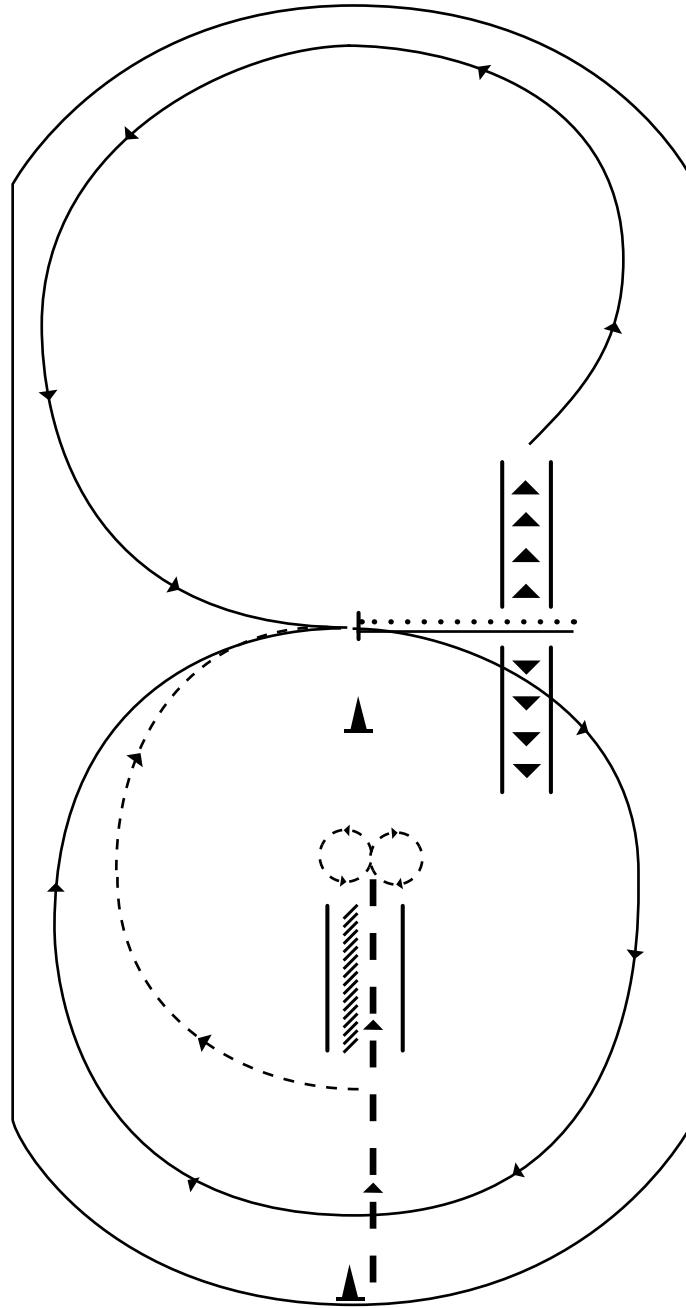


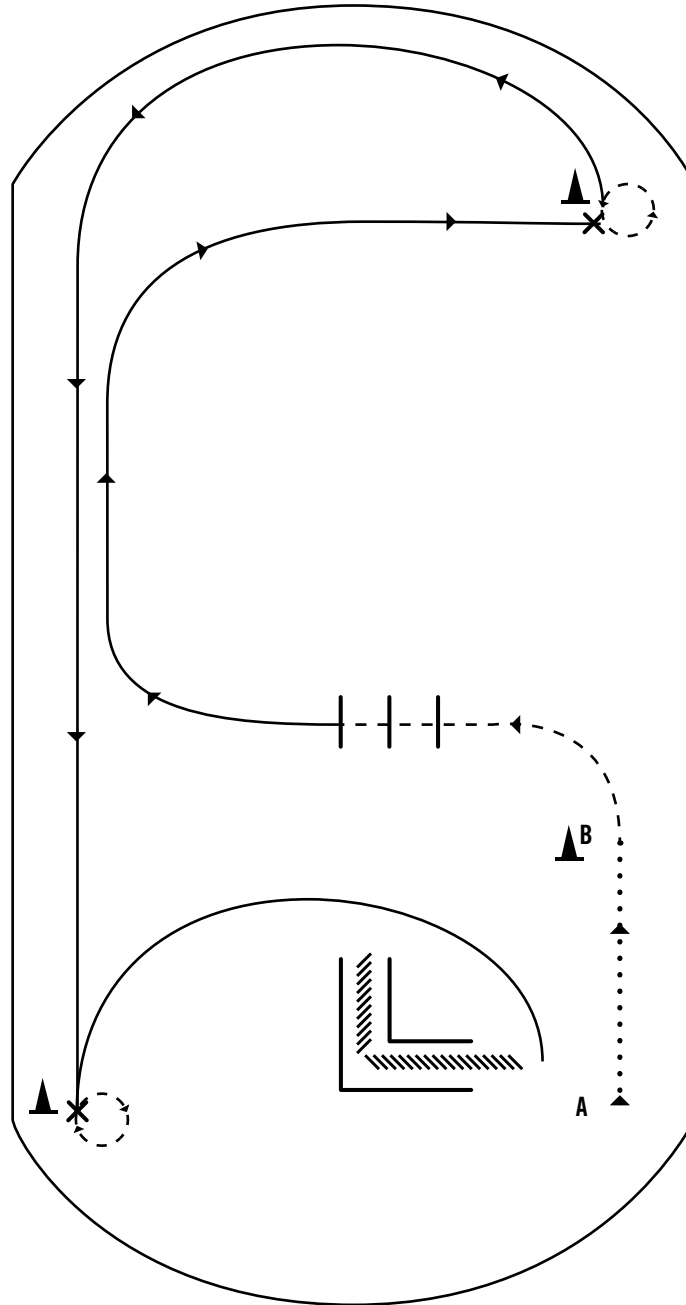
# RANCMANSHIP PATTERN #1



- | = Lead Change
- × = Stop
- ..... = Walk
- - - - = Trot
- = Lope
- — — = Ext. Lope
- - - - = Ext. Trot
- //// = Back

1. Extended trot from cone through chute; Stop.
2. 1 spin left
3. 1 spin right
4. Back through chute, 1/4 turn left
5. Trot to cone
6. At cone, walk to side pass pole
7. Side pass left
8. Lope left lead
9. Change to right lead
10. Lope right circle; Stop at side pass pole
