

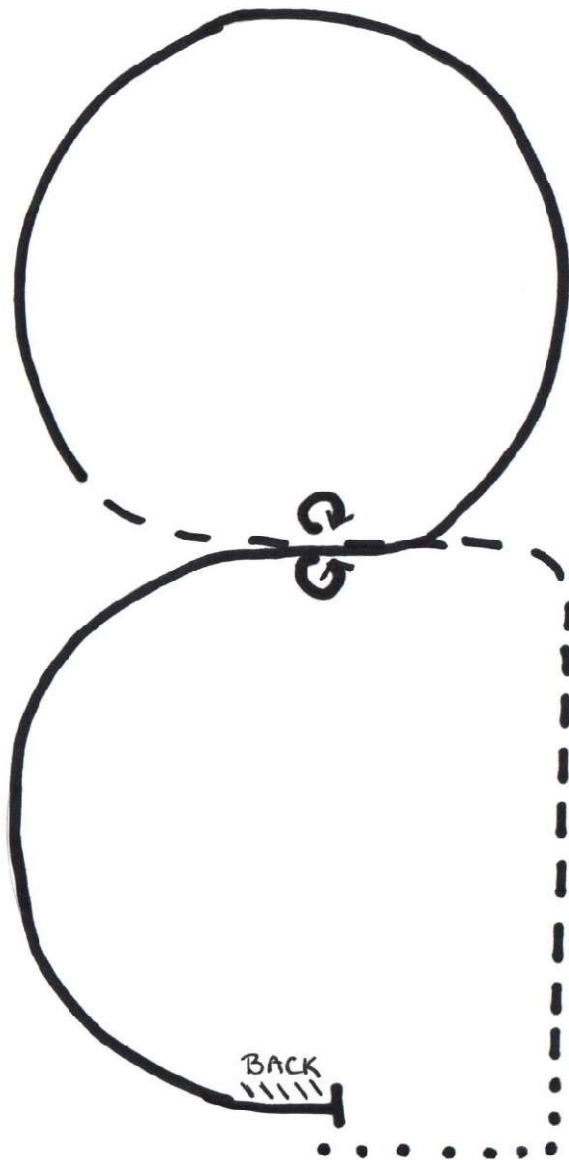


2025

State Finals

PATTERNS

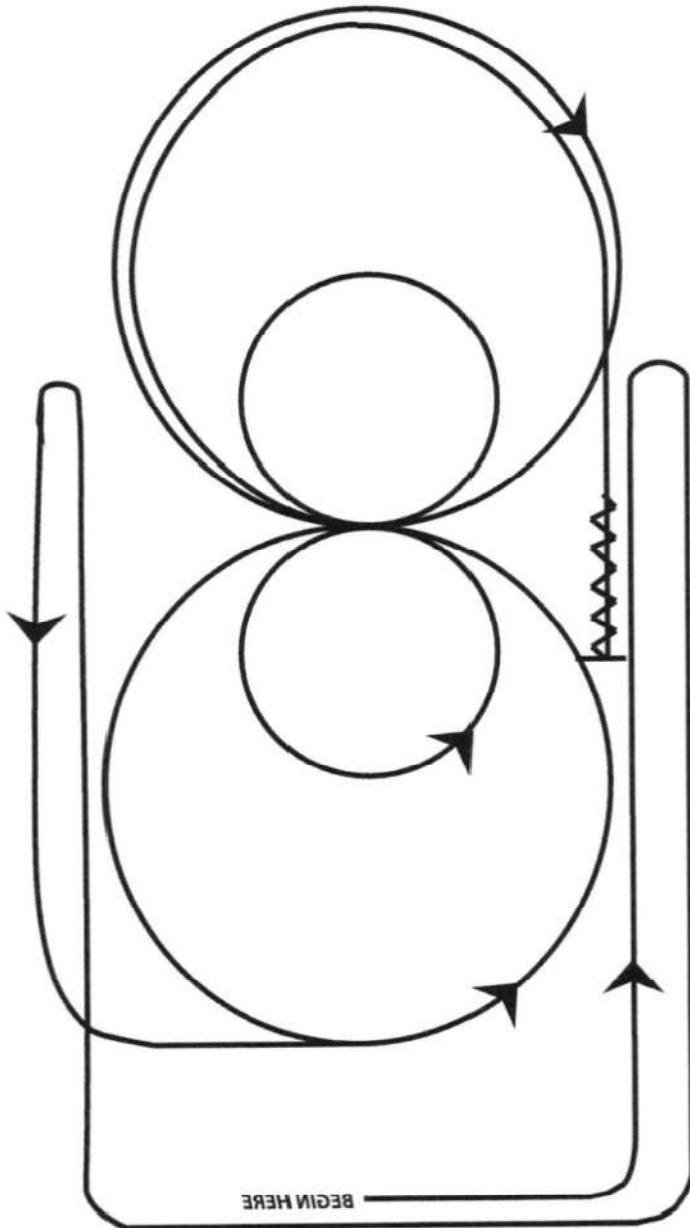
4-H Level 1 - Pattern



1. Walk around corner
2. Jog to center of arena
3. Stop and perform a 180° hindquarter turn to the Left and a 180° hindquarter turn to the Right (either direction first)
4. Jog away from center starting a circle
5. Lope right lead around end of arena and back to center
6. Perform simple lead change at center of arena
7. Lope left lead around corner to end of arena
8. Stop and back

Note: True Level 1 riders not assessed to lope yet may continue jogging lope sections of pattern without penalty.

