

12/9/2018

Date: _____

District: _____

CLASS: WORKING RANCHER - PATTERN #2

HIGH SCHOOL: _____

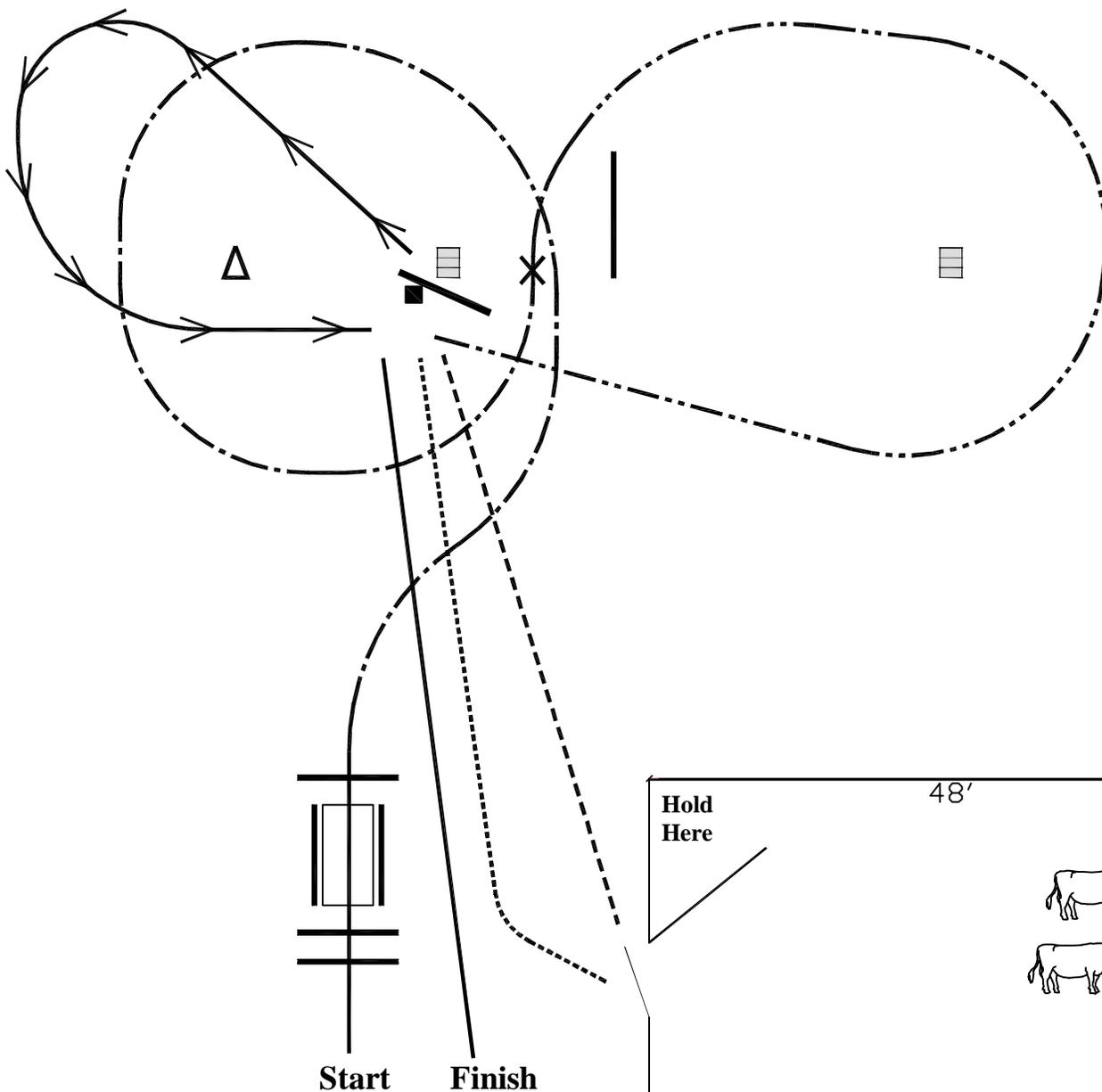
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Enter arena with loop built, walk over poles and bridge with guardrails		
2.	Lope left lead between barrel and pole, and then circle barrel and cone to the left		
3.	Continue between barrel and pole, change leads		
4.	Continue lope with energy around right barrel, continue to log, halt		
5.	Position and rope raised log, dally		
6.	Drag log as diagramed in tear drop around cone, un-dally, drop rope (if roping left handed, drag log in oposite direction as diagramed)		
7.	Jog to cattle pen gate, open gate, enter pen, close gate		
8.	Work 2 calves and hold in corner behind panel		
9.	Quietly push out of pen and center on far wall		
10.	Leave pen, gate will be open/closed for you. Extended jog to rope, dismount, ground tie, remove rope from log, recoil and lead horse out of arena		
11.	Overall Horsemanship and cow sense.		

