

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



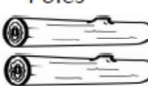
Work gate with Right or left hand as directed in the pattern

YOUTH gate will be unlatched, walk through gate holding gate, close gate, latch is not required.

 Youth W/T Modifications at pink cones

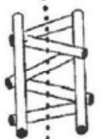
Optional Obstacles

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




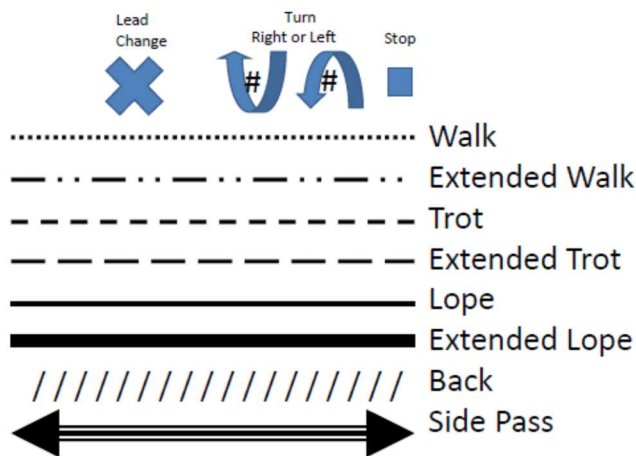
Marked Cones

 Trail – Youth Modifications will be marked with a PINK cone

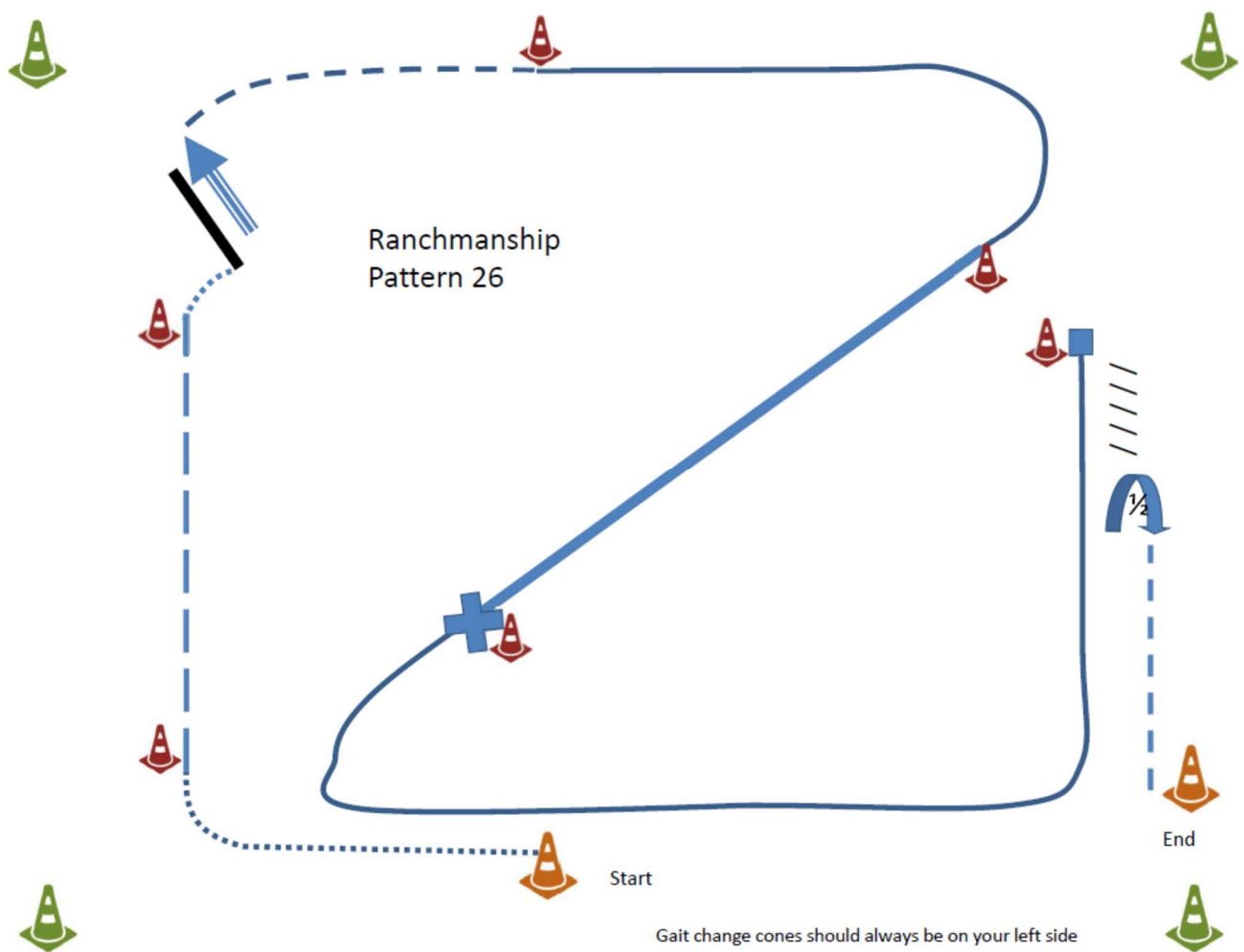
 Patterns start and end will be marked with an ORANGE cone

