


Ranchmanship & Ranch Trail Patterns

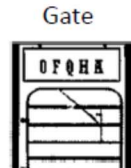
Mandatory Ranch Trail Obstacles



Log Drag
Drag log off the left side of the horse in a circle and return
YOUTH drag cone to cone



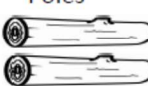
Steer Rope
2 Attempts to rope the steer. Not catching is not a DQ.
YOUTH Swing rope, no throw needed



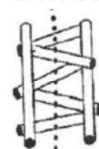
Gate
Work gate with Right or left hand as directed in the pattern
YOUTH gate will be unlatched, walk through gate holding gate, close gate, latch is not required.

Youth W/T Modifications at pink cones


Optional Obstacles



Ground Poles
Poles arranged in various patterns in groups of 2-4



Cross Buck
Logs arranged cavaletti style raised on one end




Chute
Ground poles arranged in a variety of shapes, entry and exit are defined in the pattern




Bridge
Wooden Bridge 16" high at the center walk over




Slicker
Walk to and sack out horse, place slicker over horses head



Cones
Cones in groups of 2-5; ride through per pattern
Single Cone mark start and finish



Side Pass Pole
Side Pass Right or Left per Pattern



Alternate Ground Poles
Elevated
Large Log

Dismount

Pick up hoof



Unbridle/ Rebridle




Marked Cones




Trail – Youth Modifications will be marked with a PINK cone






Patterns start and end will be marked with an ORANGE cone



Ranchmanship patterns – Gait changes will be marked with a RED cone. Cone should be on left side going through pattern



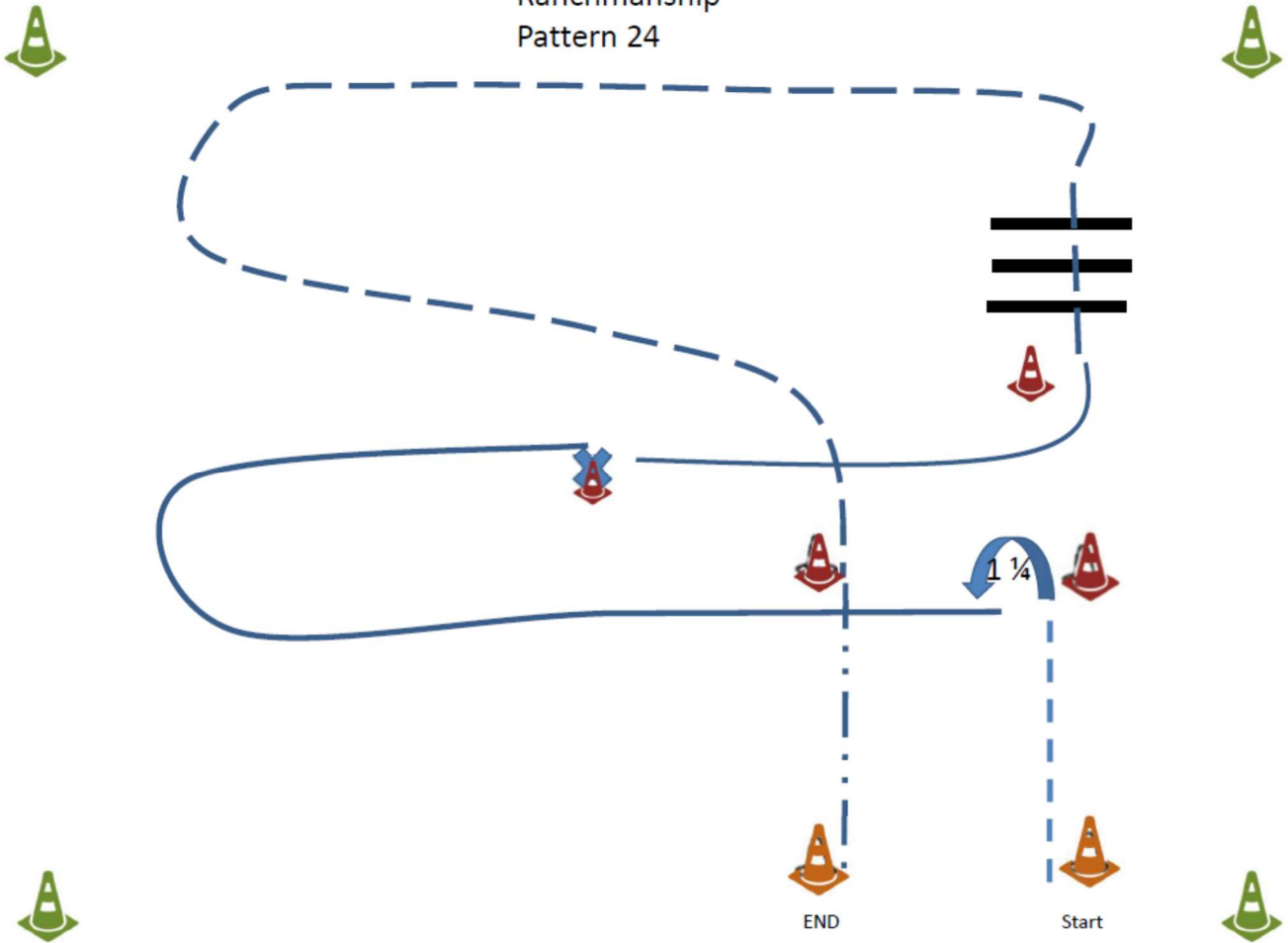
Ranchmanship Patterns. Out of bounds will be marked with GREEN Cones

