

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

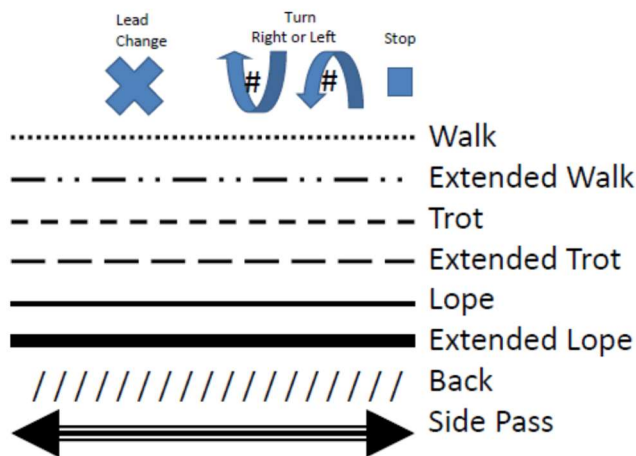
Marked Cones

Trail – Youth Modifications will be marked with a PINK cone

Patterns start and end will be marked with an ORANGE cone

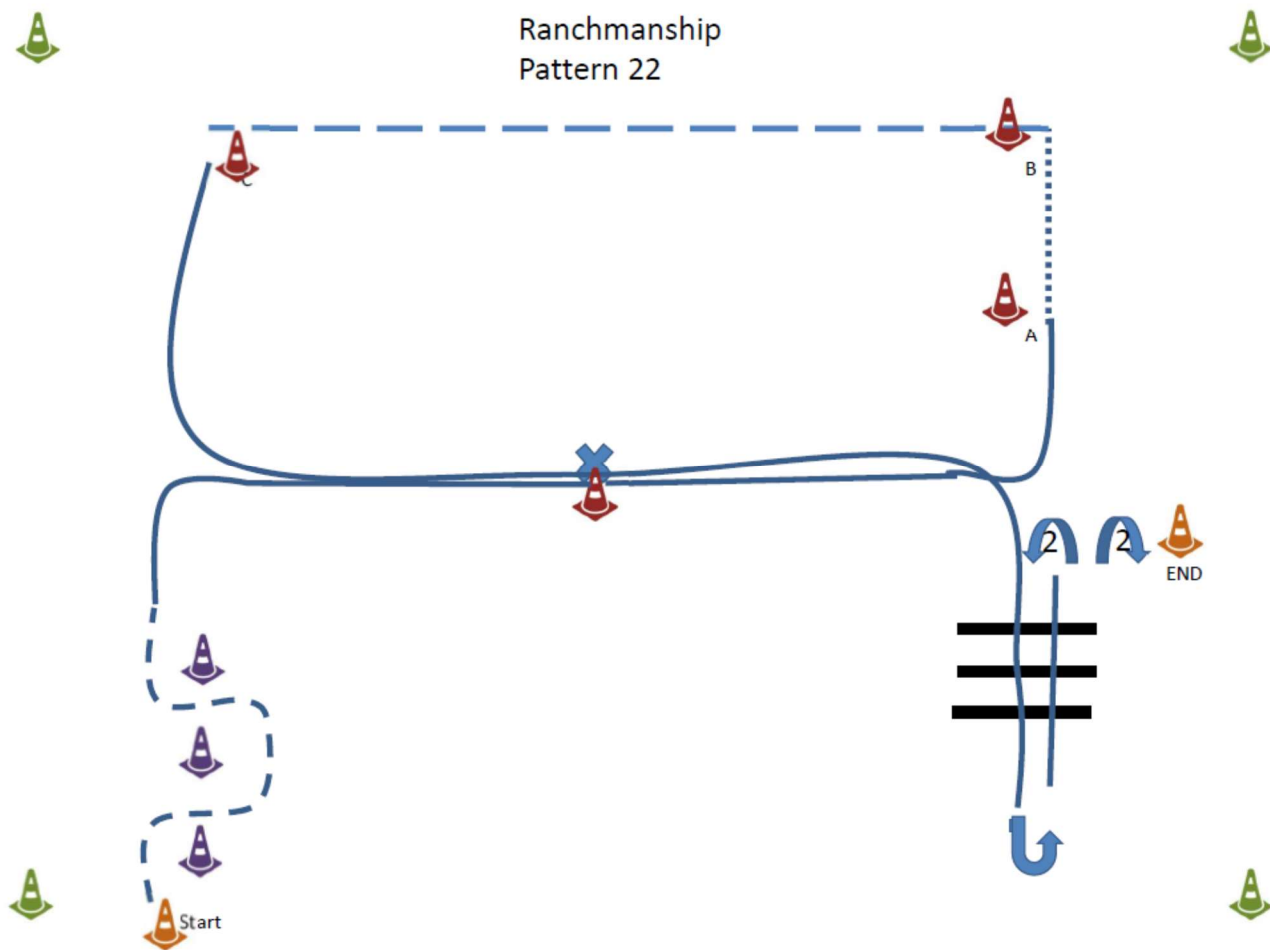
Ranchmanship patterns – Gait changes will be marked with a RED cone. Cone should be on left side going through pattern

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



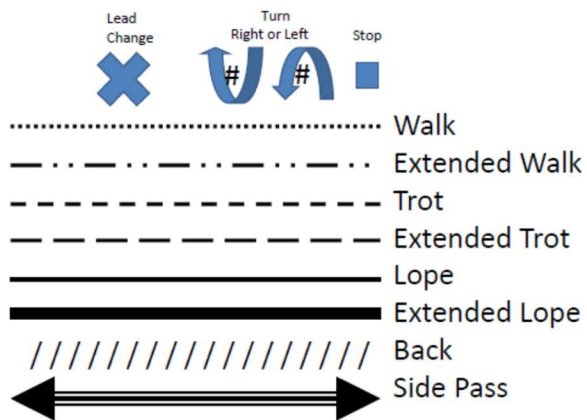
Walk/Trot class will replace Lope with Extended Trot

