

# PATTERN ADDENDUM

Western Horsemanship, Reining and Ranch Riding Patterns for the 2023-2024 Season

IEA Rules Appendix "C" Released July 18, 2019 Updated September 26, 2023



1-877-RIDE-IEA (1-877-743-3432)

Email: info@rideiea.org Web: www.rideiea.org

#### WESTERN ZONE ADMINISTRATOR:

Tammy Braham tammy.braham@rideiea.org (724) 967- 5501

WESTERN COMMITTEE CHAIR: Katie Morehead - kmoreheadph@gmail.com

#### **MEMBERSHIP OFFICE:**

4 Railroad Avenue Wakefield, MA 01880

#### NATIONAL/BUSINESS OFFICE:

PO Box 809 Chagrin Falls, OH 44022

#### **MARKETING OFFICE:**

509 S. Otterbein Ave, Suite 9 Westerville, OH 43081



The following horsemanship patterns have been created by the IEA Western Committee for use at IEA competitions during the 2023-2024 season.

Noting that testing can be done in all Horsemanship classes, the IEA Western Committee would particularly like to encourage the use of patterns for JV Novice, Varsity Intermediate and Varsity Open levels as they are likely to be included in post season shows for those ability levels. Horsemanship patterns should be conducted after the rail portion of the class is complete. Patterns help prepare riders for Ranch Riding and Reining classes and give judges additional opportunities to evaluate riders.

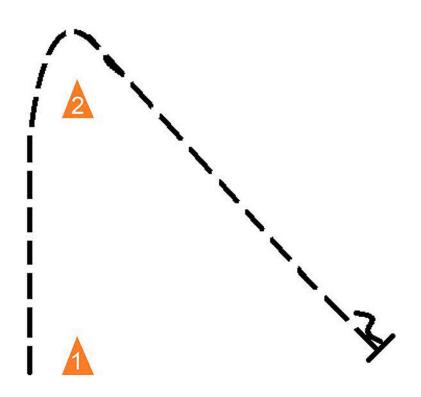
The included Horsemanship patterns range in difficulty from A (easiest) to D (most difficult):

- Horsemanship Patterns A1-A8: All patterns are walk/jog and can be used for any level.
- Horsemanship Patterns B1-B8 and C1,C6,C7,C8 and D1 do not include an extended jog and can be used for Novice, Intermediate and Open levels.
- Horsemanship Patterns C2, C3, C4, D2, D3, D4,5,6 all include an extended jog and are only appropriate for the Intermediate and Open levels.

Patterns can also be requested from your hired judge(s) as long as they are in accordance with the ability levels and corresponding tests listed in Rules W3401, W3402, W3404.

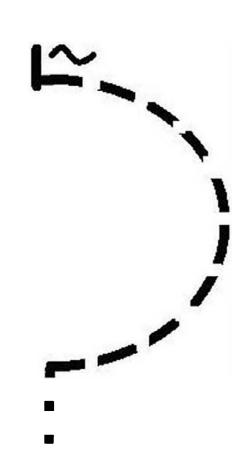
Please note that all patterns should be posted at least 30 minutes prior to the start of the class.





- 1. Jog at cone 1 to cone 2.
- 2. Jog around cone 2.
- 3. Continue the jog until even with cone 1.
- 4. Stop and back.

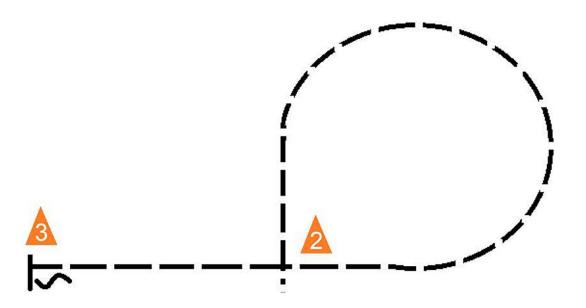




- 1. Walk at cone.
- 2. Halt, turn 90 degrees right.
- 3. Jog a half circle left.
- 4. Halt, back.
- 5. Return to line-up.