11. Side pass right

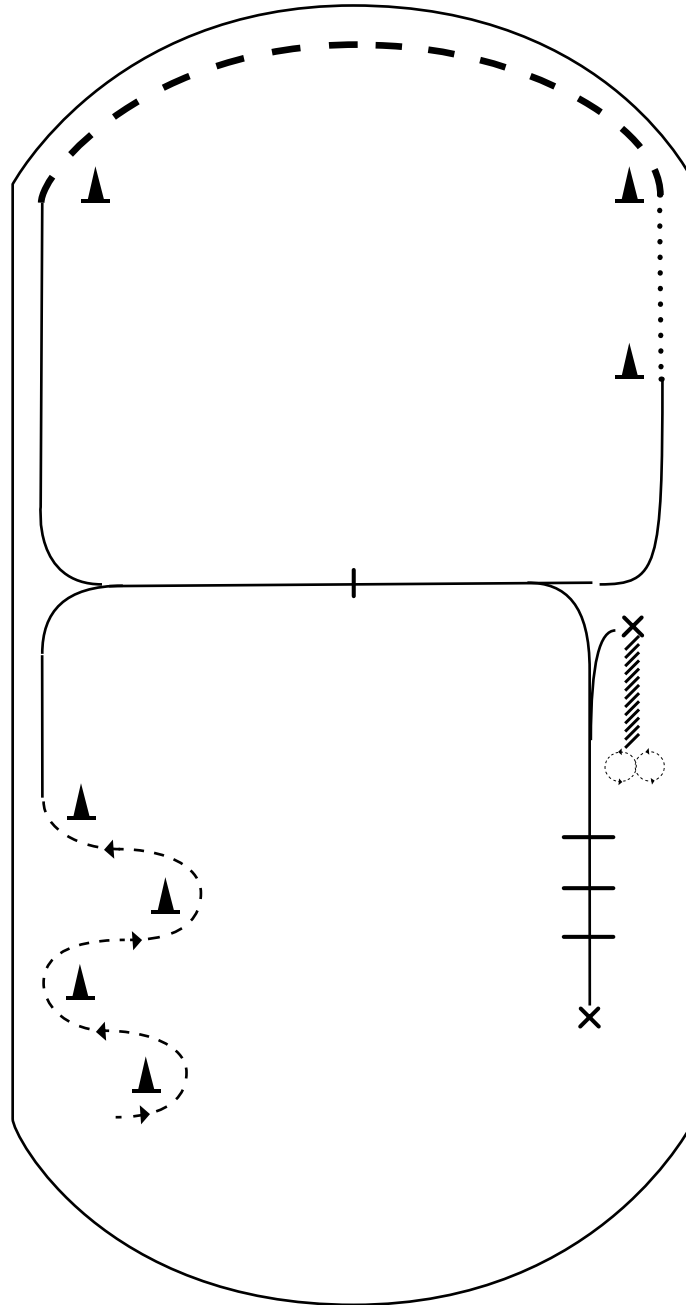
# RANCMANSHIP PATTERN #2



- | = Lead Change
- × = Stop
- ..... = Walk
- = Trot
- = Lope
- = Ext. Lope
- = Ext. Trot
- ////// = Back

1. Walk A-B
2. At cone, trot to and over cross poles
3. After poles are cleared, lope on the right lead
4. At cone, stop.
5. 1 ½ spin left
6. Lope on the left lead to cone; stop.
7. 1 ½ spin right
8. Lope on the right lead to chute; Stop; 90° turn to the left
9. Back through chute

