

Date: _____ District: _____

CLASS: WORKING RANCHER - PATTERN #1

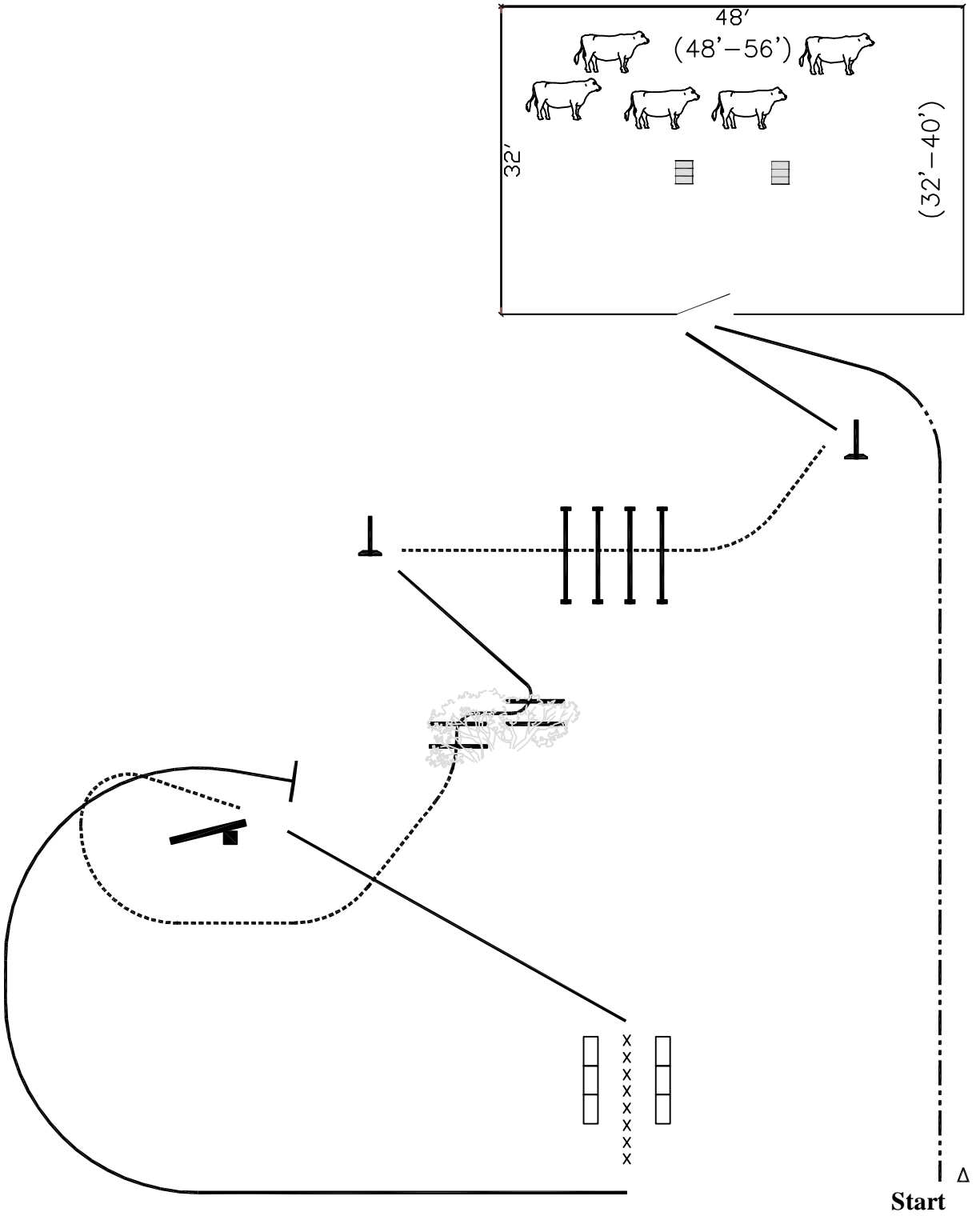
HIGH SCHOOL: _____ ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at cone. Lope left lead with energy 3/4 way around to cattle pen, break to walk and walk to pen gate		
2.	Open gate, pass through and close		
3.	Move calf in a figure 8 around barrels. Pass through gate (gate should be open and closed for you)		
4.	Walk to pole with slicker. Place slicker over horse in front of saddle		
5.	Jog over raised poles to post and place slicker on post		
6.	Walk over brush and poles as diagramed		
7.	Jog as diagramed to log on stump, untie rope from saddle, drop loop over end of log and secure. Drag log to chute, before chute turn and back through chute. Return log to stump		
8.	Quickly recoil rope. Wait to be excused		
9.	Overall Horsemanship and Cow sense.		