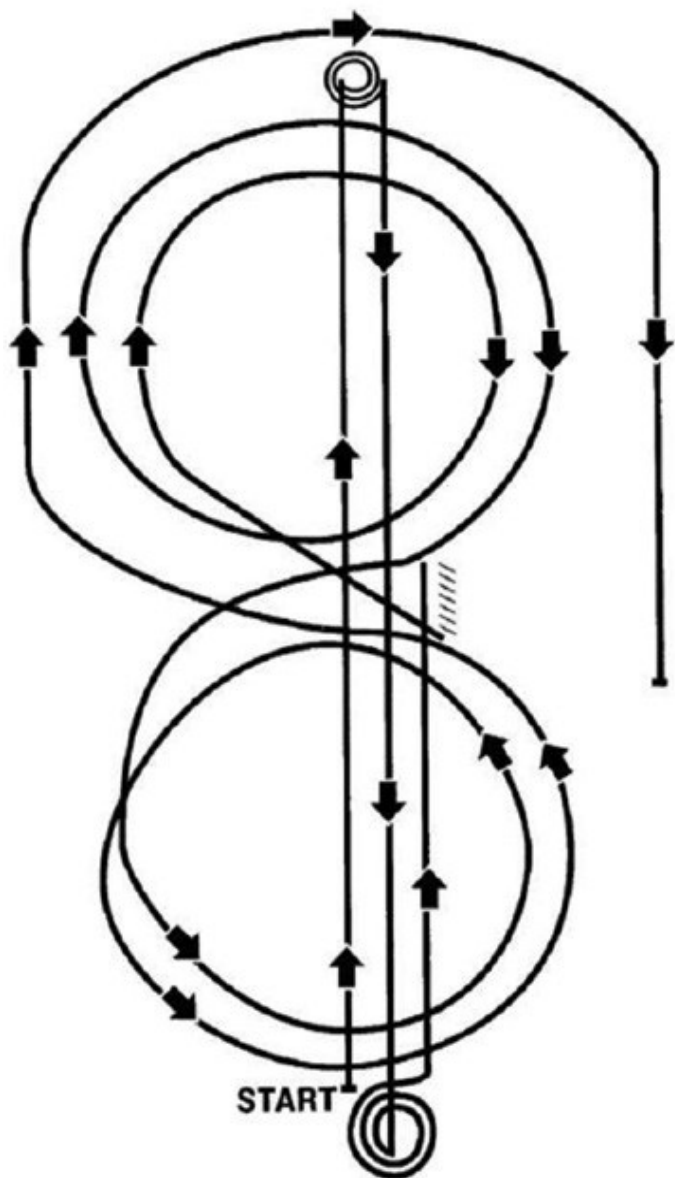
4-H Level 3 – Pattern with Cow work



1. Lope along perimeter: go past center marker and do right rollback
2. Continue back around end of arena at lope; go past center marker and do rollback to left
3. Continue to lope around end of arena and close into circles
4. Lope 2 circles to the left; 1st Large & Fast, 2nd Small & Slow
5. At center of arena change leads (simple or flying)
6. Lope 2 circles to the right; 1st Large & Fast, 2nd Small & Slow
7. Lope additional large, fast circle but do not close. Continue loping down fence past center marker
8. Stop and back at least 10 feet
9. Call for Cow

