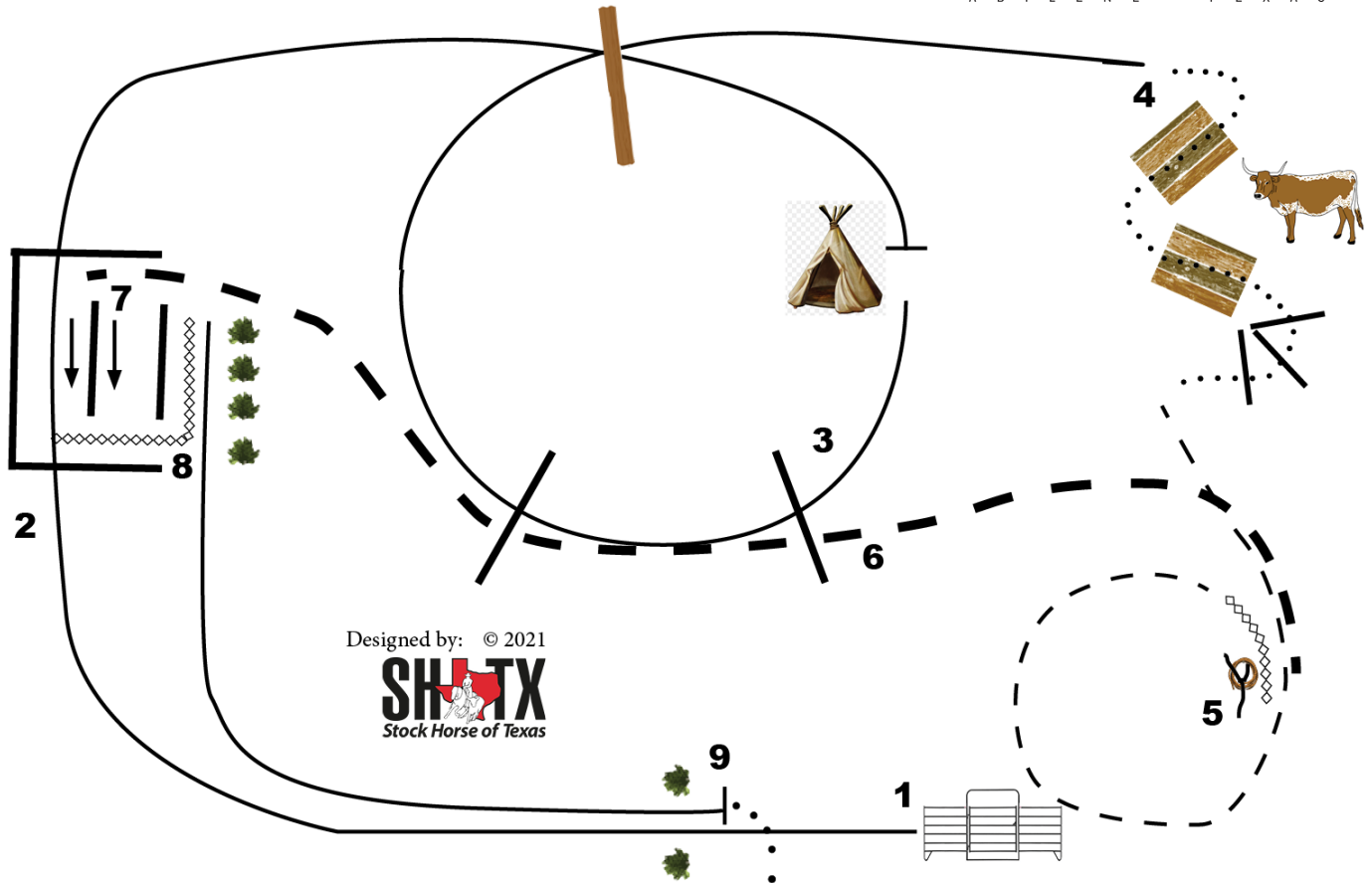


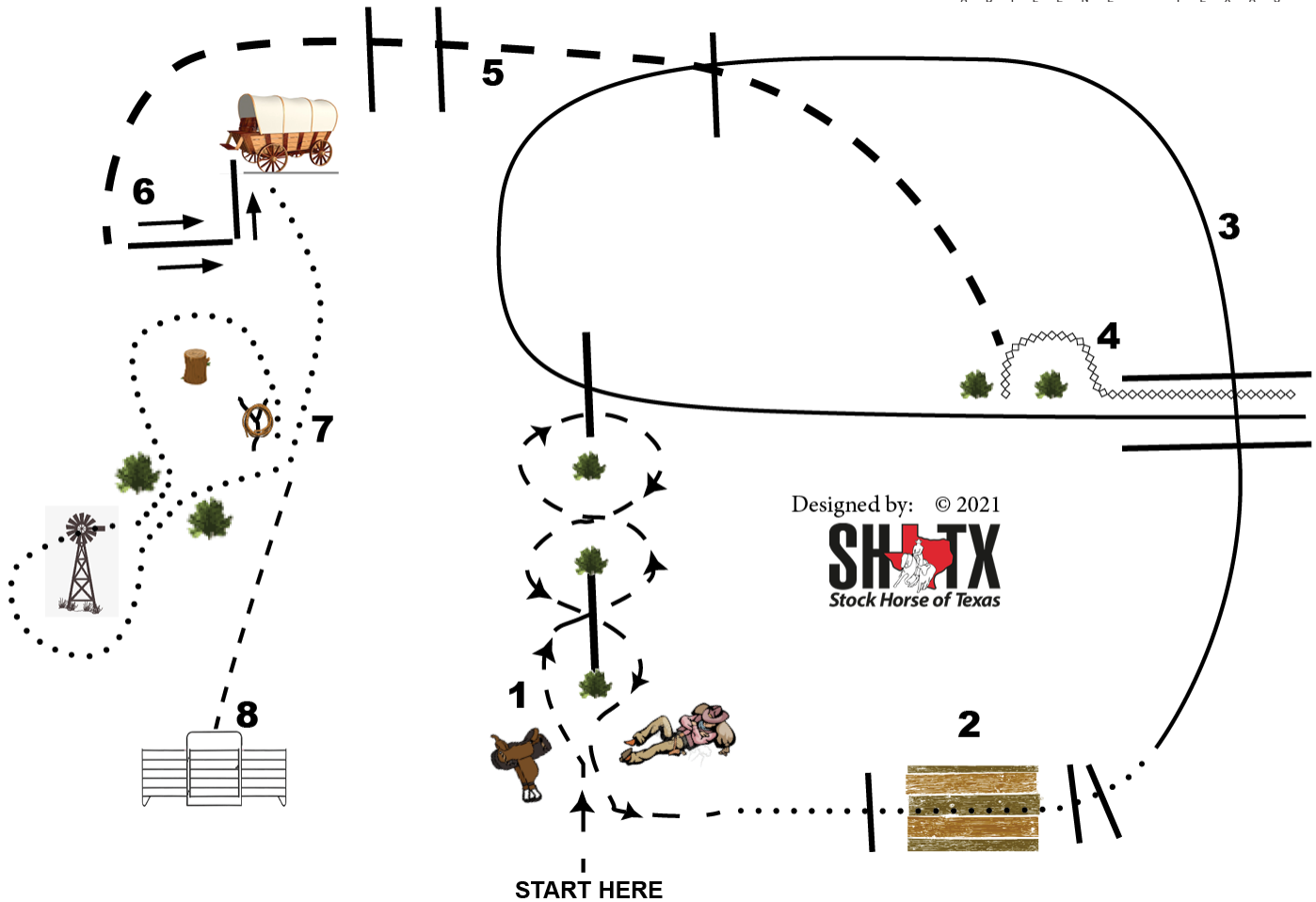
TRAIL A – All Divisions



We've got to cover some ground today checking cattle in the pasture, so let's get started.

1. Open/close the gate to enter the pasture, left hand push.
2. We need to get to the "back 40," so take the right lead and lope between the bushes, through the box and over the big downed tree. (We've lost some big trees in this pasture from the drought.)
3. Stop at Cowboy Bob's camp. Cowboy Bob isn't here, so lope in the right lead over the logs and over the big downed tree again (as shown) and head toward the bridge.
4. The cattle look good so far, and now you're in the lower basin of the pasture. Walk over the bridges and the logs. Oh no, there's a yearling that doesn't look so good and Cowboy Bob is trying to doctor him. He needs your help
5. Trot to the drag. Pick up the drag and trot most of the circle. Turn and face the drag, backing the drag into it's original position. If necessary, turn either direction to leave drag. Cowboy Bob is thankful you showed up to help! But it's time to move on.
 - a. NOVICE, YOUTH, NOV YOUTH > Trot to the rope. Stop and pick up the rope. You can swing the rope, or just move it around your horse proving to the judge your horse is okay with a rope. Replace the rope. Turn 180 degrees either direction.
6. Leave the drag and extend the trot over the logs and into the box.
7. Sidepass left over the log. All these dang fallen trees have you in a tight spot and it's time to head home...good thing your horse is broke and you can back out of here.
8. Back out of the box and between the bushes.
9. Lope in the left lead toward the bushes. Your horse is a little "off" in his stride. He must have a rock in his foot. Stop between the bushes. Dismount and pick up one of your horse's feet. Thankfully everything looks okay and it's time to head home. Pattern ends. Walk out on foot.

