

# ***MAVERICKS, DOGIES, AND DROVERS--CATTLE DRIVES*** **from the Bullock Texas State History Museum** **POST-PROGRAM ACTIVITY**

## **Classroom Cattle Drive**

### **In advance:**

-Print the signs at the bottom of this handout. Put hole punches in the top right and left corners and connect with a string. These will be signs students wear around their necks.

**Extension:** Help Wanted signs for positions

[https://naitc-api.usu.edu/media/uploads/2015/07/16/Cattle\\_Drive- Help\\_Wanted.pdf](https://naitc-api.usu.edu/media/uploads/2015/07/16/Cattle_Drive- Help_Wanted.pdf)

### **For the Cattle Drive**

-Move to a space in the gym or outside if possible.

-Assign students their jobs, explaining more information about them, and have them put on their signs.

-All the students who don't have a sign are part of the longhorn cattle herd.

-When ready, have the "herd" gathered at the center of the room. Place your drovers in their correct positions around the herd, using the diagram. Place the Cook at the end location of the cattle drive---he/she should be there "cooking" and getting ready for the cowboys arrive.



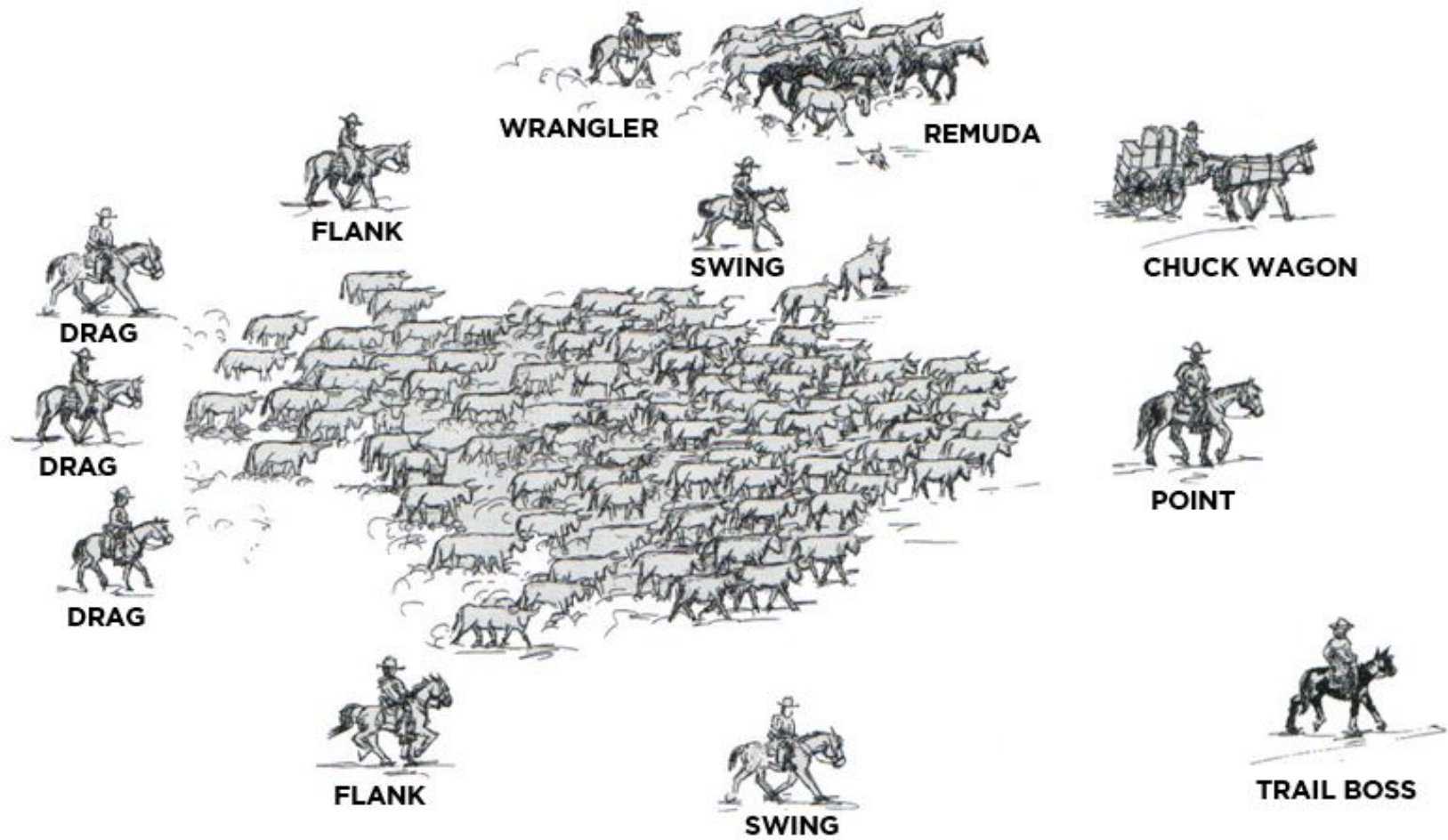
-Have the Trail Boss and Point drovers move the cows through the room until they reach the cook.