Cow Work - Box Drive Box Drive (1 min 45 sec)

4-H Level 4 – Pattern with Cow work

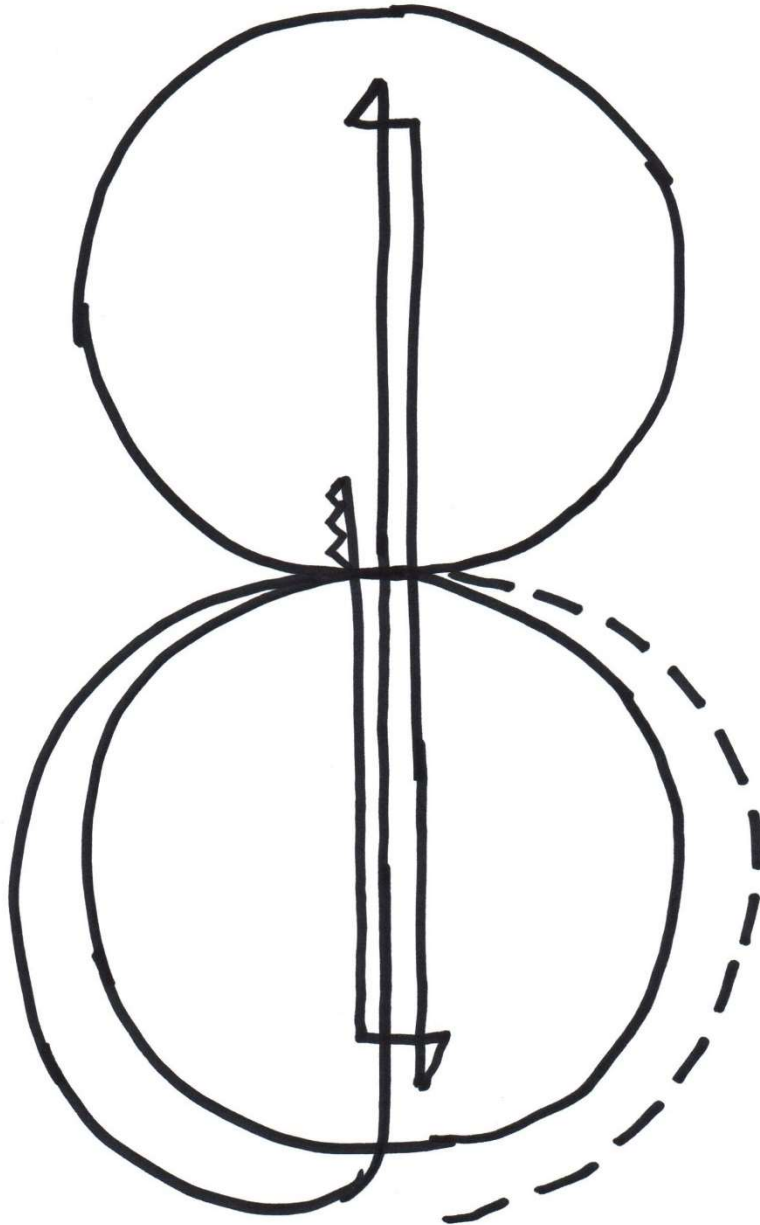


1. Run up center of arena past end marker and stop
2. Complete 2 ½ spins to the left
3. Run down to other end of arena, past end marker and stop
4. Complete 2 ½ spins to the right
5. Run past the center marker and stop
6. Back at least 10 feet in a straight line
7. Complete ¼ turn to the left, hesitate. Beginning on right lead – complete 2 circles to the right, the first small and slow, the second large and fast
8. Change to left lead – Lope 2 circles to the left, the first small and slow, the second large and fast
9. Change to the right lead – Lope around end of arena to the other side and stop past center marker
10. Hesitate to complete pattern
11. Signal to call for cow