..... Walk
- - - - - Extended Walk
- - - - - Trot
- - - - - Extended Trot
————— Lope
————— Extended Lope
/////// Back
<====> Side Pass

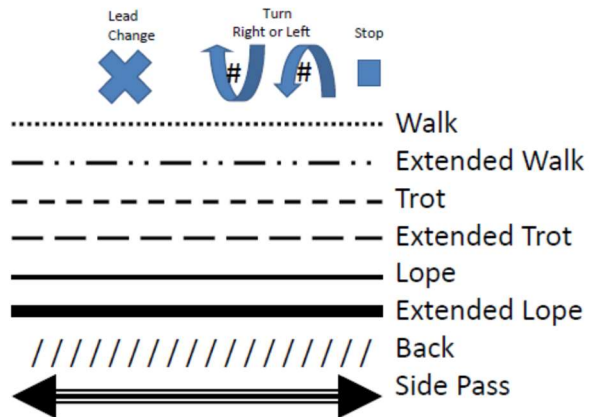
Walk/Trot class will replace Lope with Extended Trot

Ranchmanship Pattern 24



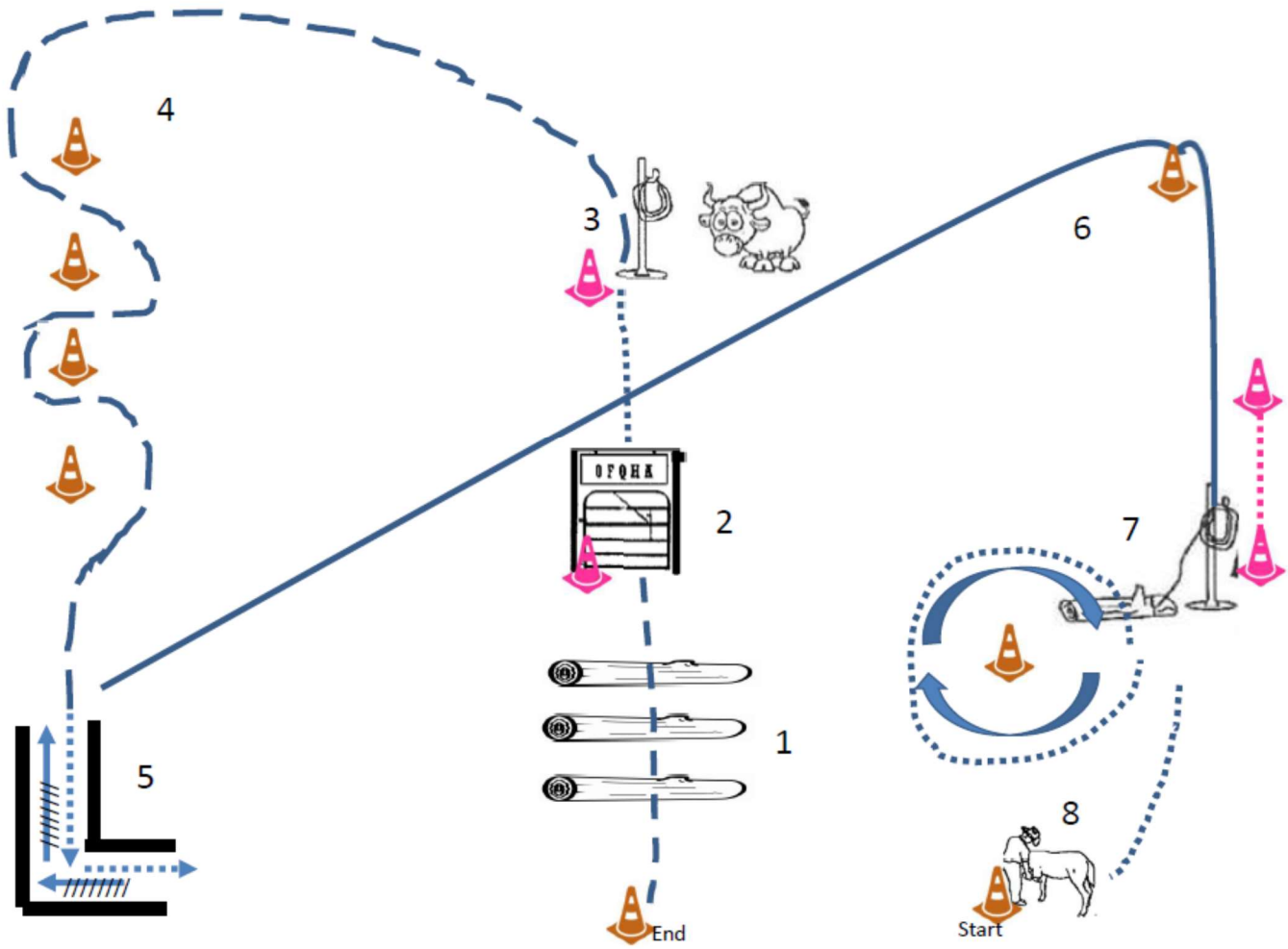
10 Cones
3 Ground Poles

1. Trot to Cone/ Stop
2. 1 ¼ Spin Left
3. Right Lead Lope
4. Change Lead at cone (Simple or Flying)
5. Left Lead Lope
6. Extended Trot Over Poles to cone
7. At Cone Break to Extended Walk
8. Stop at Cone



Walk/Trot class will replace Lope with Extended Trot

Ranch Trail Pattern 30



1. Trot over poles to Gate
2. Work Gate with Left Hand **YOUTH gate will be unlatched, walk through gate holding gate, close gate, latch is not required.**
3. Walk to Steer/ Attempt to Rope/ 2 Attempts **YOUTH Swing no throw needed**
4. Extended Trot to through Cones to Chute
5. Walk into Chute/ Back out
6. Right Lead Lope across, and around cone to Log Drag
7. Drag Log around Cone/ Return Log **YOUTH – Drag cone to cone**
8. Walk to Cone/ Dismount/ Pick up Left Front Foot

Lead Change: X
 Turn Right or Left: U, A
 Stop: ■

..... Walk
 - - - - - Extended Walk
 - - - - - Trot
 - - - - - Extended Trot
 _____ Lope
 _____ Extended Lope
 // // // // // Back
 <====> Side Pass

Walk/Trot class will replace Lope with Extended Trot