Judge's Signature: _____

Expectations:

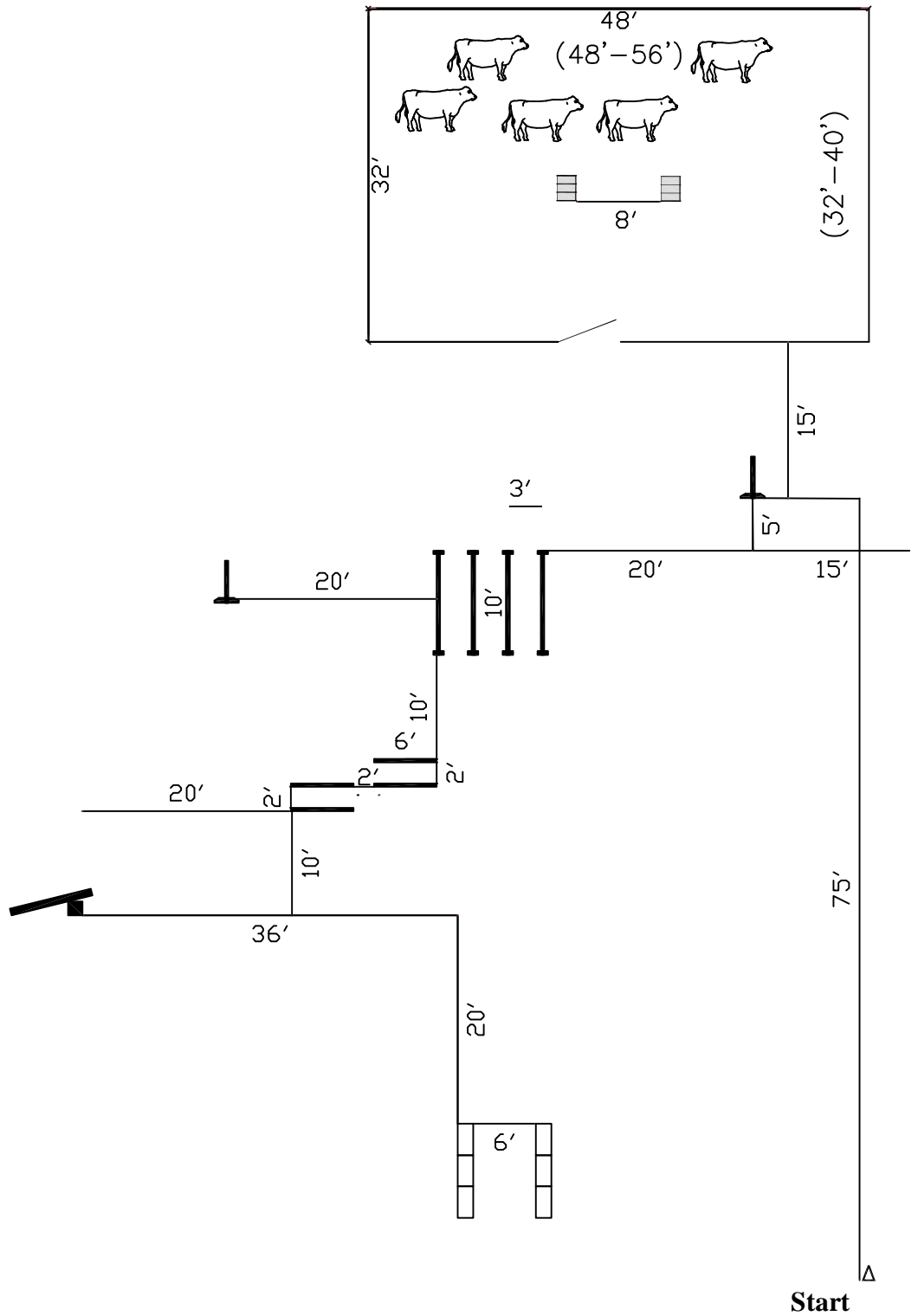
- This class should show the horse's ability to work at a forward, working pace while under control by the rider. There should be time for the equine to negotiate each obstacle just as on the ranch, but there should be no refusals or hesitation when asked to perform any task.
- Athletes will be given 2 opportunities to finish the diagrammed 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
- First out calf #1, second out calf #2, third out calf #3 and so on; after 5th calf, sixth out will start over with calf #1
- Rider has two tries to drop loop over log, if not attendant will secure rope to log



OHSET
PATTERN #1
Working Rancher

#1.18 Revised 12-17-17

Legend :	
Walk	—————
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Lope with Energy	- - - - -
Back	XXXXXXXX
Start Cone	△



OHSET
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#1.18 Revised 1-6-18

Equipment List:
(2) Barrels
(4) 10' poles, maximum 4" diameter with 6" risers on each end
(4) 6' poles, maximum 4" diameter
(2) Jump Standards
(1) Rain Slicker
(6) Hay or Straw Bales
(1) Log 6"-8" diameter, 8' long with approximately 16" stump
(1) Standard size cones (about 12"-18" tall and 12"-14" base)
(5) Calves, numbered 1-5