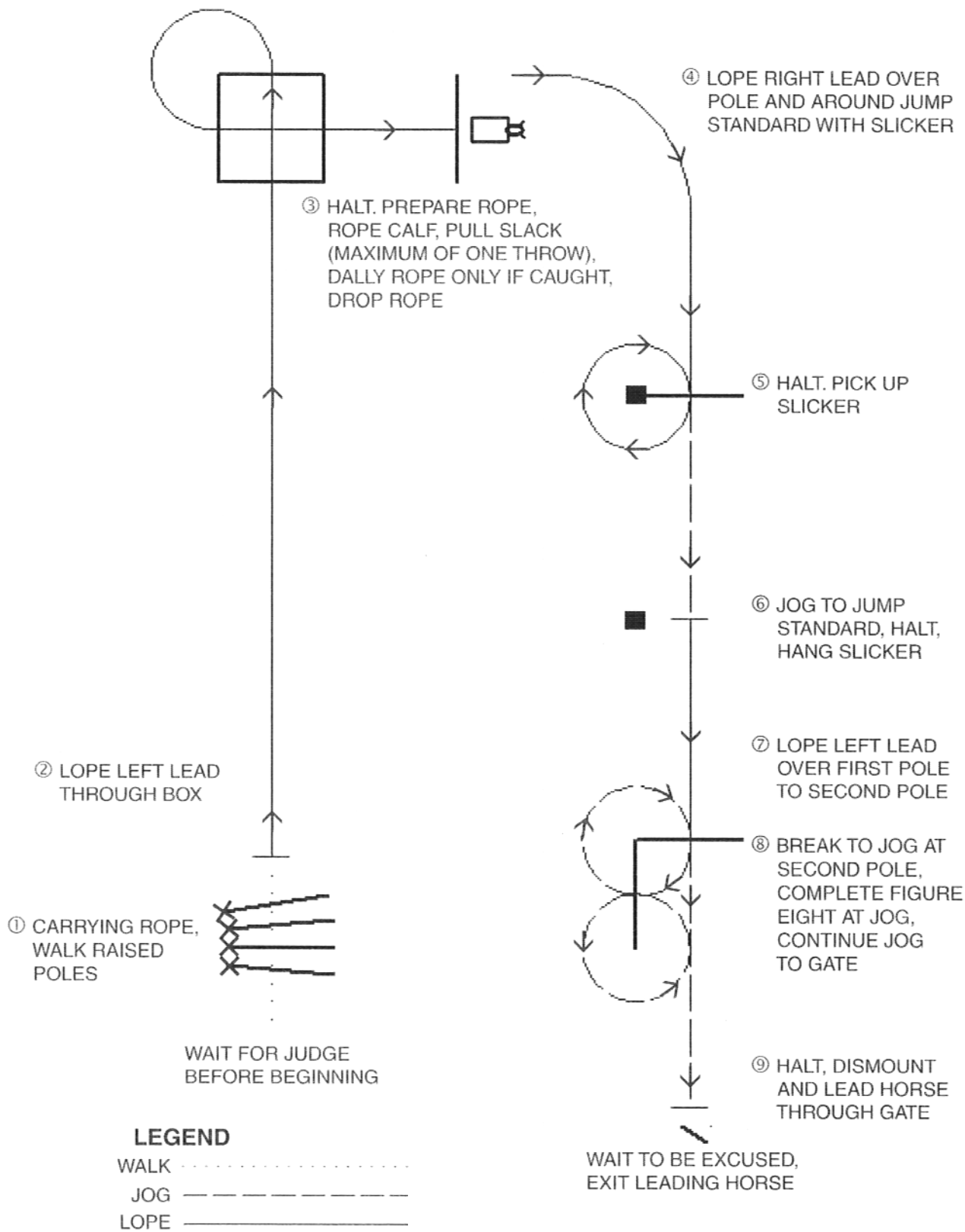


**LEGEND**

- WALK ..... (dotted line)
- JOG - - - - - (dashed line)
- LOPE \_\_\_\_\_ (solid line)
- CONE ▲ (triangle)
- BARREL ○ (circle)



## Working Rancher #2

③ RIGHT ROLLBACK AND LOPE RIGHT AROUND BARREL AND INTO CHUTE

④ BACK OUT OF CHUTE AND BESIDE GATE

⑥ PREPARE ROPE, ROPE CALF HEAD, PULL SLACK AND DALLY, THEN LEAVE ROPE (DALLY ONLY IF HEAD IS CAUGHT)

