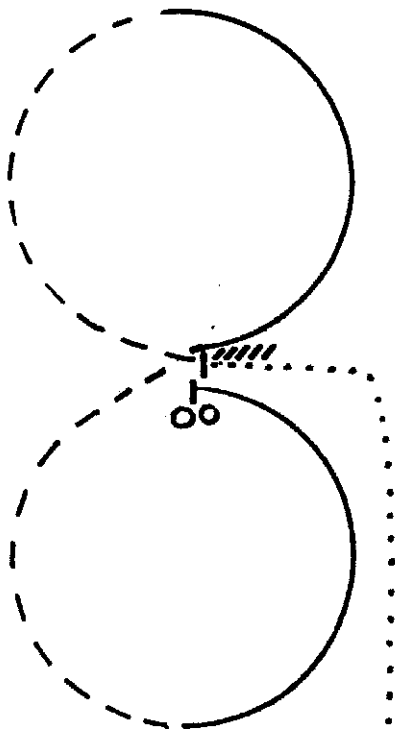
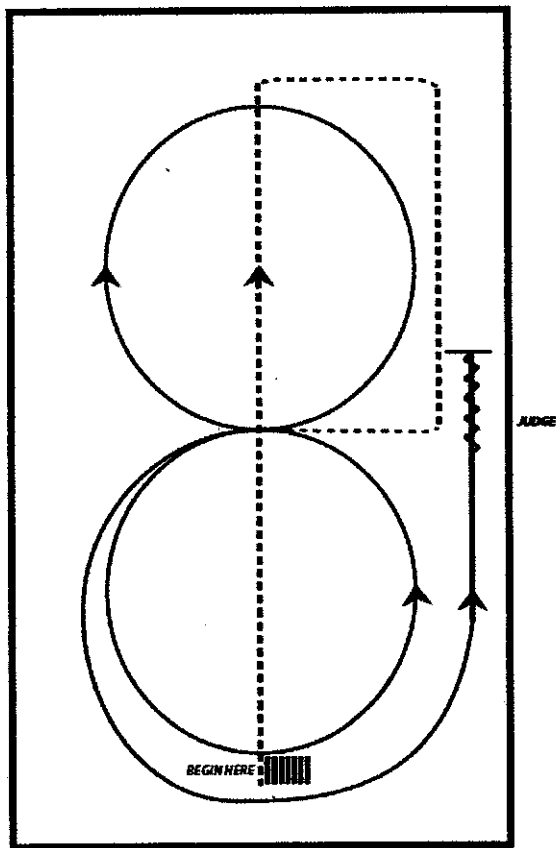

4-H Level 1 - Pattern



1. Walk to center
2. Stop in center facing judge
3. Back 1 horse length
4. Jog $\frac{1}{2}$ circle to the right
5. Lope right lead to complete circle
6. Break to jog at center and jog $\frac{1}{2}$ circle to left
7. Lope left lead to finish circle
8. Stop
9. Perform 180° HQ pivot each direction
(either direction first)

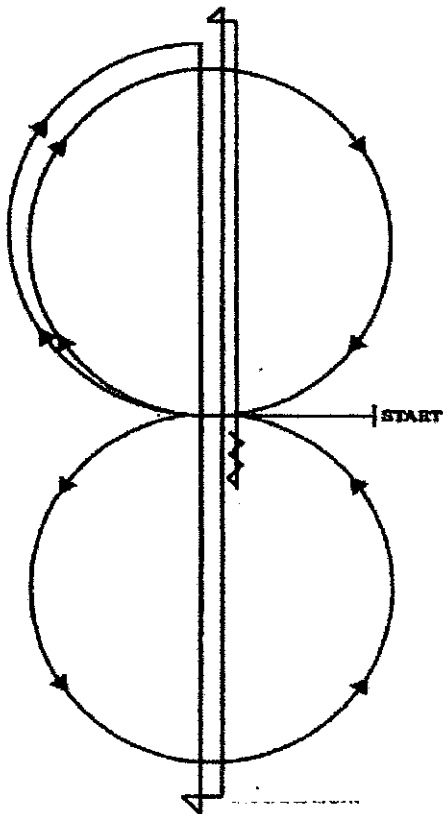
Note: True Level 1 riders not assessed to lope yet may continue jogging lope sections

