

4/30/2019

STATE

Date: _____

District: _____

CLASS: WORKING RANCHER - PATTERN #2

HIGH SCHOOL: _____

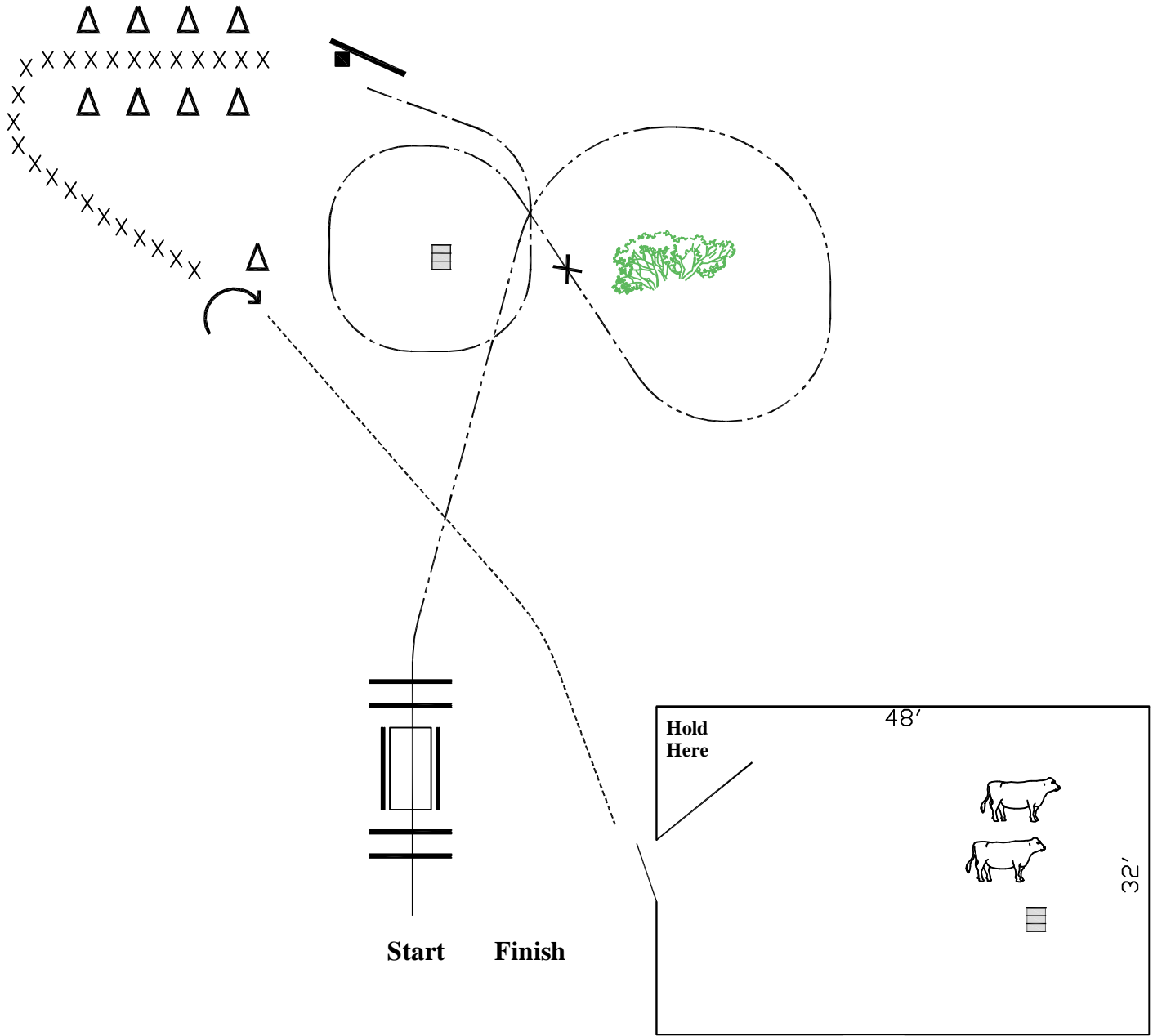
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Walk over poles and bridge		
2.	Lope with energy, right lead around brush		
3.	Change leads		
4.	Collect lope left lead around barrel to raised log		
5.	Rope log upon approach		
6.	Dally and drag log while backing through chute to cone.		
7.	Halt at single cone, drop rope		
8.	180° right haunch turn with energy		
9.	Jog to cattle pen, open and close gate		
10.	Work cows around barrel (one full circle) and hold behind panel in corner		
11.	Exit cattle pen, do not return cows. Attendant will open gate and hand athlete rope		
12.	Overall Horsemanship and cow sense.		

