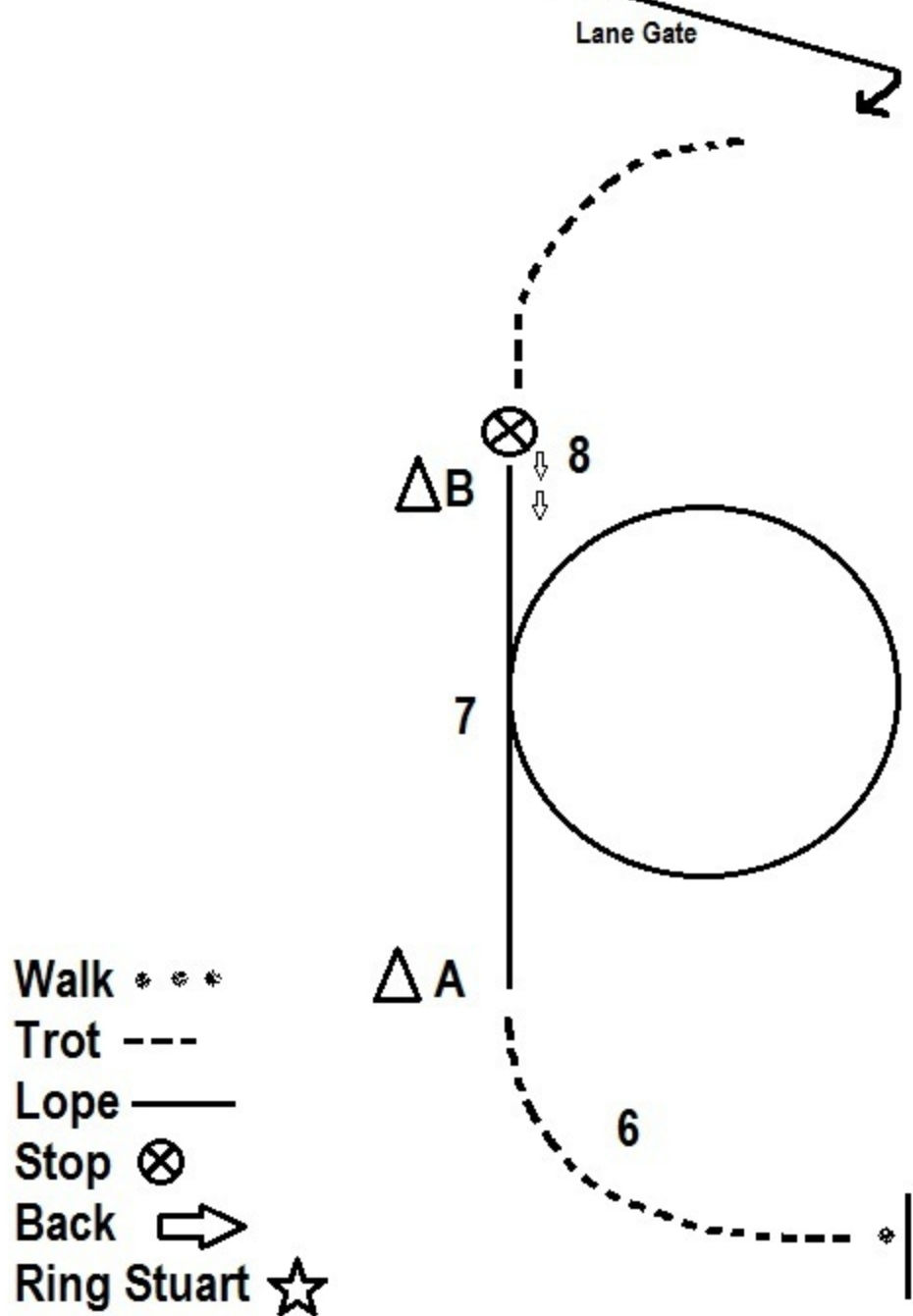


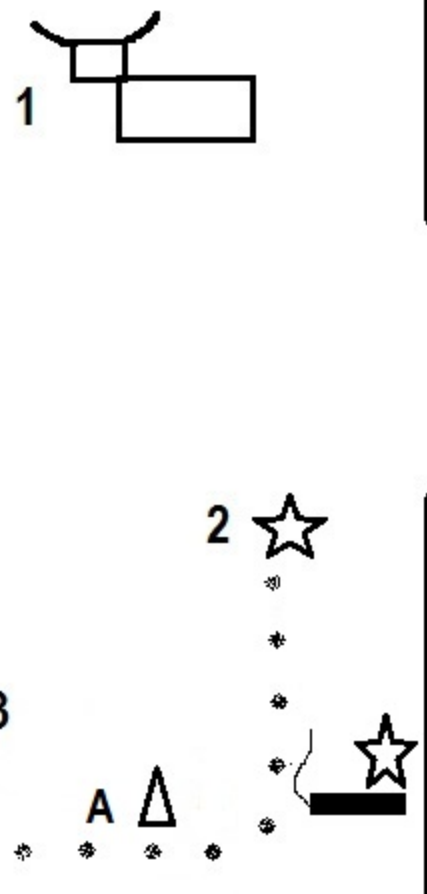
Jr. Ranch Horse Activity Pattern

9



1. Enter Arena on foot. Give horse to ring stuart. Proceed to roping dummy and make one legal head catch. (maximum 3 tries, leave your rope at dummy)
2. Move to the ring stuart and mount your horse.
3. Walk to cone A. Take rope from the ring stuart, dally and log the pole at a walk. Stop at cone B and drop the rope.
4. Cross bridge at a walk.
5. Cross poles at a walk. (poles may be elevated)
6. Trot to cone A
7. Pick up a lope at cone A. Lope a circle to your right and proceed at a lope to cone B and stop.
8. Back up 4 - 5 steps. Proceed to the lane gate at a long trot.
9. Open lane gate while mounted. Cut 3 head of cattle from the herd and move then into the arena. Leave the remaining cattle in the lane. Ride out of the lane and back into the arena.

** There will be a time limit on the pattern. Patterns not completed within the time limit will be a disqualification. Time will start when you enter the arena gate. Time will stop as soon as the cattle work is complete and you have rode out of the lane and back into the arena.



- Walk*
- Trot ----
- Lope ———
- Stop ⊗
- Back →
- Ring Stuart ☆