Cow Work

1. Box cow on end of arena
2. Drive cow down fence past halfway point and show 1 fencing turn in each direction
3. Rope or Circle
 - Rope with breakaway honda, dally and stop
 - OR Circle cow in each direction

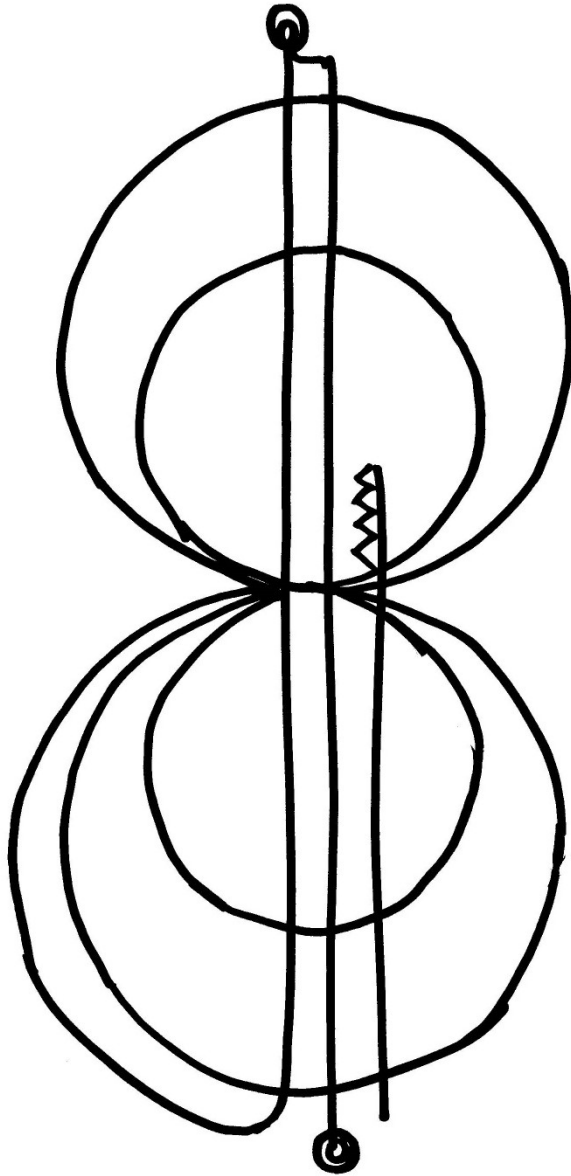
VRH Reining – Juniors (Ages 8-10) and Colts 2/3



1. Trot along far side of arena and into center - transition into lope at center
2. Lope circle to left
3. Change leads (simple or flying)
4. Lope circle to right
5. Change leads (simple or flying)
6. Continue on the left lead around the end, continue up the middle of arena past end marker. Stop.
7. 1 ½ turns to left.
8. Lope down middle of arena past end marker. Stop.
9. 1 ½ turns to right
10. Lope down middle of arena past center marker. Stop and Back at least 10 feet.

After completion of reining pattern, call for cow.

VRH Reining – Intermediates (Ages 11-13)

