

## **ISHSA Ranch Trail Course – - Sponsored by RANCH IT UP!!**

### ***All classes except Walk Trot – class #2 thru #5***

- 1/ Walk over staggered logs – walk to gate
- 2/ Right Hand Push Gate – open, walk thru and close gate
- 3/ Pick up lariat rope hanging on gate, build loop and swing rope as you are loping on the left lead up to and around the marker. Replace lariat rope as you found it.
- 4/ Pick up right lead from gate and around marker as shown. Continue to lope thru the triangle, around the marker and thru the triangle again.
- 5/ Break to a trot just after exiting the triangle, and jog to the back thru chute. Trot into the chute and back out of the chute. Trot to the side pass logs.
- 6/ Side pass the dogleg to the right. Walk to the Rope drag.
- 7/ Rope Drag – Pick up rope, dally and drag log in a left hand circle around the marker and return the rope and log to the original position. **YOUTH only will NOT drag**, instead you will pick up a duster/slicker and put it on, then walk a left hand circle around the marker and replace it where you found it.
- 8/ Serpentine the 4 markers as shown at an EXTENDED JOG

### ***Walk Trot class – class #1***

- 1/ Walk over staggered logs – walk to gate
- 2/ Right Hand Push Gate – open, walk thru and close gate
- 3/ Pick up lariat rope hanging on gate, build loop and swing rope as you are trotting up to and around the marker to the left. Replace lariat rope as you found it.
- 4/ Trot from gate and around marker as shown. Continue to trot thru the triangle, around the marker and thru the triangle again.
- 5/ Trot into the chute and back out of the chute. Trot to the side pass logs.
- 6/ Side pass the dogleg to the right. Walk to the Rope drag.
- 7/ Rope Drag – Pick up rope, dally and drag log in a left hand circle around the marker and return the rope and log to the original position. **YOUTH only will NOT drag**, instead you will pick up a duster/slicker and put it on, then walk a left hand circle around the marker and replace it where you found it.
- 8/ Serpentine the 4 markers as shown at an EXTENDED JOG

# Class # 1