TRAIL B – All Divisions



It's an early start on the ranch this morning, but Cowboy Bob didn't wake up with the rest of the crew. He's still sound asleep in his bedroll.

1. Begin at a trot, trotting between the bedroll and saddle, and trot the serpentine around the plants and over the logs as shown, going to the left first. (Cowboy Bob is still asleep even as you go by the second time!)
2. Near the bridge, break to the walk. Walk over the bridge and logs. (You would think this would wake up Cowboy Bob, but apparently he's a sound sleeper. I hope he doesn't get in trouble for being late! The Wagon Boss is hollering, so you better get going.)
3. Lope left lead over 4 logs as drawn, and lope into the chute. Stop.
4. Back out of the chute and around the bush, stopping between the bushes. (You can smell the biscuits at the cook's wagon.....let's head that way!)
5. Extended trot over the logs and to the sidepass log. Stop. (Breakfast is ready!)
6. Sidepass left to the wagon and ring the dinner bell. (Hopefully this will wake up Cowboy Bob! Oh no, looks like there's a water leak near the windmill....)
7. Extended walk to the drag. Dally and pull the pipe at an extended walk as shown between the plants, around the windmill (either direction), between the plants again, and around the stump, returning the pipe to its original location. (Looks like that pipe is plugged up, you better go tell the Wagon Boss...)
 - a. NOVICE, YOUTH, NOV YOUTH > pick up the slicker and carry it at an extended walk as shown, between the plants, around the windmill (either direction), between the plants again, and around the stump, returning to its original location
8. Trot to the gate. Open and close the gate, pulling the gate toward you, ie. left hand pull gate. And guess what, Cowboy Bob is STILL asleep!