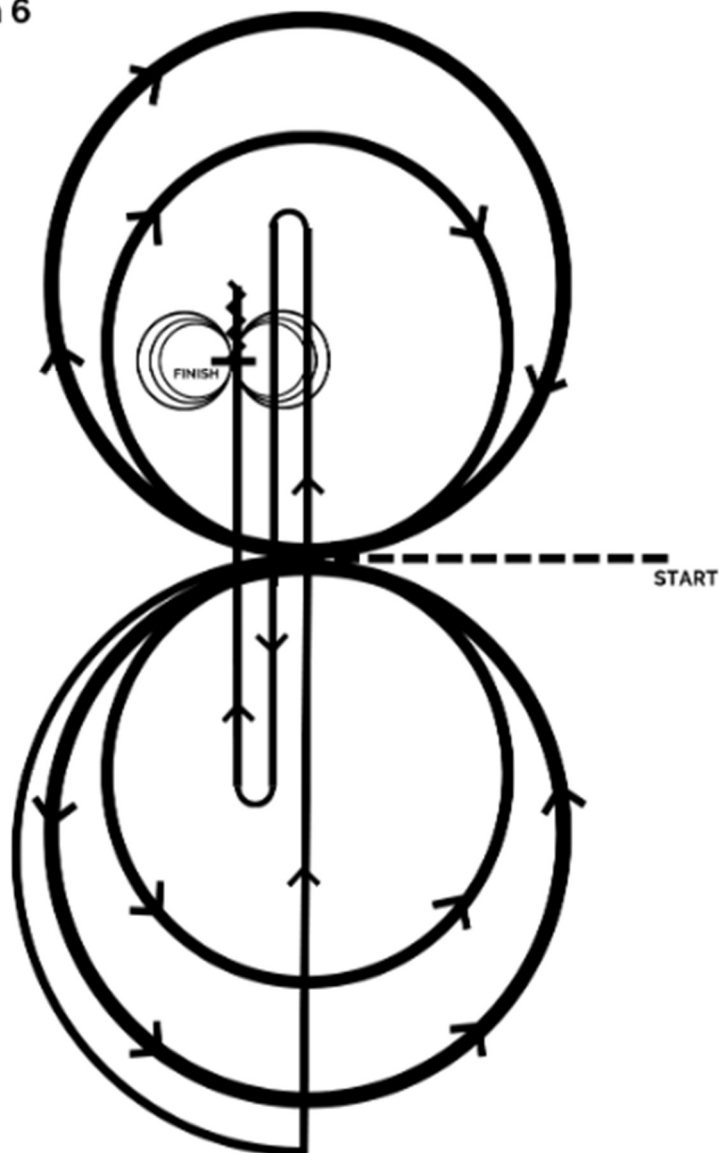


1. From entry end of arena – Lope in past center marker, stop and back at least 10 feet.
2. $\frac{1}{4}$ turn to left. Complete 2 circles to the left. The first circle large and fast, the second circle small and slow. Change leads at the center of arena. (Simple or flying)
3. Complete 2 circles to the right. The first circle large and fast, the second circle small and slow. Change leads at the center of arena. (Simple or flying)
4. Continue around end of arena at lope. Run down center of arena past end marker and stop.
5. Complete 2 $\frac{1}{2}$ spins to the left.
6. Rundown center of arena past end marker and stop.
7. Complete 2 $\frac{1}{2}$ spins to right. Hesitate to complete pattern.

After completion of reining pattern, call for cow.

