

# 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**



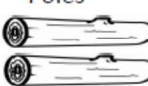
Work gate with Right or left hand as directed in the pattern

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

Youth W/T Modifications at pink cones

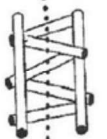
## Optional Obstacles

**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**



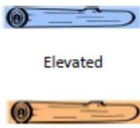
Cones in groups of 2-5; ride through per pattern  
Single Cone mark start and finish

**Side Pass Pole**



Side Pass Right or Left per Pattern

**Alternate Ground Poles**



Elevated  
Large Log

## Dismount

**Pick up hoof**



**Unbridle/ Rebridle**



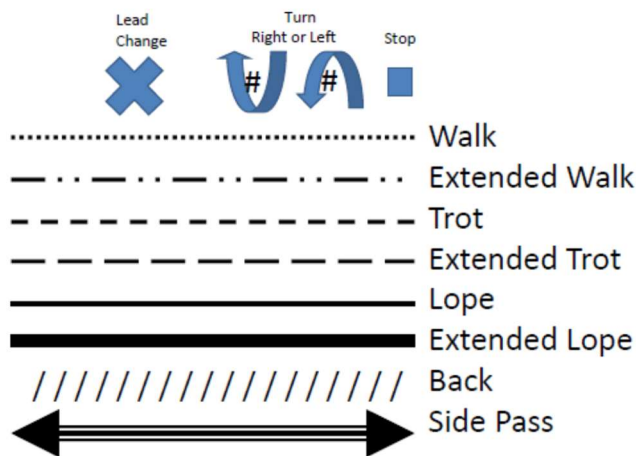
## Marked Cones

Trail – Youth Modifications will be marked with a PINK cone

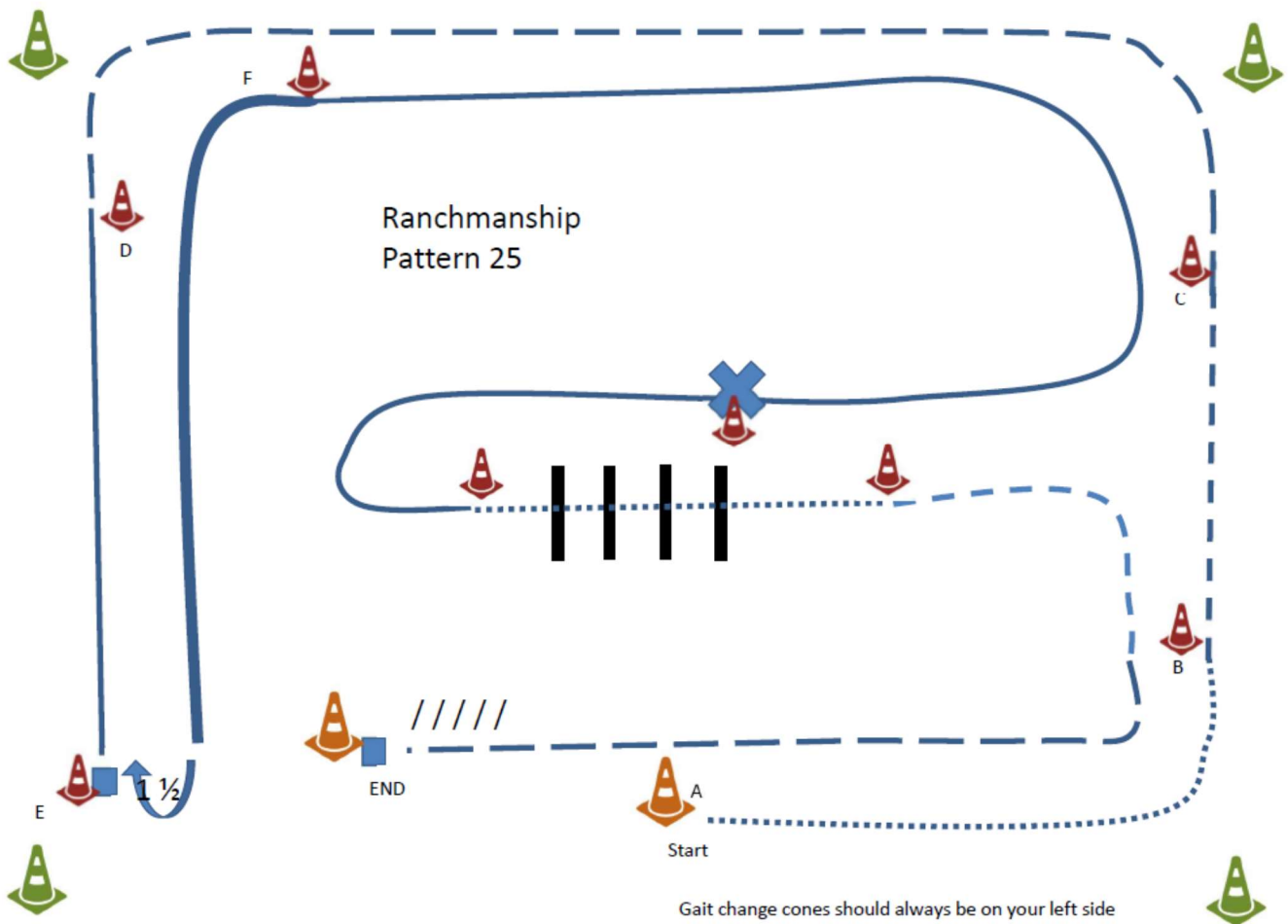
Patterns start and end will be marked with an ORANGE cone