4-H Level 2 - Pattern



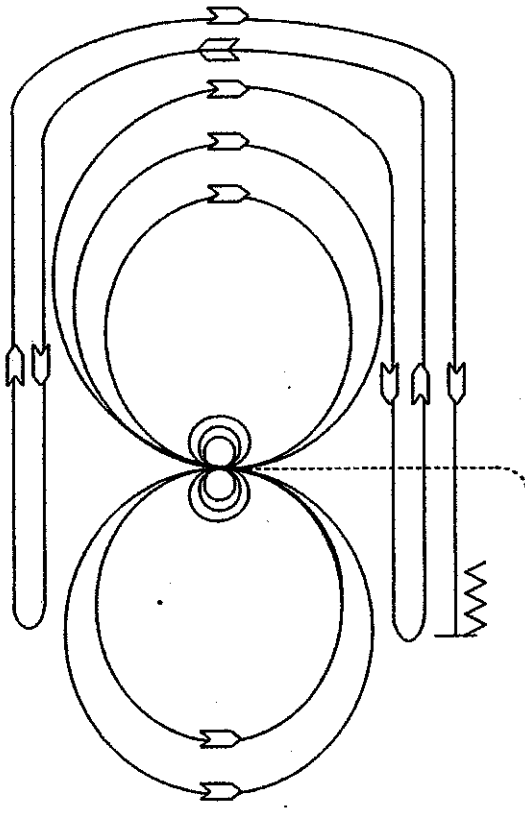
1. Side pass to the right 10 ft., Side pass to the left 10 ft.
2. Trot up the center of the arena at a working trot, continue around the right perimeter to the center of the arena
3. Pick up the right lead from the trot and lope 1 large circle to the right
4. At center do simple lead change
5. Lope $1 \frac{3}{4}$ circles to the left and continue loping along fence past center
6. Stop past center
7. Back 10 ft.

4-H Level 3 – Pattern with Cow work



- Trot to center of arena and stop facing judge
1. Beginning on the right lead – lope once circle to the right.
 2. At center – change leads to the left (simple or flying) – lope one circle to the left.
 3. At center - change leads to the right – lope around top of circle and continue down center of arena.
 4. Run down past end marker and stop.
 5. Complete 1 ½ spins to the right.
 6. Run to other end of arena and past end marker come to a stop.
 7. Complete 1 ½ spins to the left.
 8. Run past center marker. Stop and back at least 10 feet.
 9. Pause to signify completion of pattern – then call for cow. (60 sec time limit for cow work)
 10. Box cow on end of arena
 11. Drive cow down fence past center and turn back (1 fence turn)

4-H Level 4 – Pattern with Cow work



1. Trot to center of arena and stop.
2. Complete 2 spins in each direction.
3. Begin on right lead and lope large fast circle to the right followed by small, slow circle.
4. Change leads.
5. Lope on left lead a large fast circle followed by a small, slow circle.
6. Begin a large circle to the right but do not close. Run down right side of arena past center marker and do a left rollback.
7. Continue back around end of arena. Run down left side of arena past center marker and do a right rollback.
8. Continue back around end of arena. Run down past center marker and stop. Back up at least 10 feet.
9. Hesitate to show completion of pattern - then call for cow. (90 second time limit for cow work)
10. Box cow on end of arena
11. Drive cow down fence and show 1 fence turn to each direction (first turn must be past center marker)
12. Rope cow with breakaway honda -dally and stop
OR circle cow in 1 direction