VRH Reining – Seniors (Ages 14-18) and Advanced Colt 4/5

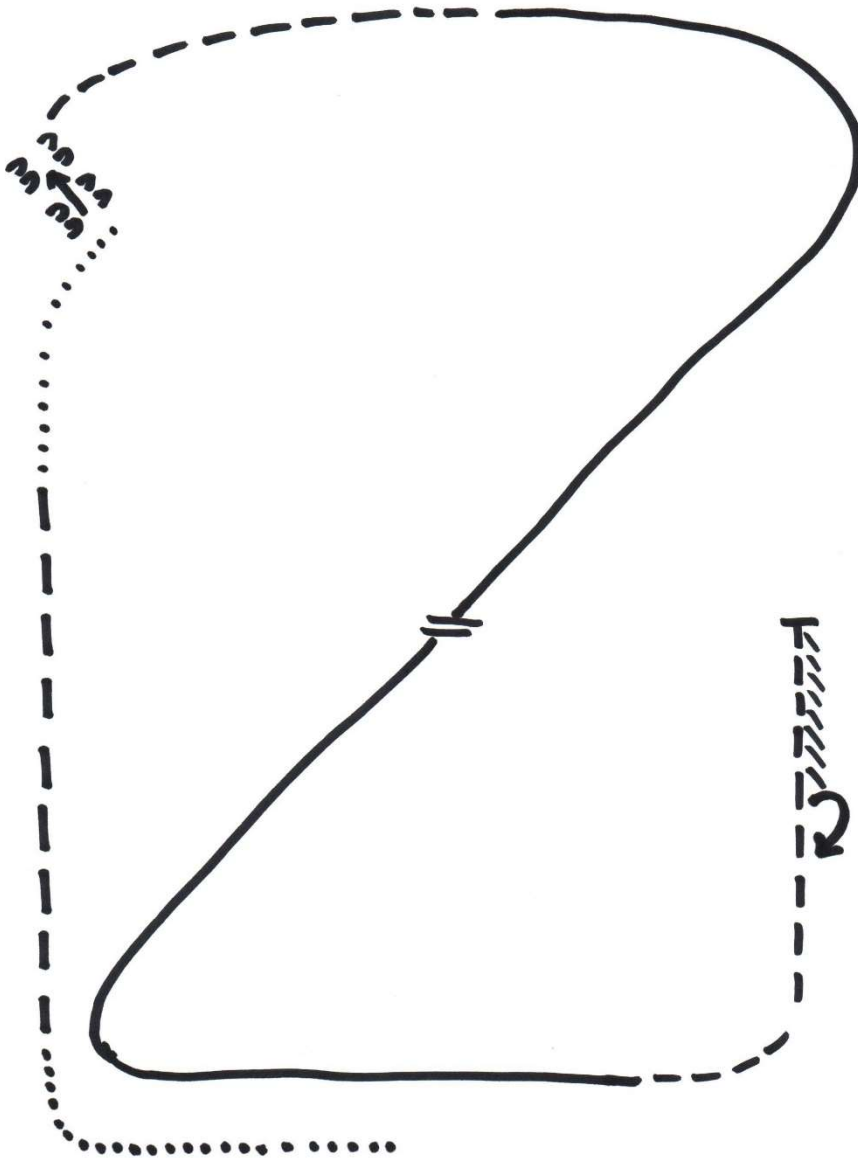
Pattern 6



1. Trot to center of arena facing the judge and come to stop.
2. Complete 2 circles to the left; the first small and slow, the second large and fast. Change leads in center of arena.
3. Complete 2 circles to the right; the first small and slow, the second large and fast. Change leads in center of arena
4. Begin a large circle to the left but do not close this circle. Run down center of arena past middle marker and do a rollback to the left – no hesitation.
5. Run to the opposite end of the arena past the middle marker and do a rollback right - no hesitation.
6. Run past the middle marker, stop and back at least 10 feet.
7. Spin three times to the right. Hesitate.
8. Spin three times to the left. Hesitate to show completion of reining portion of pattern.

