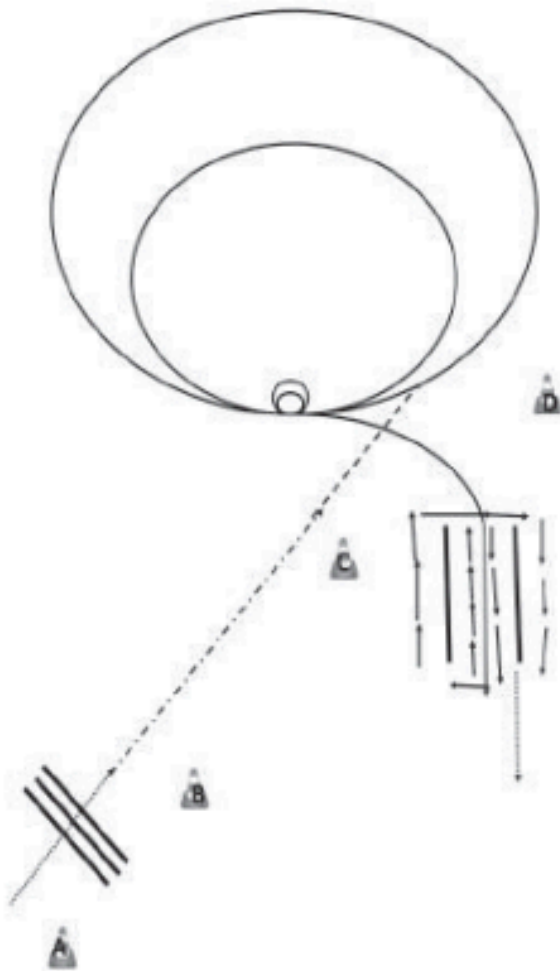




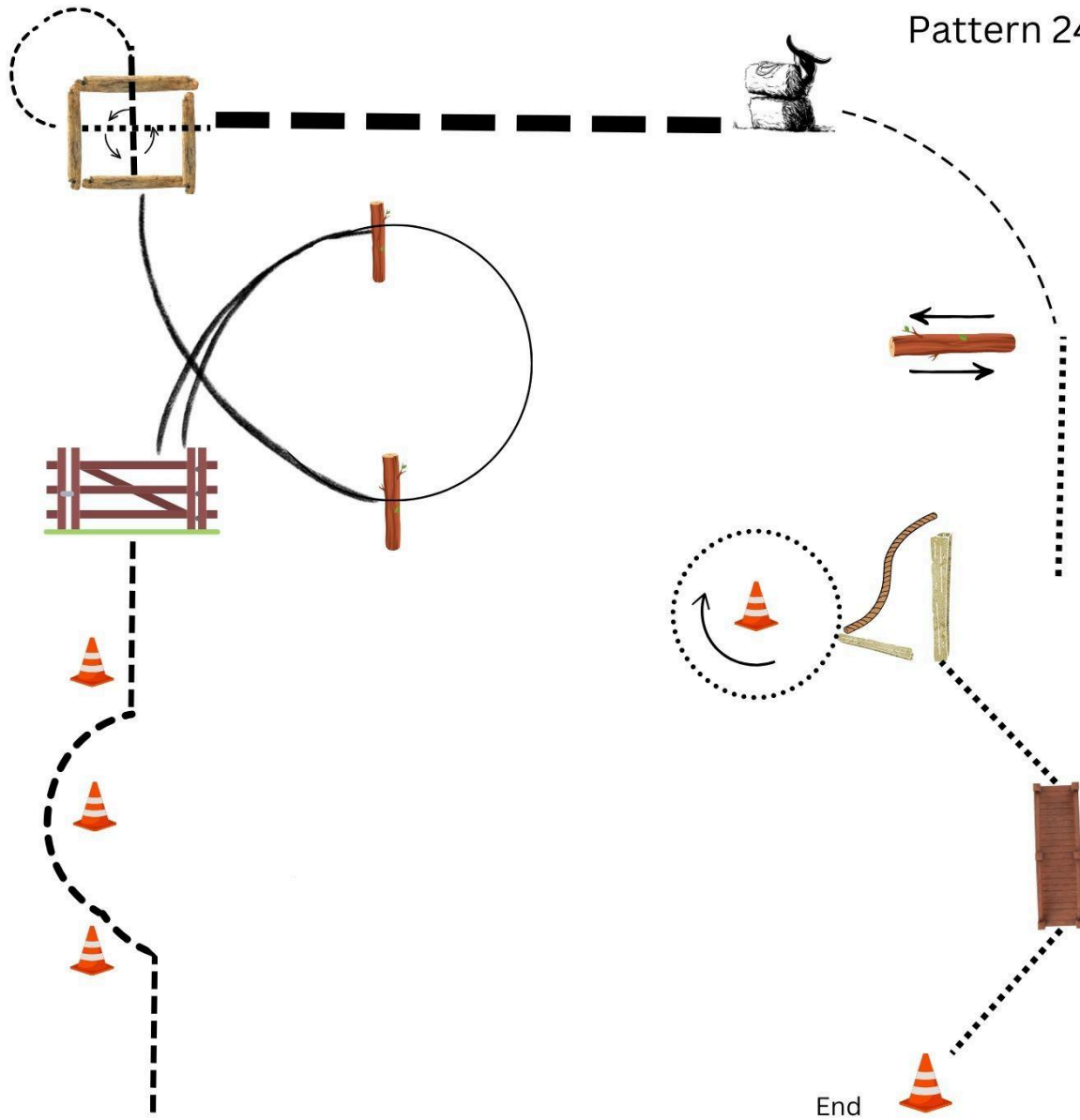
## RANCHMANSHIP – PATTERN 16



1. Walk from A to B.
2. At B extended trot to C.
3. At C return to trot.
4. At D left lead lope large fast to a small slow and stop in the center.
5. 2 spins left.
6. Trot thru chute, stop, 90 to right.
7. Side pass right.
8. Back to 2nd pole.
9. Side pass left.
10. Walk to exit arena.