⑤ GATE - RIGHT HAND WALK THROUGH AND CLOSE, JOG TO CALF

⑦ LOPE INTO OPEN BOX AND HALT

⑧ 360 DEGREE TURN (EITHER DIRECTION)

⑨ WALK OUT OF BOX AND OVER POLES, HALT

② LOPE LEFT LEAD FULL CIRCLE AROUND BARREL

① JOG OVER POLES

WAIT FOR JUDGE BEFORE BEGINNING

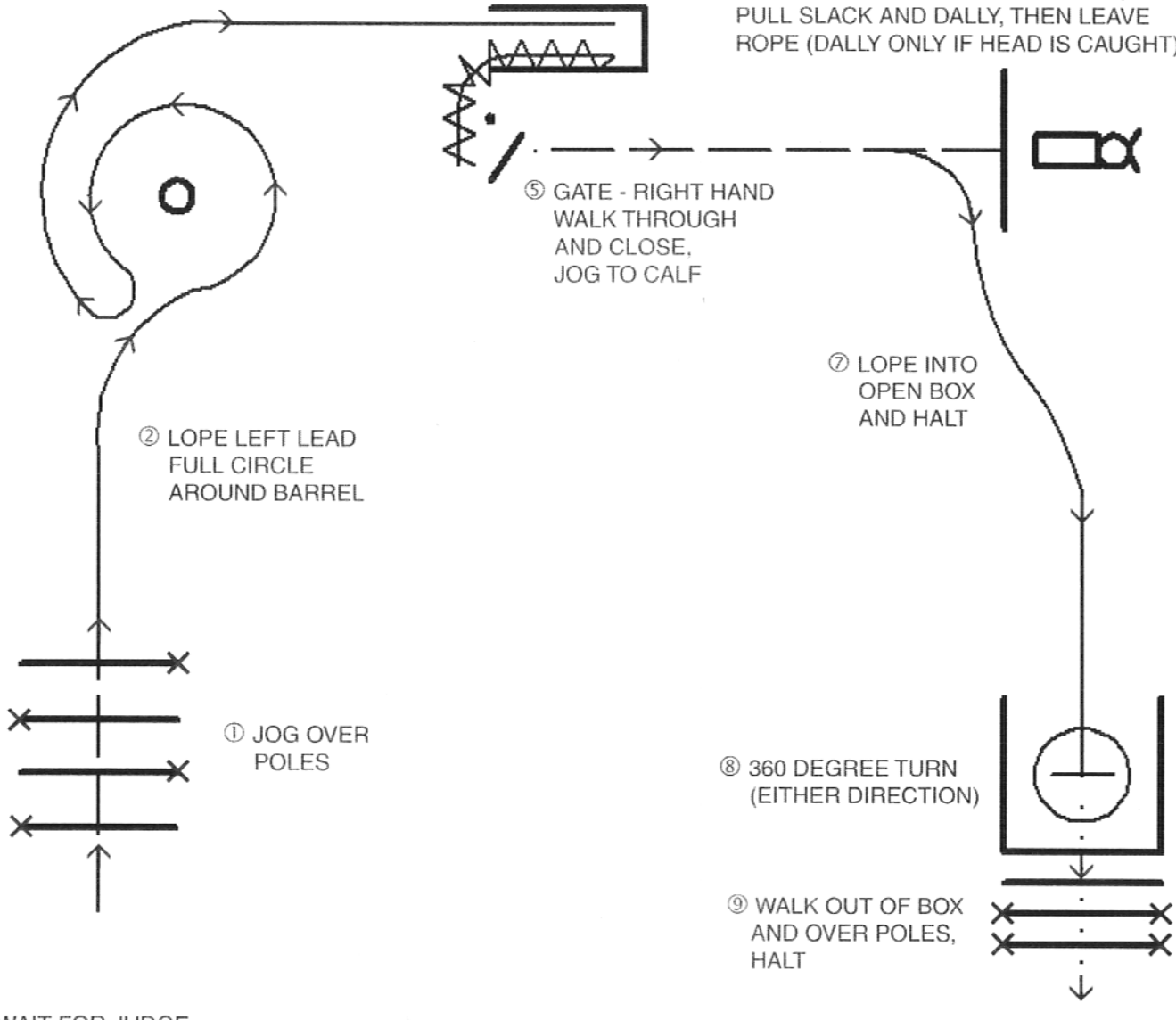


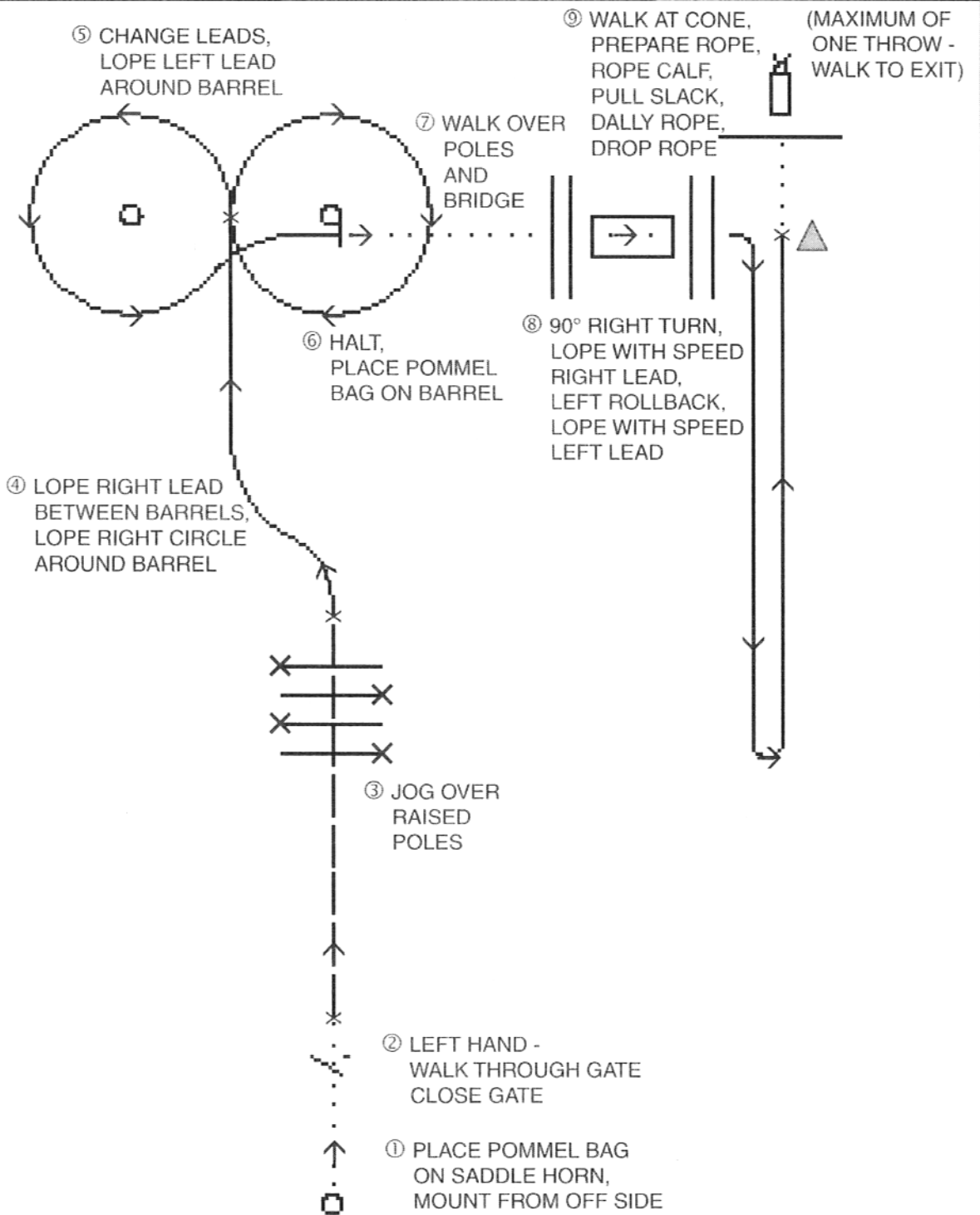
WAIT TO BE EXCUSED

**LEGEND**

- WALK ..... (dotted line)
- JOG - - - - - (dashed line)
- LOPE ——— (solid line)
- BACK ▲▲▲▲▲ (sawtooth line)
- BARREL ○ (circle)
- GATE / (diagonal slash)
- 10' POLE ——— (horizontal line)
- CALF □ (rectangle with a tail)
- BRUSH BOX ■ (solid black square)

**Working Rancher #3**





LEAD HORSE TO BARREL THEN  
WAIT FOR JUDGE BEFORE BEGINNING

**LEGEND**

- WALK ..... (dotted line)
- JOG - - - - - (dashed line)
- LOPE \_\_\_\_\_ (solid line)
- LOPE AT SPEED \_\_\_\_\_ (thick solid line)
- BARREL ○ (circle)
- GATE / (two diagonal lines)
- POLE \_\_\_\_\_ (horizontal line)
- CALF ☞ (rectangle with tail)
- CONE ▲ (triangle)
- BRIDGE □ (square)