 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

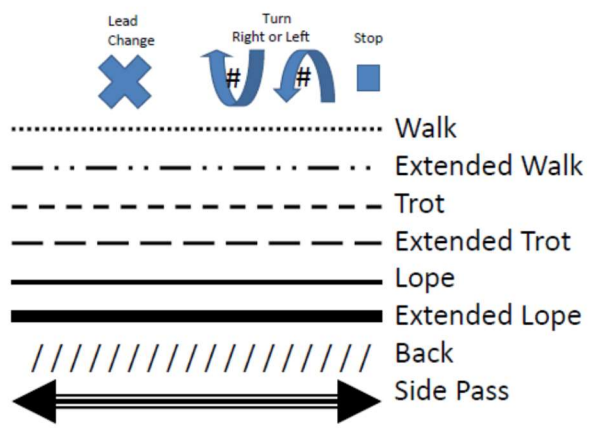


Walk/Trot class will replace Lope with Extended Trot



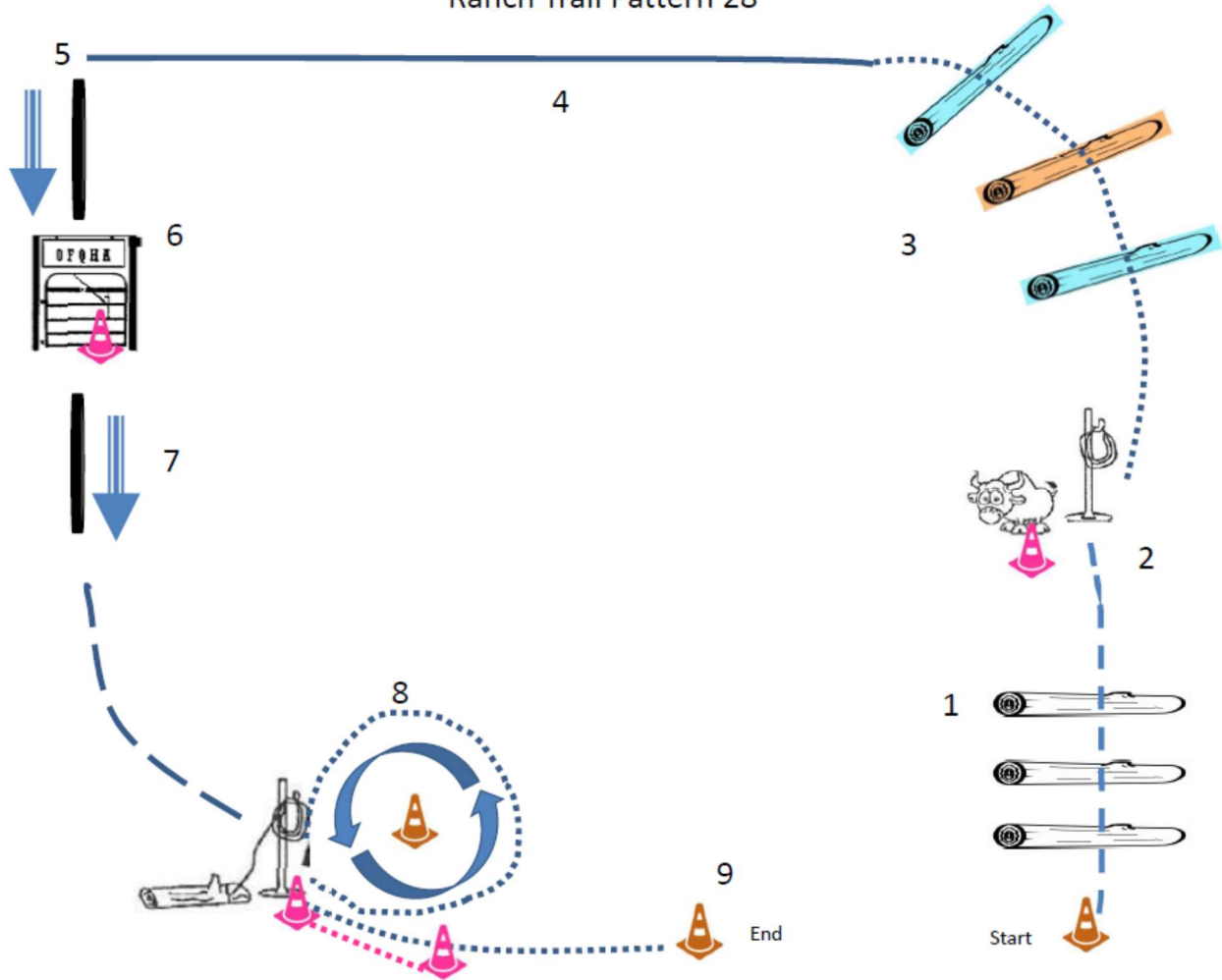
12 Cones
1 Ground Pole

1. Walk to cone
2. Extended Trot to cone
3. Walk to pole
4. Stop, Side pass pole Left
5. Trot to cone
6. Right Lead Lope to cone
7. Extended Lope Right lead
8. Change Leads at cone (simple or flying)
9. Left Lead Lope to cone
10. Stop and Back
11. 180 Turn Right
12. Trot to finish



Walk/Trot class will replace Lope with Extended Trot

Ranch Trail Pattern 28



1. Trot over poles
2. Trot to Steer/ Attempt to Rope/ 2 Attempts **YOUTH Swing rope, no throw needed**
3. Walk over elevated pole, large log and 2nd elevated pole
4. Left Lead Lope to pole
5. Stop Side pass left
6. Work Gate with left Hand **YOUTH gate will be unlatched, walk through gate holding gate, close gate, latch is not required.**
7. Side pass right
8. Extended Trot To Log Drag
9. Walk/ Drag Log/ Return Log **YOUTH drag cone to cone**
10. Walk to cone finish

Lead Change	Turn Right or Left	Stop	
X	# #	■	
.....			Walk
- . - . - . - . - . - .			Extended Walk
- - - - -			Trot
- - - - -			Extended Trot
—————			Lope
—————			Extended Lope
// // // // // // // // // // // // // // // //			Back
←—————→			Side Pass
Walk/Trot class will replace Lope with Extended Trot			