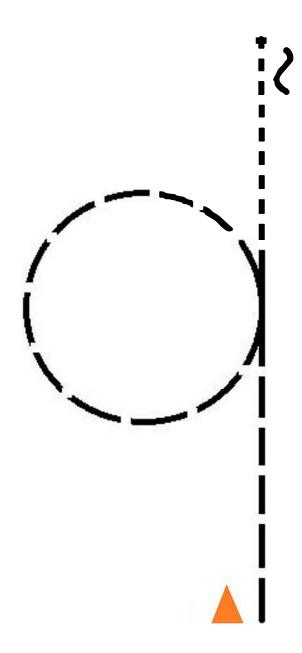






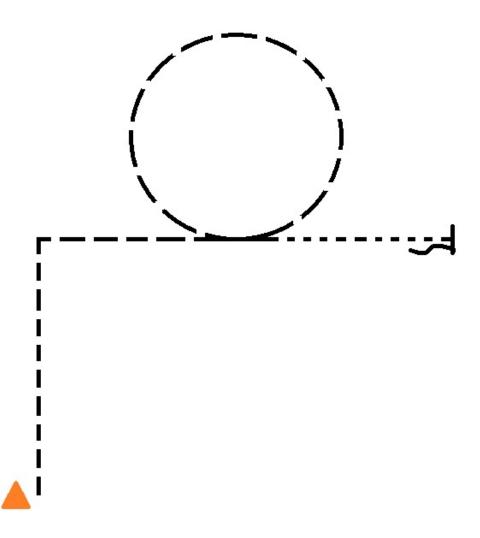
- 1. Walk from cone 1 to cone 2.
- 2. Jog a loop around cone 2.
- 3. Continue the jog straight to cone 3.
- 4. Stop and back.





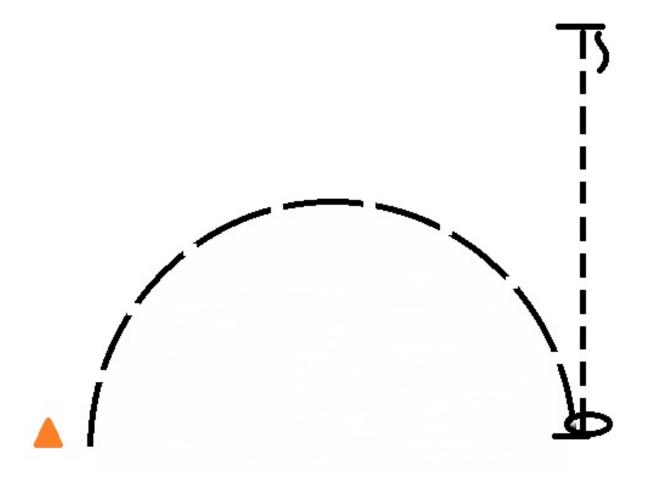
- 1. Jog at cone.
- 2. Halfway, jog a circle to the left.
- 3. When you close the circle, break to a walk.
- 4. Walk straight ahead, stop and back.





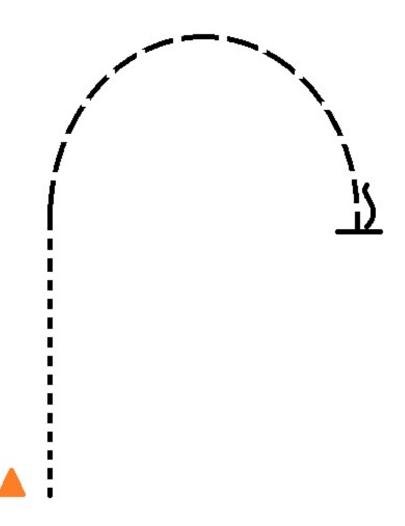
- 1. Jog at cone.
- 2. Jog a square turn and continue to the center of the arena.
- 3. Extend the jog and circle to the left.
- 4. At close of circle, break to a walk.
- 5. Halt, back.





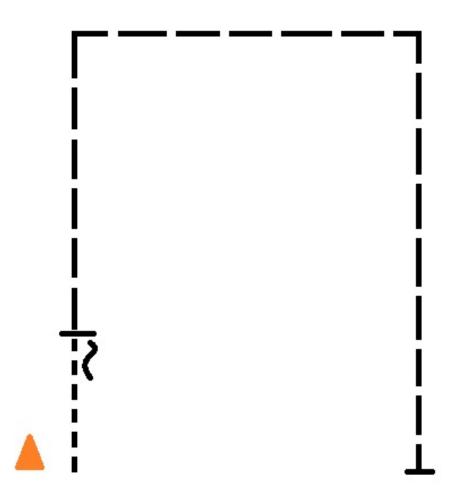
- 1. Extend jog at cone.
- 2. Extend a half circle to the right.
- 3. Halt even with cone.
- 4. 180 degree turn to the left.
- 5. Jog straight ahead.
- 6. Halt, back.