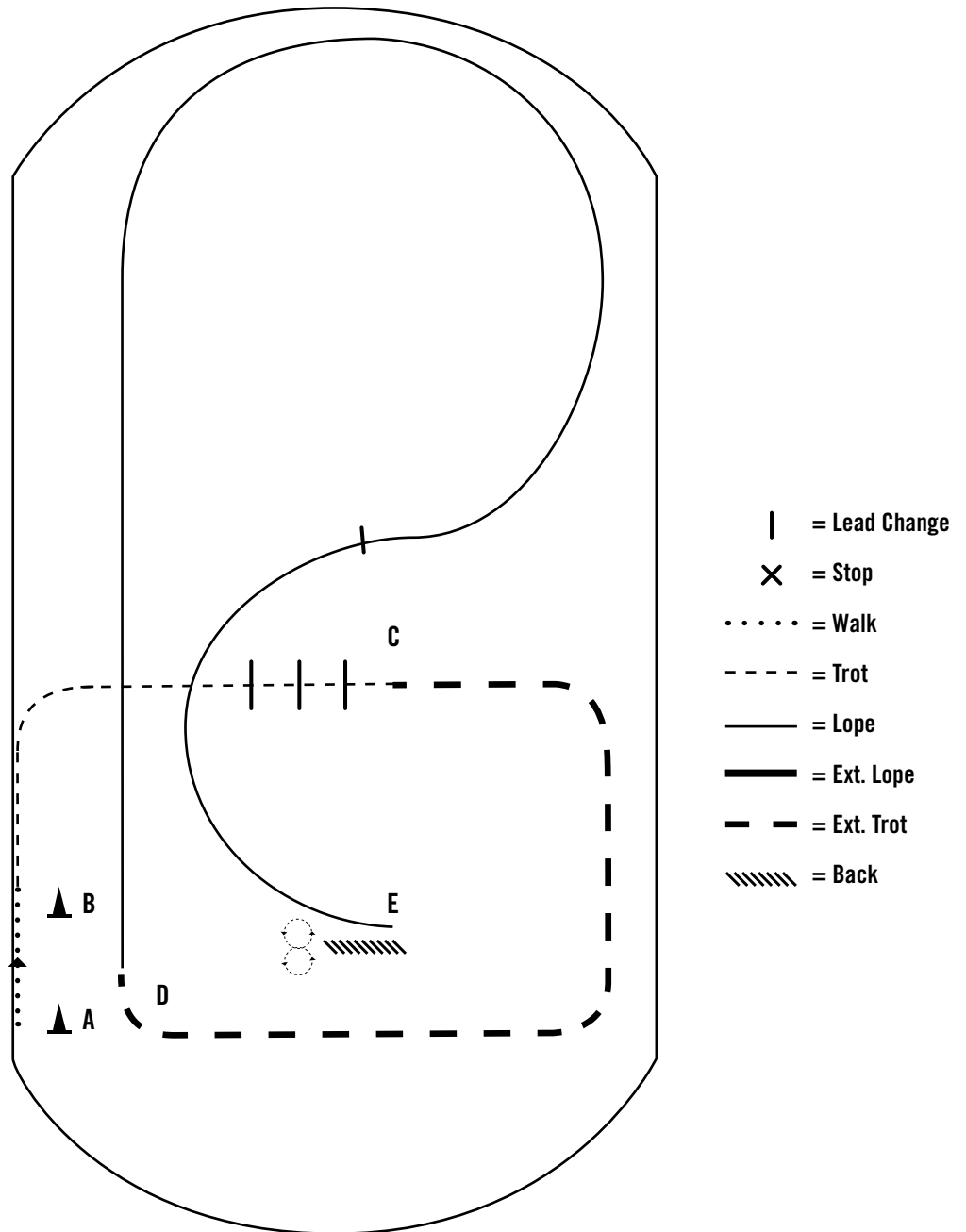
# RANCMANSHIP PATTERN #3



- | = Lead Change
- × = Stop
- ..... = Walk
- - - - = Trot
- = Lope
- = Ext. Lope
- - - - = Ext. Trot
- /////// = Back

1. Trot serpentine through the cones
2. Clear last cone; Lope on the right lead
3. At the center of the arena, change to left lead
4. Lope to cone; transition to walk
5. Walk to next cone
6. Extended trot to next cone
7. Pick up left lead to the center of the arena
8. Change to right lead
9. Lope over three rails
10. Stop; Roll back (180° turn on haunches) left
11. Lope on left lead over three rails
12. Stop; Back 8-10 feet
13. 2 spins to the right
14. 2 spins to the left

# RANCMANSHIP PATTERN #4



1. Walk from A to B
2. At B, trot over poles to C
3. At C, extended trot to D
4. Lop on the right lead up arena and close circle to center, change to left lead
5. Lope to the right side of cone E and stop; back 8 to 10 feet
6. 2 spins to the left
7. 2 ¼ spins to the right