-Remind the cows that they are very slow moving, but sometimes they don't know what direction to go. It is up to the drovers to keep the cows heading in the right direction.

-The Wrangler and the Remuda move independently, alongside the cows. It is up to the Wrangler to lead the horses.

**Example images:**





## Jobs on the trail (14)

### **Trail Boss (1):**

Think of him like the captain of a ship. The trail boss was the guy in charge. No cowboy (or vaquero) argued with the trail boss if he wanted to keep his job! On the trail, the Trail Boss directed the daily travel, selecting the route, stopping places, etc., as well as making decisions about what to do with injured animals or calves born on the trail, settling disputes among the cowhands, dealing with folks encountered along the way, etc.

### **Cook (1)**

The nickname for the cook was, "Cookie." Cookie used a "chuckwagon," which was like a kitchen on wheels. He cooked meals over a campfire for all the guys - usually about 12 to 15 very hungry men! Imagine how important the cook was to the crew. Even though his main job was to cook, he helped herd the cattle when needed. Usually the chuck wagon cook was an old cowhand who had either been injured or was too old for the



typical work of the range. It was the responsibility of the chuck wagon cook to travel ahead and have three square meals a day prepared for the hardworking cowhands, and his cooking often set the mood for the entire outfit.

The **drovers** were assigned to several positions around the herd. These guys rode in assigned spots - kind of like you have an assigned seat at school. They drove the cattle and watched over them from their assigned spot.

**Point (or pointer)** -- also known as the lead. This cowhand rode at the front of the herd, guiding the cattle as the Trail Boss directed. Part of that point job involved keeping the lead steer (or bell cow) going in the correct direction. With a good lead steer the whole drive would go a lot easier.

**Left and right swing (2 each)**, riding on either side of the herd where it started to swell. They tried to keep the herd tight and went after any strays.



**Left and right flank (2 each)** -- riding further back, they kept the herd moving in a line, while also picking up and turning back any strays.

The least desirable position was **drag (3)** -- the "dust-eaters." These drovers rode at the back of the herd, keeping it moving forward.

The **Wrangler (1)** Extra horses were always brought on a cattle drive and each man switched horses at least twice a day. The wranglers were in charge of taking care of the extra horses.

This was called a **remuda (5)**, and there were often 100 horses in the remuda---not an easy job!

**Longhorn Cow Herd (all the others who don't have jobs)**



**DRAG**

**DRAG**



**DRAG**

**FLANK**



**FLANK**



# WRANGLER

# REMUDA

# REMUDA

# REMUDA

# REMUDA



# REMUDA

**SWING**



**SWING**



# POINT



**TRAIL**

**BOSS**

**COOK**