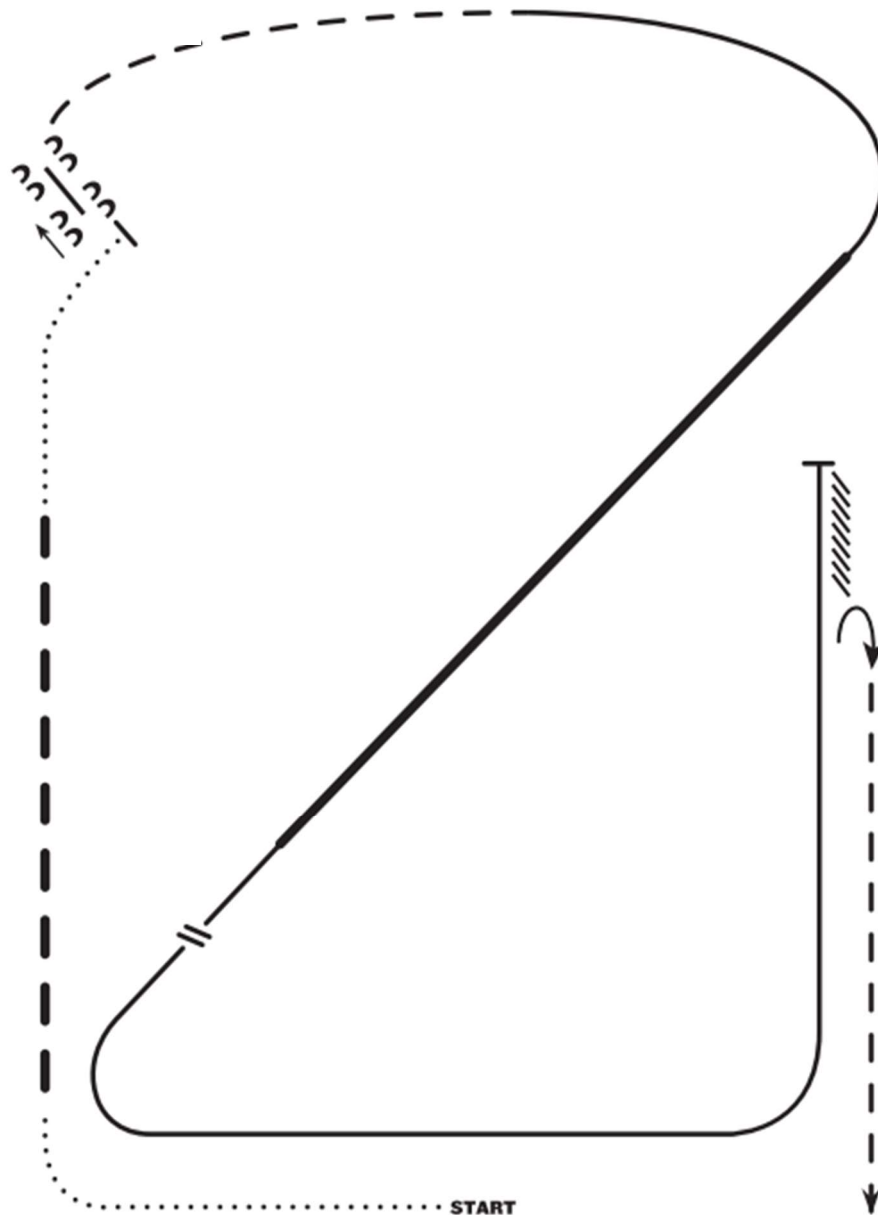
After completion of reining pattern, call for cow.

VRH Ranch Riding (Juniors and Colts 2/3)



1. Walk
2. Extended Trot
3. Walk
4. Stop and side pass left
5. Trot
6. Lope right lead
7. Simple lead change and lope left lead
8. Trot
9. Stop and Back
10. ½ turn right

VRH Ranch Riding (Intermediate, Senior, Colts 4/5)



AQHA Ranch Riding Pattern 10

1. Walk
2. Extended Trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended Lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and Back
11. ½ turn right
12. Trot

Working Cow Horse Classes

Juniors (Ages 8-10) and Colts 2/3 - Boxing - 50 second time limit

1. Call for cow by raising hand or similar upon completion of reining pattern
2. Box cow – Control cow on entry end of arena for duration of time allowed.
3. Completion of time and run will be signified by judge's whistle or announcer time limit.

Intermediates (Ages 11-13) and Colts 4/5 - Box/Drive/Box/Drive - 1 min 45 sec time limit (50 second warning)

1. Call for cow by raising hand or similar upon completion of reining pattern
2. Box cow – Control cow on entry end of arena for sufficient time to demonstrate horse's ability to hold cow
3. Set up cow and Drive down fence to opposite end of arena
4. Box cow on opposite end of arena
5. Drive cow back down fence line past center marker. Run is complete when center marker is passed or by judge's whistle

Seniors (Ages 14-18) - VRH Ranch Cow Work - 3 minute time limit (60 second warning)

1. Call for cow by raising hand or similar upon completion of reining pattern
2. Box the cow on the entry end of arena for sufficient time to demonstrate horse's ability to hold cow
3. Set up cow and drive down arena past halfway marker. Turn the cow on the fence at least once in each direction.
4. Roping OR Circling
 - a. To rope cow – pull up after fence work, take rope down and rope the cow. A breakaway honda must be used. Dally and stop to break away. Two loops are allowed.
 - b. To circle cow – maneuver the cow smoothly at least 360 degrees in each direction. Judge will whistle once to signal completion of circling.