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

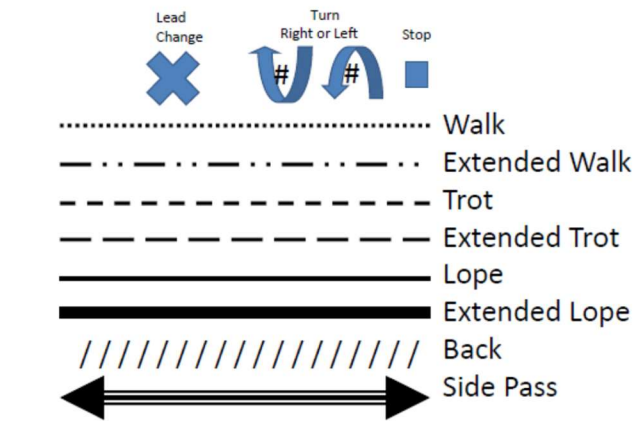


Walk/Trot class will replace Lope with Extended Trot



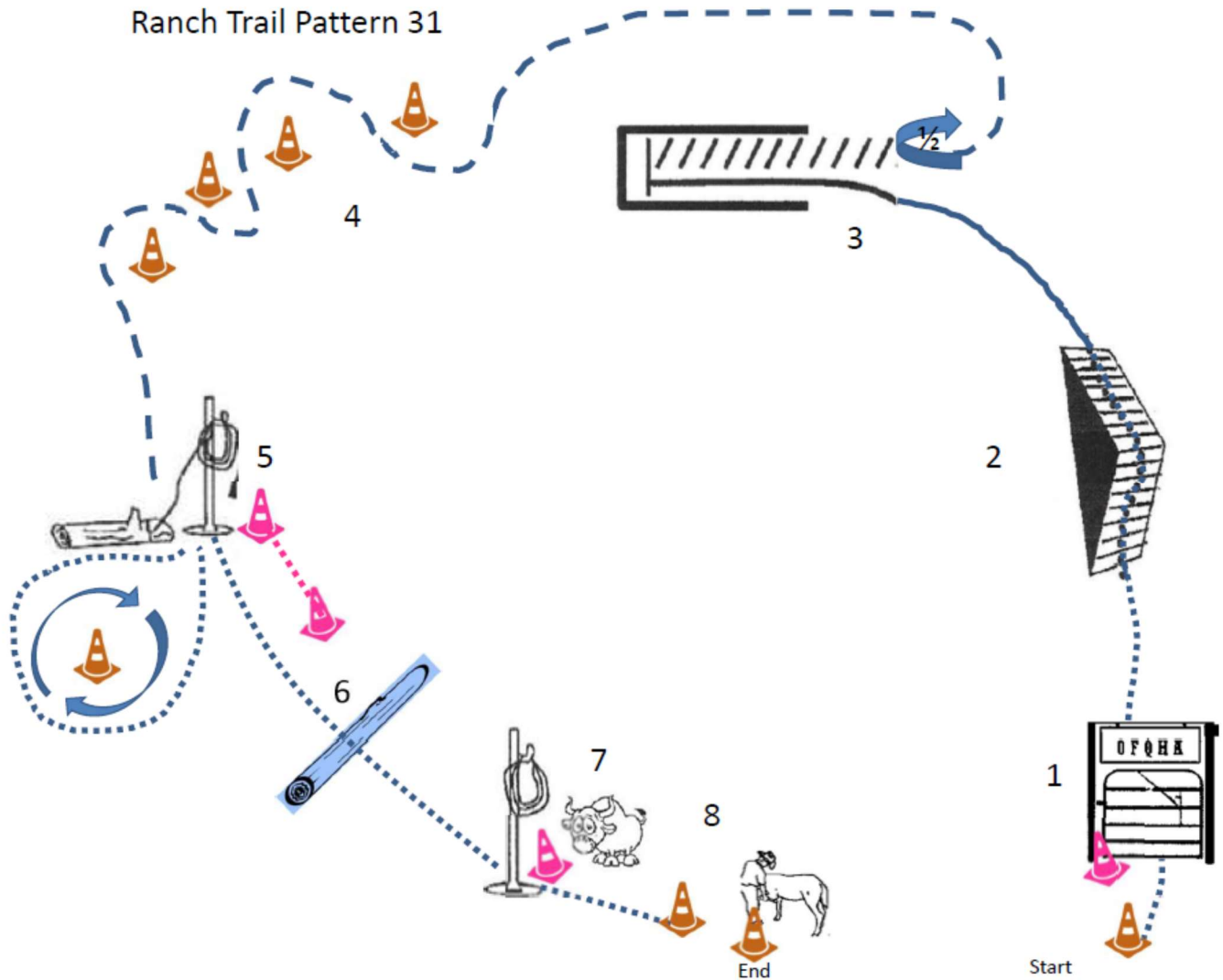
14 Cones  
4 Ground Poles

1. Walk Cone A to Cone B
2. Trot to Cone C
3. Extended Trot to D
4. Left Lead Lope to E
5. Stop 1 1/2 turn right
6. Extended Right Lead Lope to F
7. Right Lead Lope to Center
8. Lead Change at cone (simple or flying)
9. Lope Left Lead
10. Walk over Logs
11. Trot to Cone B
12. Extended Trot
13. Stop and Back



Walk/Trot class will replace Lope with Extended Trot

# Ranch Trail Pattern 31



1. Walk to Gate and work with Right Hand **YOUTH gate will be unlatched, walk through gate holding gate, close gate, latch is not required.**
2. Walk to and over Bridge
3. Left Lead Lope into chute/ Stop / Back Out/ ½ turn right
4. Trot to Cones and through cones.
5. Trot to Log Drag/ Drag Log around Cone/ Return Log  
**YOUTH Drag cone to cone**
6. Walk to and over elevated pole
7. Walk to Steer Rope/Attempt to Rope/ 2 Attempts **YOUTH Swing rope, no throw needed**
8. Dismount at cone/ Ground tie Horse/ Walk to and touch 2<sup>nd</sup> Cone/ Return to Horse

