

Date: \_\_\_\_\_ District: \_\_\_\_\_

**CLASS: WORKING RANCHER - PATTERN #4**

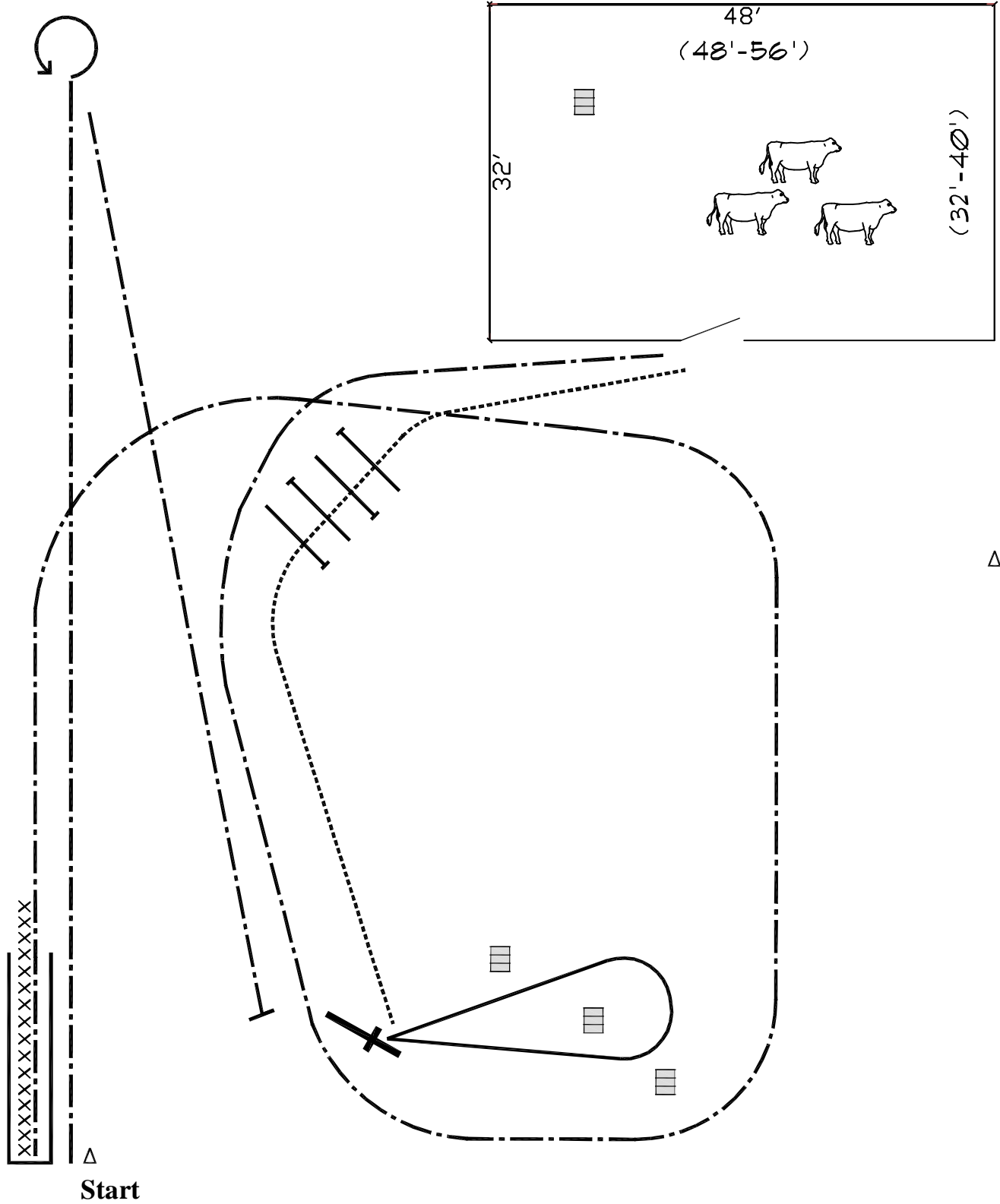
HIGH SCHOOL: \_\_\_\_\_ ATHLETE #: \_\_\_\_\_

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready with loop built on right side of chute even with cone. Lope right lead.		
2.	Roll back left, left lead lope, begin swinging loop		
3.	Stop, throw rope onto drag		
4.	Drag between barrels - circle middle barrel keeping drag to the inside, return to riser area, drop rope		
5.	Jog over poles to cow pen, position for opening gate		
6.	Open gate, enter pen, close gate		
7.	Move herd through corner and around barrel. Return herd to original position. Exit pen (gate will be opened and closed by attendant)		
8.	Lope left lead with energy around obstacles as diagrammed and into chute		
9.	Stop at end of chute, back out with energy		
10.	Overall Horsemanship and Cow sense.		

