Date:_____ District:_____

CLASS: <u>WORKING RANCHER - PATTERN #4</u>

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 diagramed 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 obsacle 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

#4.17.21