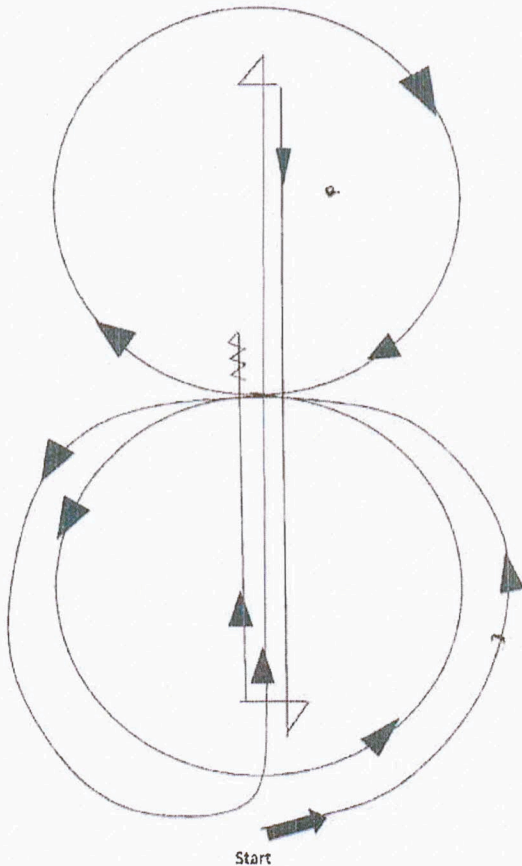


## Jr. High Cow Horse Boxing

### NHSRA Pattern



1. Enter the gate on the left lead, loping in. Lope one circle left.
2. Change leads (simple or flying).
3. Lope one circle right.
4. Change leads (simple or flying).
5. Continue on the left lead around the end, continue up the middle of the arena past the end marker. Stop.
6. One and a half spins left.
7. Continue down the middle of the arena, past the end marker. Stop.
8. One and a half spins right.
9. Continue down the middle of the arena, past the <sup>Center</sup> end marker. Stop. Back at least 10 feet.

\*This pattern may be adjusted to suit arena layout and conditions by the judge.

Contestants are allowed to ride one handed or two. The time allotted is **one minute and thirty seconds to complete the cow work**. When there is 30 seconds left, the announcer will announce, 30 seconds remaining. At one minute and thirty seconds, the announcer will call for time. Exhibitors are not required to use all of the allotted time, but must ride until the judge whistles the end of the run or time expires, whichever occurs first. There are four parts to the work: boxing the cow; setting up the cow and driving it down the fence to the opposite end of the arena; and boxing it at the opposite end of the arena, and then driving the cow past the middle marker again. There is no expectation that the exhibitor will make a 'fence turn', rather the drive down the fence demonstrates correct position and control around the corner.

- Part One – Boxing the Cow – The rider shall ride into the arena, face the cattle entry gate, and signal for their cow to be turned into the arena. The cow shall be controlled on the entry end of the arena for a sufficient amount of time to demonstrate the horse's ability to "hold" the cow. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his horse's ability to drive and block the cow.

- Part Two - Set Up Cow and Drive Down Fence to Opposite End of Arena – After the cow has been controlled on the entry end of the arena, the rider shall set the cow up for driving down the side of the arena. When coming out of corner, the horse shall be close enough to cow to demonstrate control with cow against the fence. This distance and control should be maintained for approximately 1/2 to 3/4 the length of arena. Rider will then stop and release the cow and move horse toward center of arena to set the cow up for boxing.

- Part Three – Boxing the Cow at Opposite End of Arena – The exhibitor will regain control or "hold" the cow at end of the arena to demonstrate the horse's ability to "hold" the cow.

- Part Four – Drive the Cow back down the fence past the middle marker and continue until the judge blows the whistle to show completion.

Jr. High is not penalized  
for riding 2 handed.