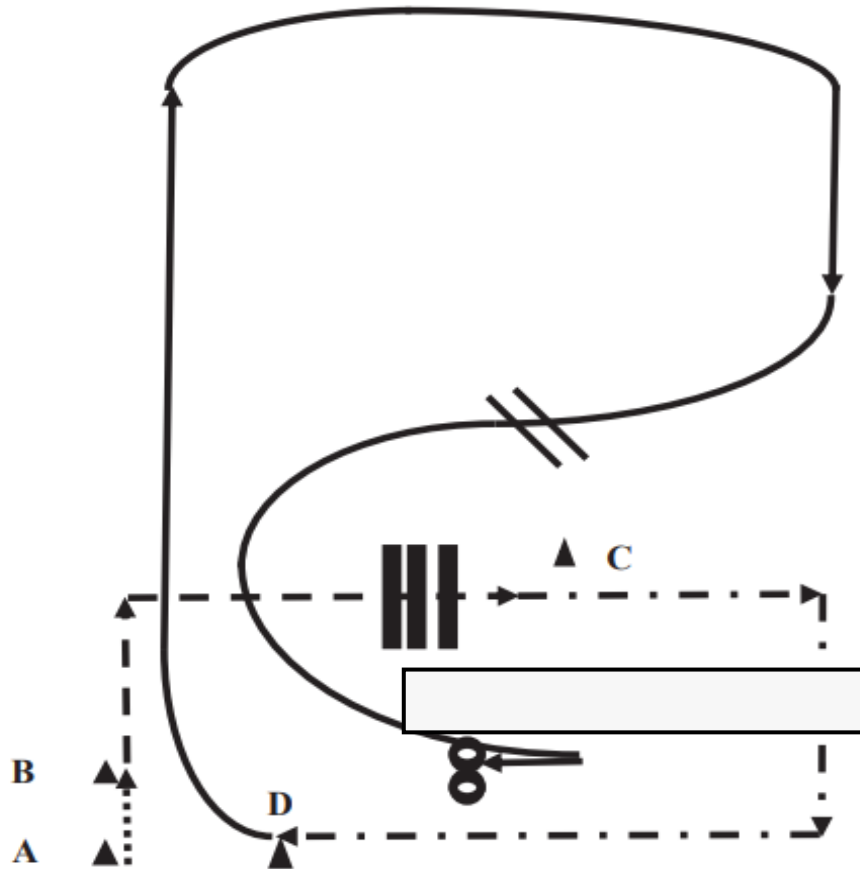




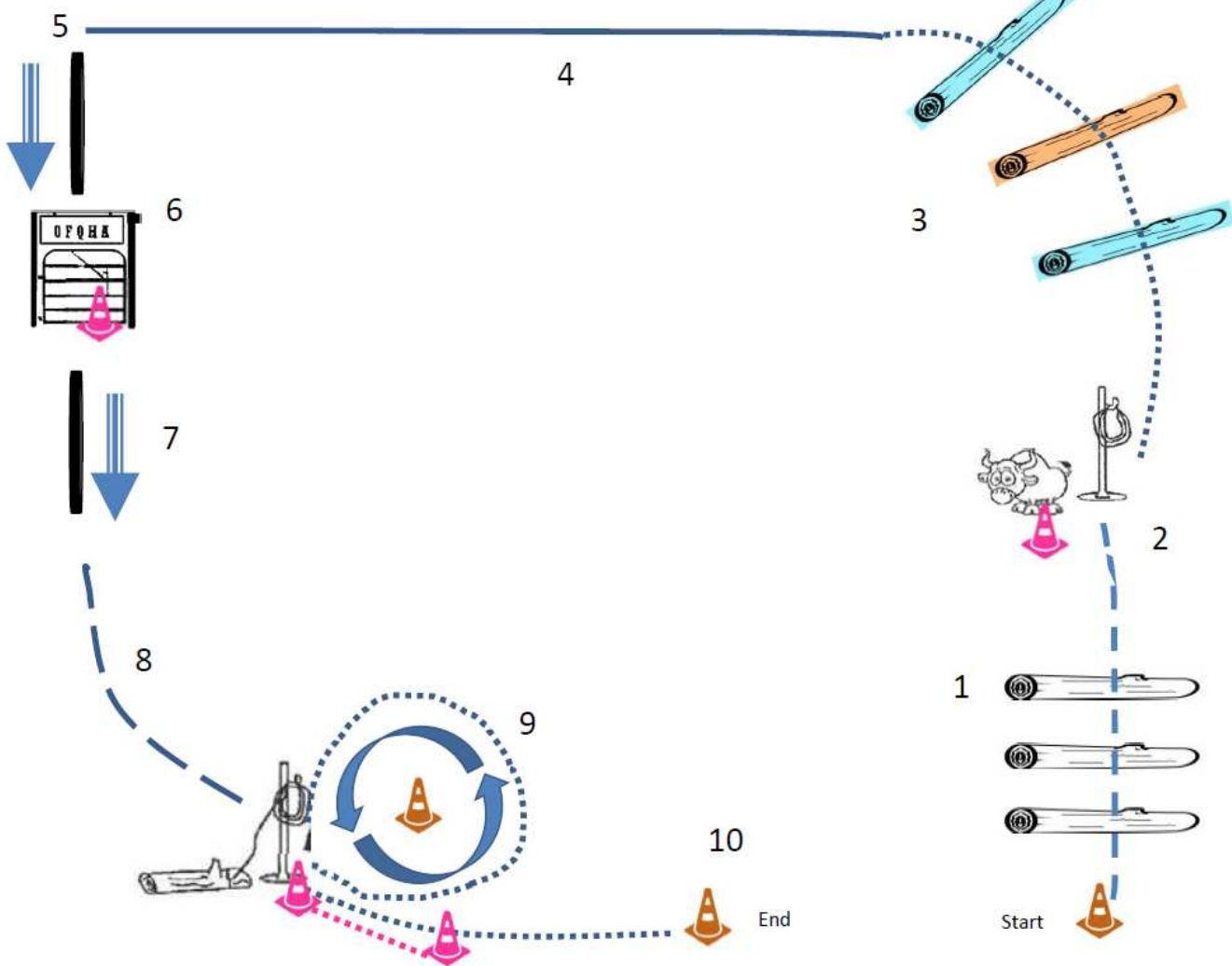
RANCHMANSHIP – PATTERN 13



1. Walk from A to B.
2. At B trot over poles to C.
3. At C extended trot to D.
4. Lope right lead up arena and close circle to center and change to left lead. **Flying or simple lead change**
5. Lope to right side of cone E and stop; back 8 to 10 feet.
6. Two (2) spins to the left.
7. 2¼ spins to the right.



RANCH TRAIL – PATTERN 17



1. Trot over poles
2. Trot to Steer/ Attempt to Rope/ 2 Attempts **YOUTH** Swing rope, **no throw needed**
3. Walk over elevated pole, large log and 2nd elevated pole
4. Left Lead Lope to pole
5. Stop Side pass left
6. Work Gate with left Hand **YOUTH** gate will be unlatched, walk through gate holding gate, close gate, latch is not required.
7. Side pass right
8. Extended Trot To Log Drag
9. Walk/ Drag Log/ Return Log **YOUTH** drag cone to cone
10. Walk to cone finish