Judge's Signature: _____

Expectations:

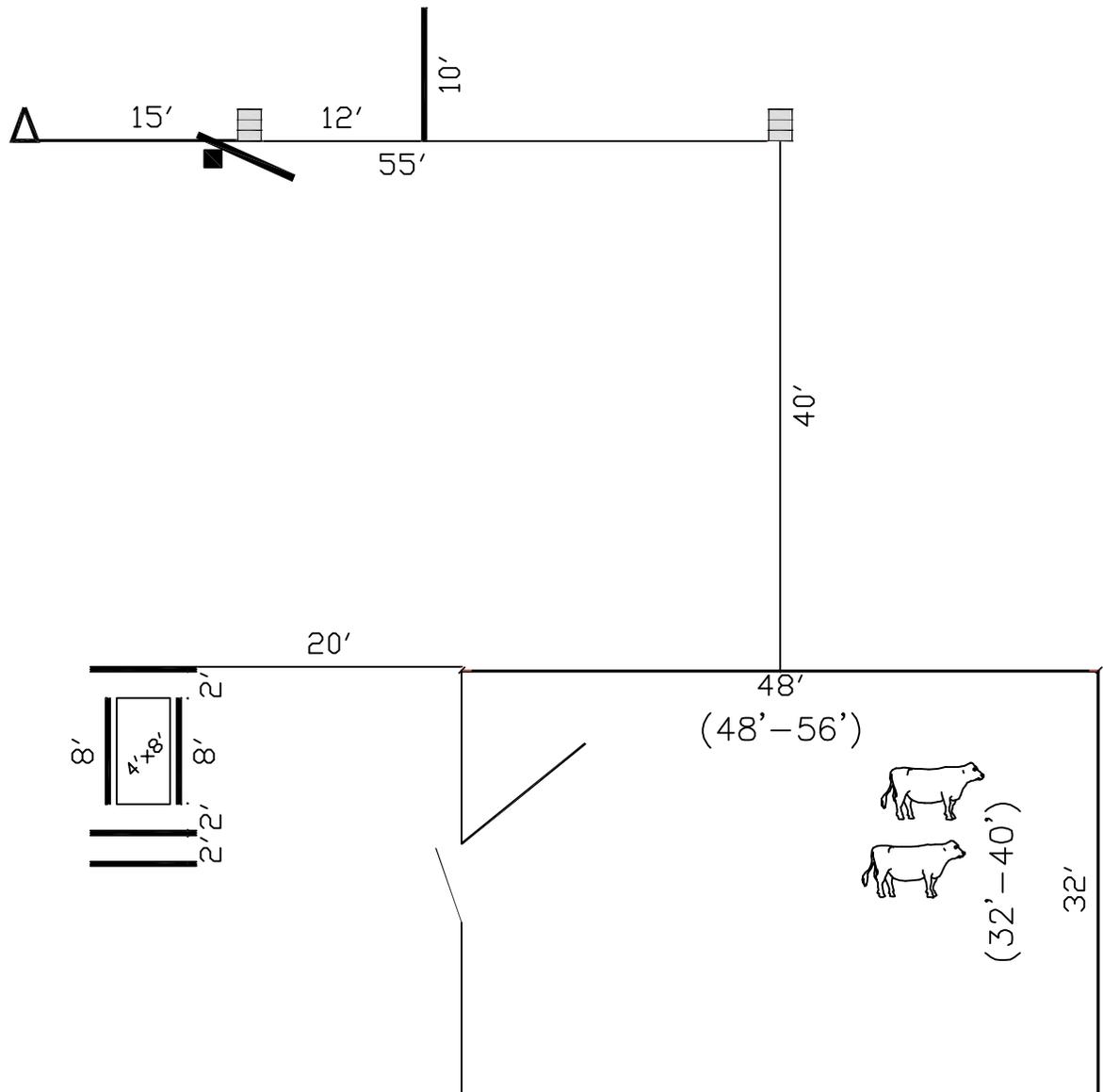
- This class should show the horse's ability to work at a forward, working pace while under control by the rider. There should be time for the equine to negotiate each obstacle just as on the ranch, but there should be no refusals or hesitation when asked to perform any task.
- Athletes will be given 2 opportunities to finish the diagramed cattle movement. If they are unsuccessful after 2 attempts OR at ANYTIME the judge feels the athlete, horse, or calf is endangered, the judge will ask the athlete to move on. If you are asked to move on to the next element, you must do so IMMEDIATELY, and without argument. Maximum time allowed for cattle movement is 60 seconds.
- While athlete and horse are around cattle, both should maneuver with efficient, smooth, and relaxed movements. While in pen with cattle, emphasis should be placed on how horse and athlete respond to cues from cattle. Points will be awarded to the athlete who shows a familiarity with cattle and their reactions showing accuracy, efficiency and purpose. Turn backs should be done with precision with a focus on keeping cattle calm. Effort should be made not to run cattle.
- Rider has two tries to rope loop over log, if not secured, attendant will secure rope to log.
- You will have 60 seconds maximum from the time cattle pen gate is closed and leaving pen



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#2.14.19 Revised 12-09-18

Legend :	
Walk	—————
Jog	- - - - -
Extended Jog	- - - - -
Lope	— · — · —
Lope with Energy	— · — · —
Back	X X X X X X
Start Cone	Δ



Equipment List:

- Panels to build cattle pen with gate and 8'-10' panel for hold area**
- (2) Barrels**
- (1) 10' pole, maximum 4" diameter**
- (5) 8' poles, maximum 4" diameter**
- (4) Jump standards (for bridge guard rails, rails set between 3'-4' from ground)**
- (4) Jump standard cups**
- (1) Log 6"-8" diameter, 8' long with approximately 16" stump**
- (1) Standard size cone (about 12"-18" tall and 12"-14" base)**
- (2) Calves**

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