

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



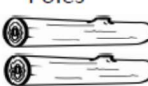
Work gate with Right or left hand as directed in the pattern

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

 Youth W/T Modifications at pink cones

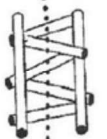
Optional Obstacles

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



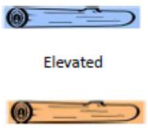
Cones in groups of 2-5; ride through per pattern
Single Cone mark start and finish

Side Pass Pole



Side Pass Right or Left per Pattern

Alternate Ground Poles



Elevated
Large Log

Dismount

Pick up hoof




Unbridle/ Rebridle




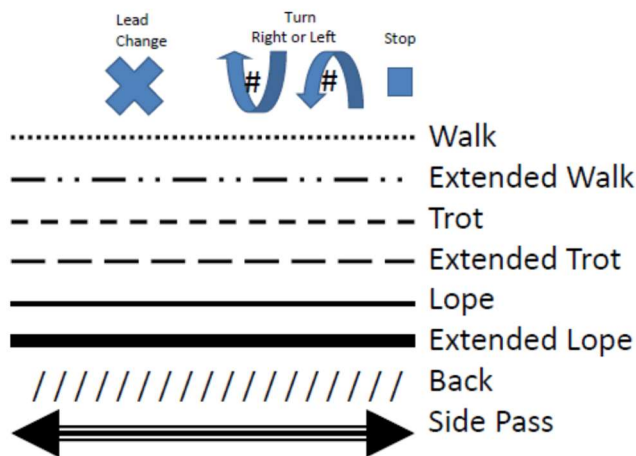
Marked Cones

 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

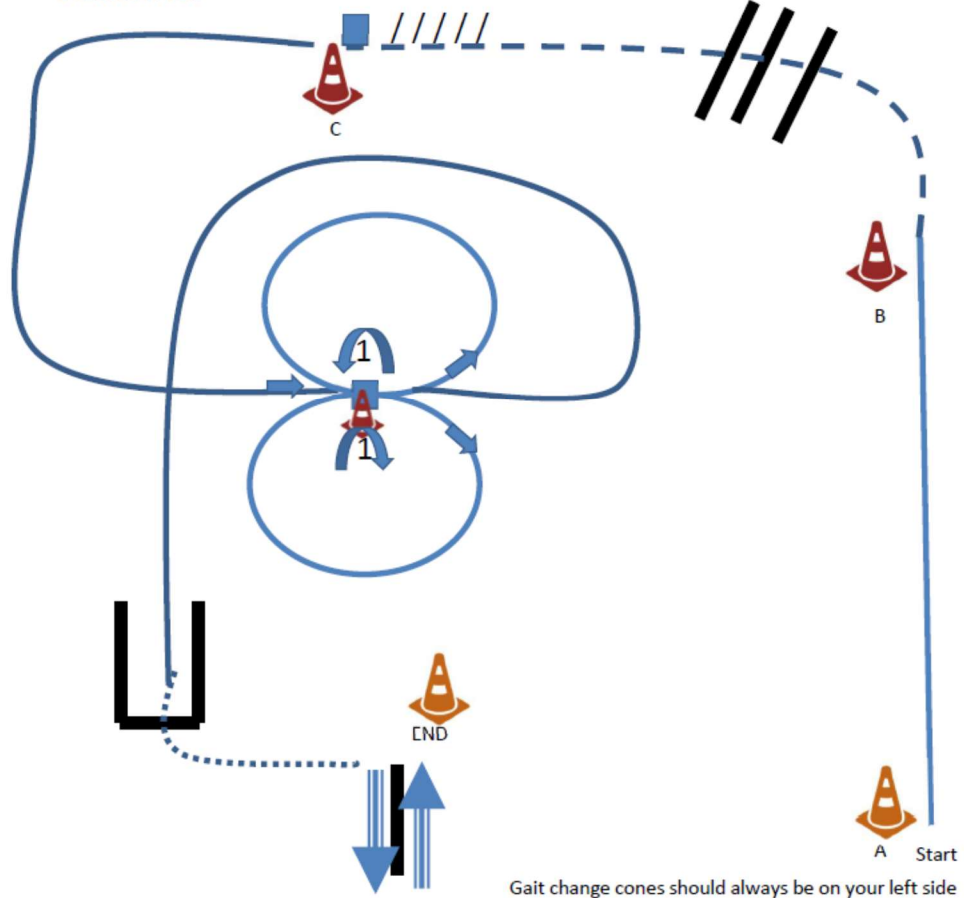
 Ranchmanship Patterns. Out of bounds will be marked with GREEN Cones



