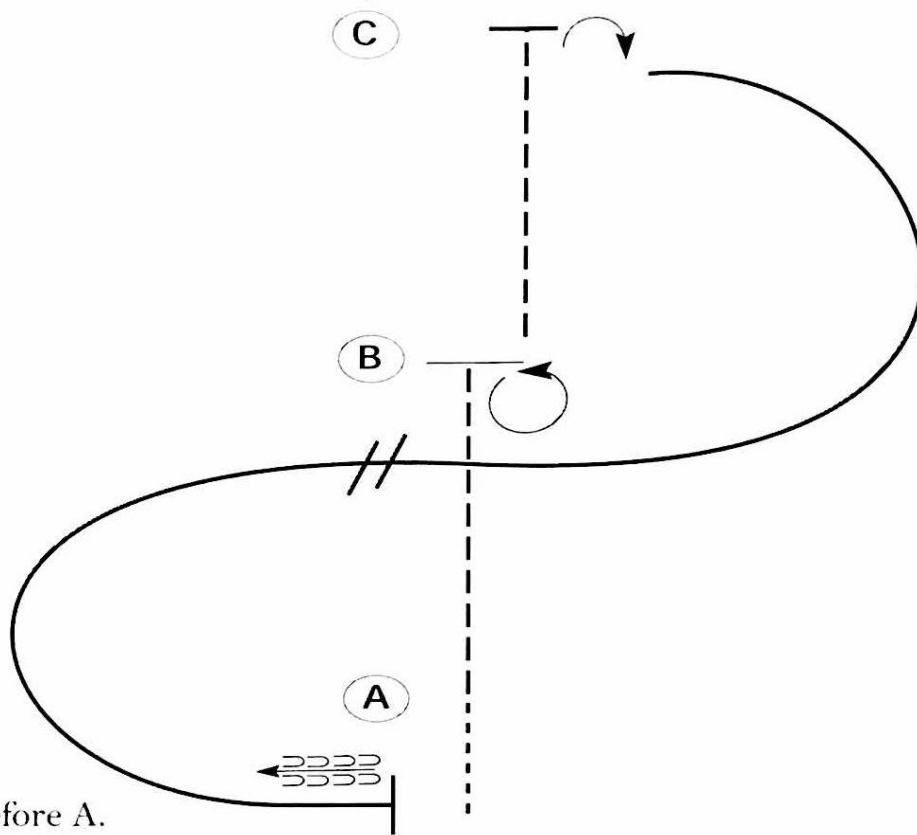


# Ranch Mulemanship & Youth Donkeymanship Pattern



Be ready before A.

1. Walk to A.
2. Jog A to B.
3. Stop at B and perform 2 360 degree spins to the left.
4. Perform an extended jog from B to C.
5. Stop at C and turn 90 degrees to the right.
6. Lope a half circle to B on the right lead.
7. At B perform a flying lead change and lope a half circle to A on the left lead.
8. Stop at A and back approximately one horse length.

Follow the instructions of your ring steward.

<b>Walk</b>	-----
<b>Jog</b>	-----
<b>Extended Jog</b>	-----
<b>Lope</b>	-----
<b>Leg Yield</b>	
<b>Lead Change</b>	—/—
<b>Back</b>	← ←←← ←←←
<b>Marker</b>	(B)
<b>Sidepass</b>	←-----→