Judge's Signature: \_\_\_\_\_

**Expectations:**

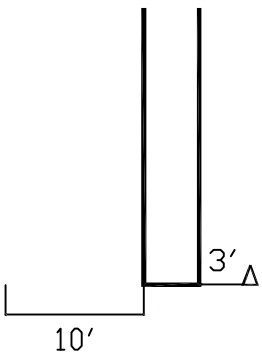
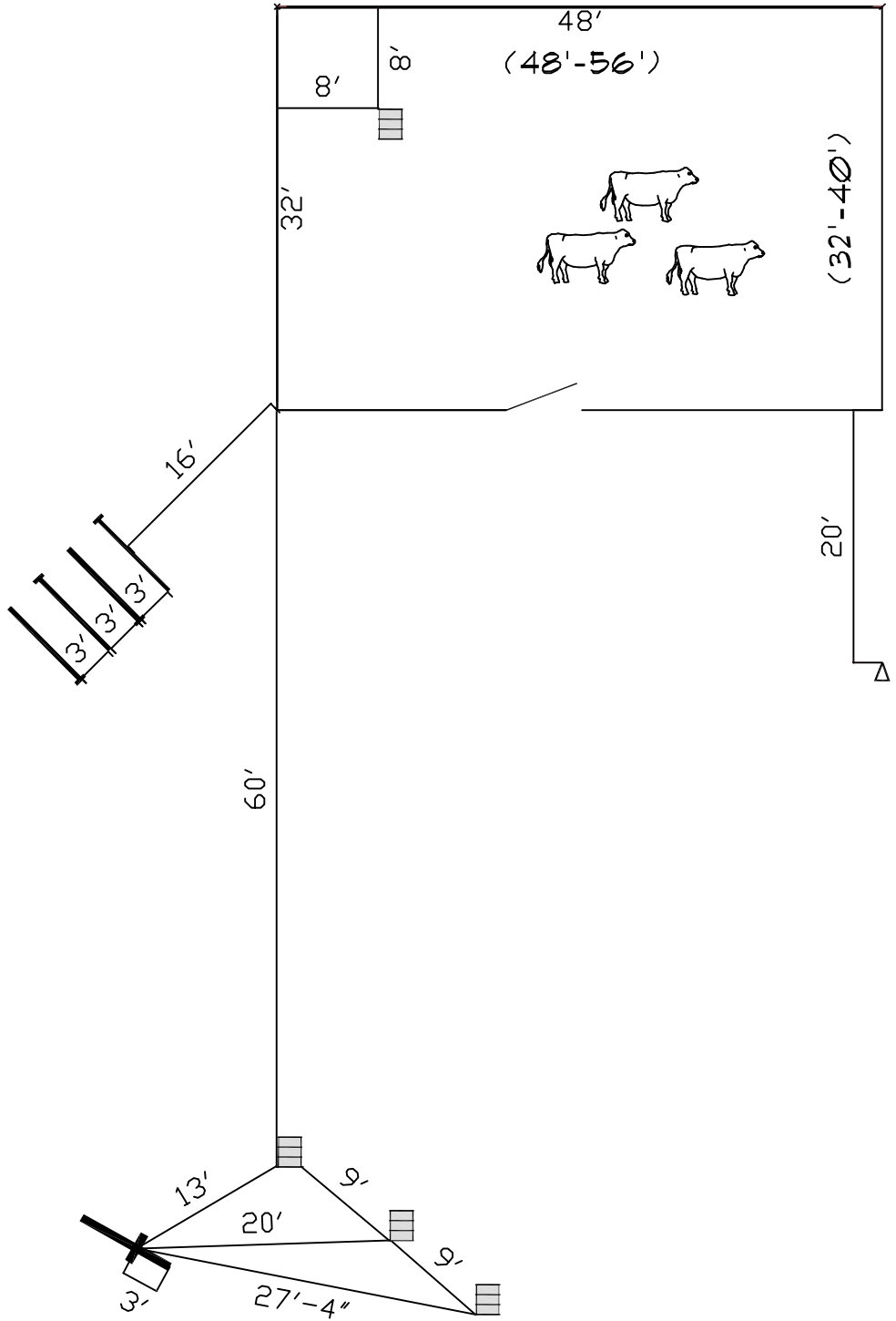
- This class should show the horse's ability to work at a forward, working pace while under control by the rider. There should be time for the equine to negotiate each obstacle just as on the ranch, but there should be no refusals or hesitation when asked to perform any task.
- Athletes will be given 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.
- Athlete will get 1 attempt to rope drag, if miss rope will be placed on log by attendant



**OHSET**  
**PATTERN #4**  
**Working Rancher**

#4.17.21      Revised 9-19-20

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



**OHSET**  
**PATTERN #4**  
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#4.17.21      Revised 9-19-20

Equipment List:
(4) Barrels
(2) 10' poles, maximum 4" diameter
(4) 8' poles, maximum 4" diameter with (4) 6" risers
(1) 4' poles, maximum 4" diameter
(1) Log 6"-8" diameter, 8' long with approximately 12" riser
(2) Standard size cones (about 12"-18" tall)
(6) Calves (3 to be used at a time, change every 10 athletes)

## Working Rancher Setup Instructions

Cow Pen - (1) Barrel, (3) cows (change cows every 10 athletes), (1) cone

1. Place cow pen in the back right corner of the arena.  
Place the barrel inside the pen, in the upper left hand corner, 8' from the corner, equal distance from the side walls. Place cone approximately 20' from pen as diagramed

Barrel - (3) Barrels - All measurements are edge to edge

1. Place 1st barrel 60' from cow pen. Place 2nd barrel 9' from 1st barrel, place 3rd barrel 9' from 2nd barrel

Jog Over Poles - (4) 8' poles, (4) 6" risers

1. Measure 16' from the corner of the pen, place 1st pole, then space them 3' apart using risers on alternating ends

Drag Log - (1) 6"-8"x 8' log, approximately a 12" riser

1. Place riser 13' from left barrel and 20' from 2nd barrel. Position log on platform so rope end is 3' from riser

2. Place start cone in front left corner of the arena 10' from the wall

Chute - (4) 10' poles, (1) 4' pole

1. Place 4' base of chute 10' to the right of the wall, place start cone 3' to the right of 4' pole, put (2) 10' poles on both sides to form a 4'x20' chute