### Pattern 24C

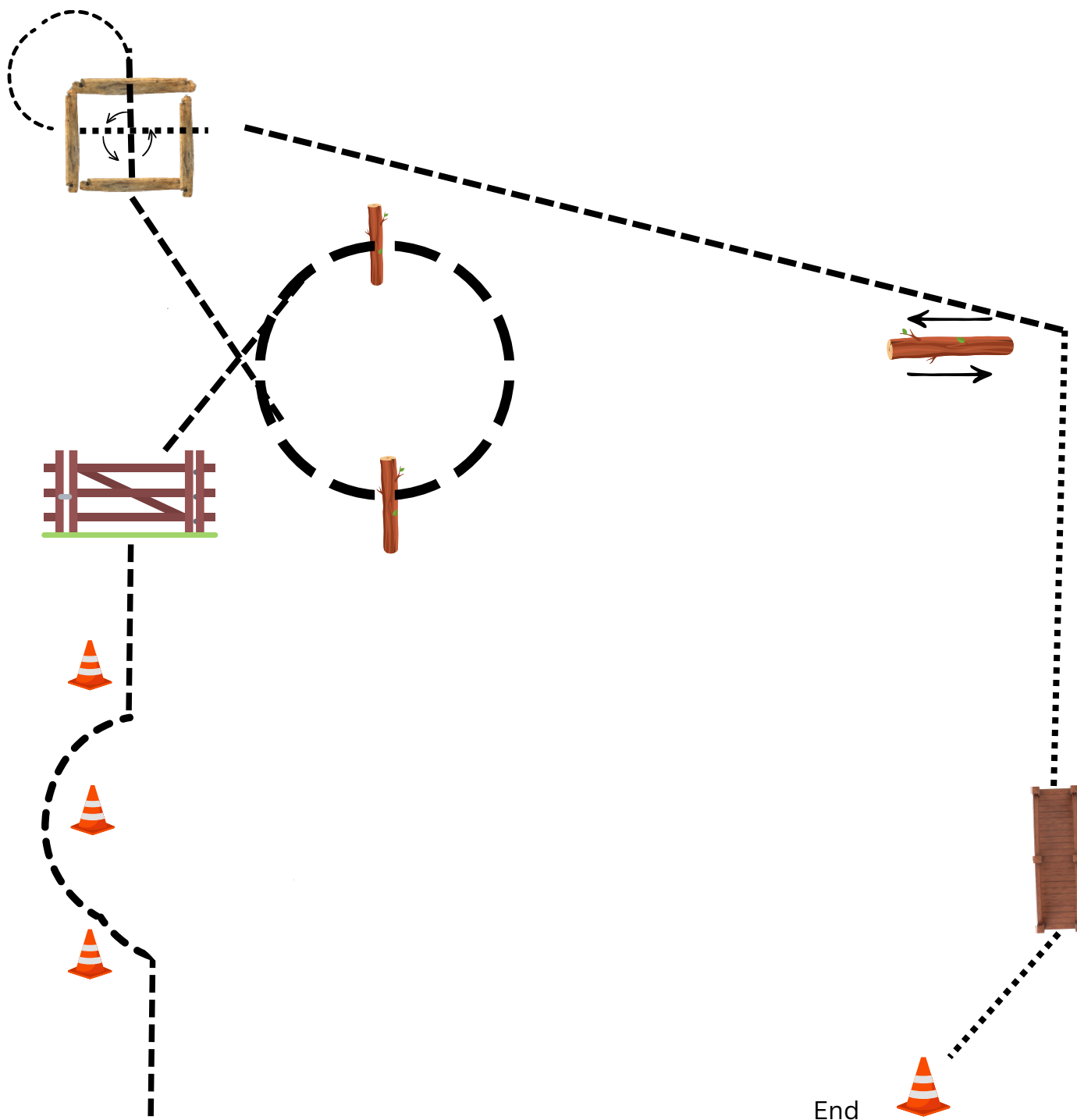


Start

1. Jog though serpentine to gate.
2. Work gate with left hand. Youth gate will be unlatched. Walk through gate while holding gate. Close gate, latch is not required.
3. Lope on right lead over poles.
4. Jog through box and into box
5. Stop and do 360 turn to left.
6. Walk out and extended jog to steer and rope(2 attempts). Youth only swing. No throw required.
7. Jog to pole and side pass both ways.
8. Walk to log drag and drag log to right. Youth only required to drag from cone to cone.
9. Walk to and over bridge.
10. Walk to end.

••••• Walk  
 - - - - Trot  
 \_\_\_\_\_ Lope

End



 Start

1. Jog through the serpentine to the gate.
2. Work gate with left hand. Youth gate will be unlatched. Walk through the gate while holding the gate. Close gate, latch is not required.
3. Trot over poles.
4. Jog through box and into box
5. Stop and do 360 turn to left.
6. Walk out and Trot to pole.
7. Side pass both ways.
8. Walk to and over the bridge.

••••• Walk  
 - - - - Trot  
 ————— Lope

## Pattern 24C-In Hand Trail