Judge's Signature: _____

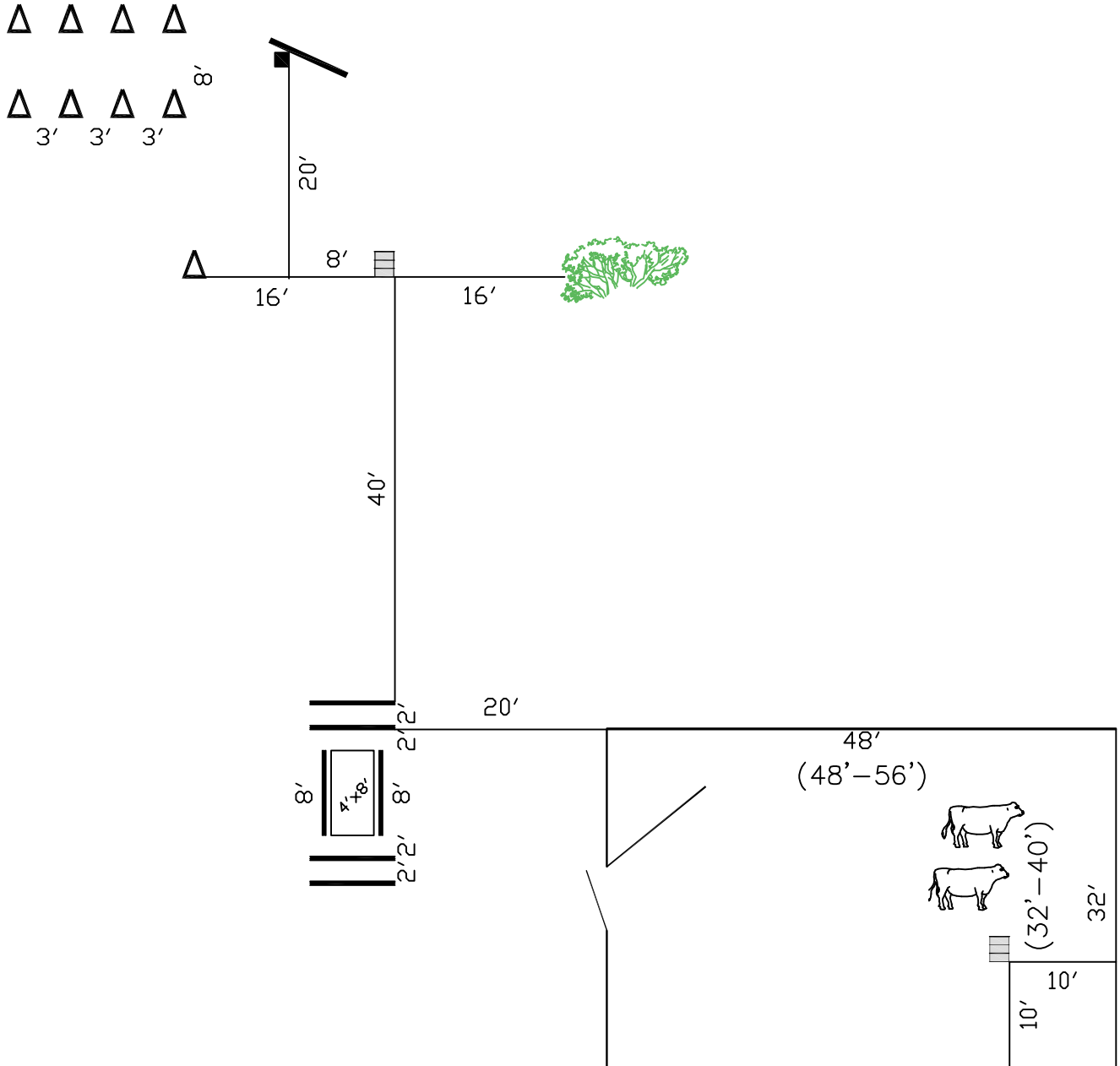
Expectations:

- 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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STATE**
PATTERN #2
Working Rancher
 #2.14.19 Revised 4-25-19

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



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Equipment List:
<p>Panels to build cattle pen with gate and 8'-10' panel for hold area</p> <p>(2) Barrels</p> <p>Brush</p> <p>(6) 8' poles, maximum 4" diameter</p> <p>(4) Jump standards (for bridge guard rails, rails set between 3'-4' from ground)</p> <p>(4) Jump standard cups</p> <p>(1) Log 6"-8" diameter, 8' long with approximately 16" stump</p> <p>(9) Standard size cones (about 12"-18" tall and 12"-14" base)</p> <p>(2) Calves</p>