Walk/Trot class will replace Lope with Extended Trot



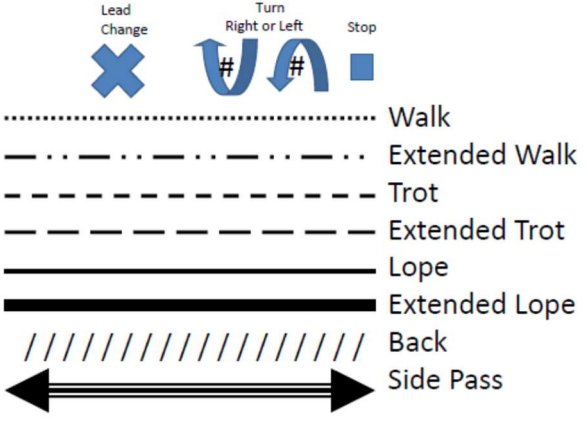
Ranchmanship Pattern 23



Gait change cones should always be on your left side

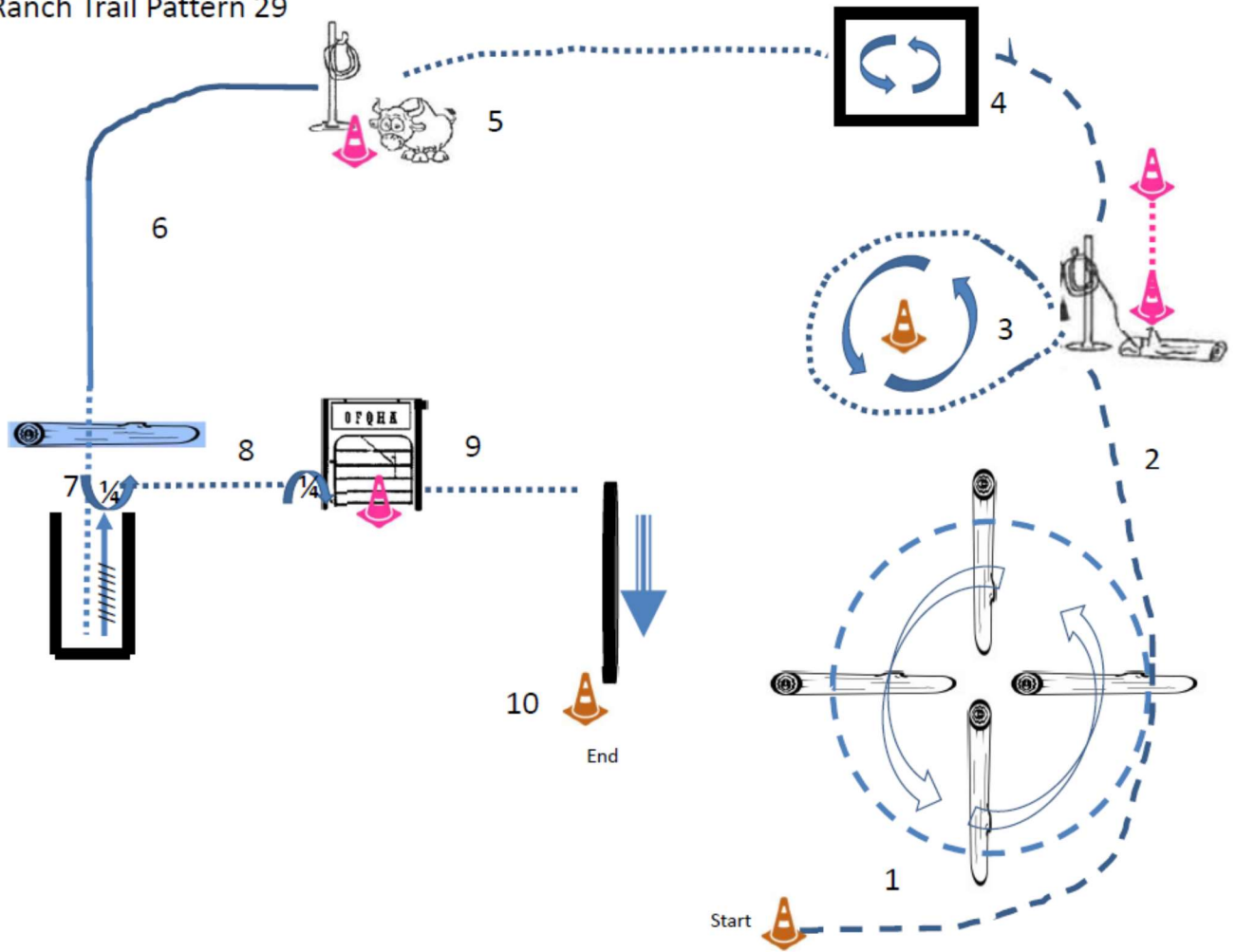
9 Cones
7 Ground Poles

1. Left Lead Lope A to B
2. At B break to a trot
3. Trot over poles to cone and stop
4. Back 5 steps
5. Left lead lope to center, small slow circle
6. Stop at cone, 1 Spin Left
7. Right lead lope small slow;
8. Stop at cone, 1 Spin Right
9. Lope left lead into chute, transition to walk
10. Walk to log and side pass right
11. Side pass Left
12. Finish



Walk/Trot class will replace Lope with Extended Trot

Ranch Trail Pattern 29



1. Trot large circle over poles
2. Trot to Log Drag
3. Walk, Drag log around cone **YOUTH – Drag cone to cone**
4. Trot to Box, enter box 360 turn Left
5. Walk to Steer/ Attempt to Rope/ 2 Attempts **YOUTH Swing no throw needed**
6. Left Lead Lope to elevated log
7. Break to walk, walk over elevated log
8. Walk into Chute/ Stop/ Back Out
9. 1/4 turn left/ Walk to Gate/ 1/4 turn right/ Work Gate with Left Hand **YOUTH gate will be unlatched, walk through gate holding gate, close gate, latch is not required.**
10. Walk to Pole/ Side Pass Right over Ground Pole to cone

Lead Change X	Turn Right or Left #	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>		
<p>Walk/Trot class will replace Lope with Extended Trot</p>		