Ranchmanship Pattern 22



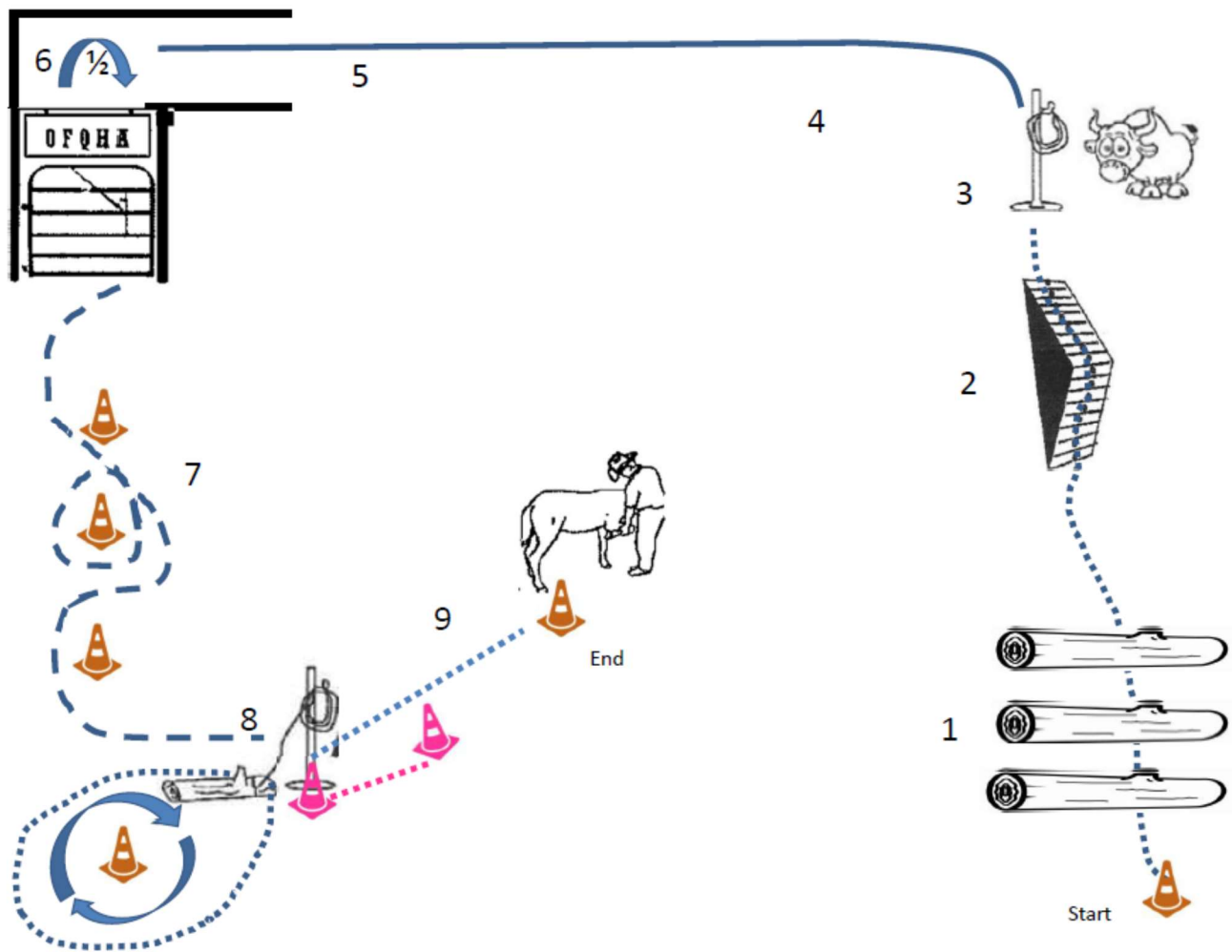
13 Cones
3 Ground Poles

1. Trot serpentine through the cones
2. Clear last cone; Right Lead Lope
3. At center cone change to Left Lead
4. Lope to cone A; transition to walk
5. Walk to next cone B
6. Extended jog to next cone C
7. Pick up left lead lobe to center
8. Lead change at cone (simple or flying)
9. Lope through ground poles
10. Stop, Rollback left
11. Lope Back through ground poles
12. 2 Spins Right
13. 2 Spins Left



Walk/Trot class will replace Lope with Extended Trot

Ranch Trail Pattern 32



1. Walk over poles
2. Walk to and over bridge
3. Walk to Steer/ attempt to Rope (2 Attempts) **YOUTH Swing rope, no throw needed**
4. Lope Left Lead into Chute
5. 180 Turn to the right in the Chute
6. Side Pass Right to Gate/Work Gate with Right Hand **YOUTH gate will be unlatched, walk through gate holding gate, close gate, latch is not required.**
7. Trot through cones/ circle middle cone
8. Trot to Log Drag/ Drag log and return **YOUTH Drag cone to cone**
9. Walk to cone/ Dismount/ Pick up Right front foot

Lead Change X	Turn Right or Left # U #	Stop ■
<p>..... Walk</p> <p>----- Extended Walk</p> <p>- - - - - Trot</p> <p>- - - - - Extended Trot</p> <p>===== Lope</p> <p>===== Extended Lope</p> <p>/////// Back</p> <p>↔ Side Pass</p>		
Walk/Trot class will replace Lope with Extended Trot		