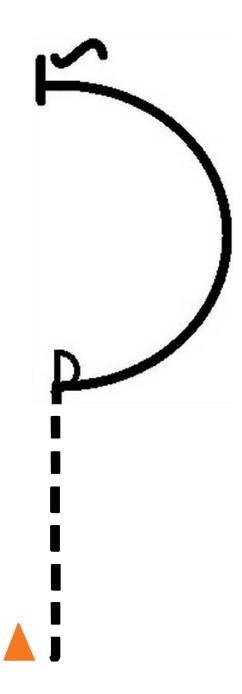
- 1. Walk at cone.
- 2. Walk half way, then pick up a jog.
- 3. Jog a half circle right.
- 4. Stop and back.





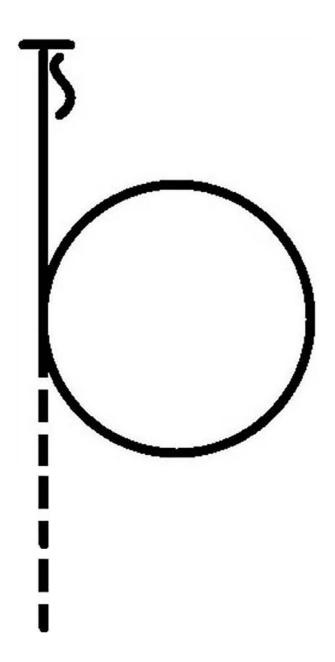
- 1. At cone, walk two horse lengths.
- 2. Stop and back 5 steps.
- 3. Pick up a jog and jog two square turns right.
- 4. Continue the jog until even with the cone.
- 5. Halt, back.





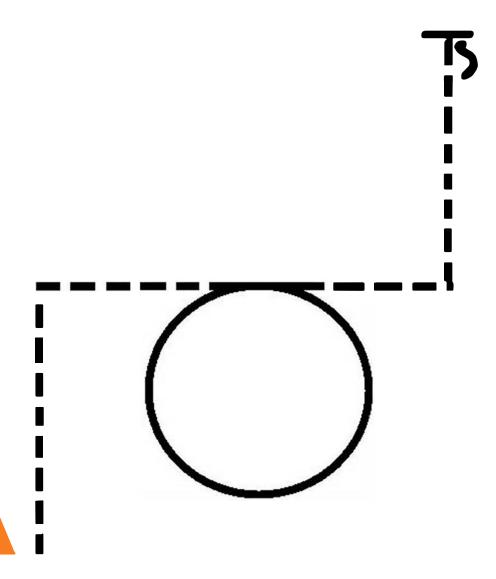
- 1. Jog at cone.
- 2. Halt, 90 degree turn right.
- 3. Lope left lead half circle to the left.
- 4. Halt, back.





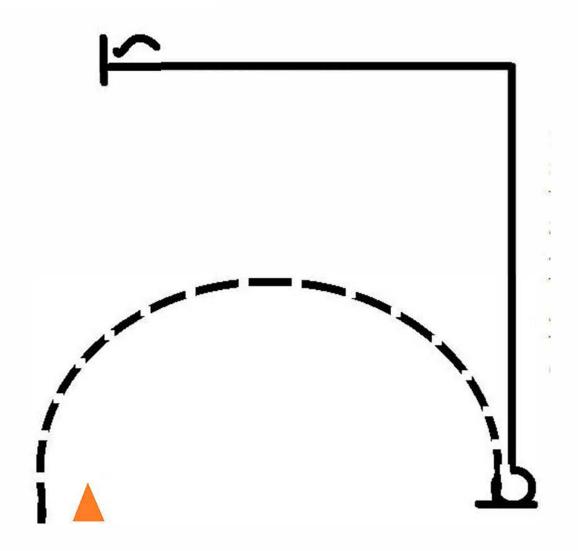
- 1. Jog at cone.
- 2. Lope right lead circle.
- 3. Continue lope straight ahead.
- 4. Halt, back.





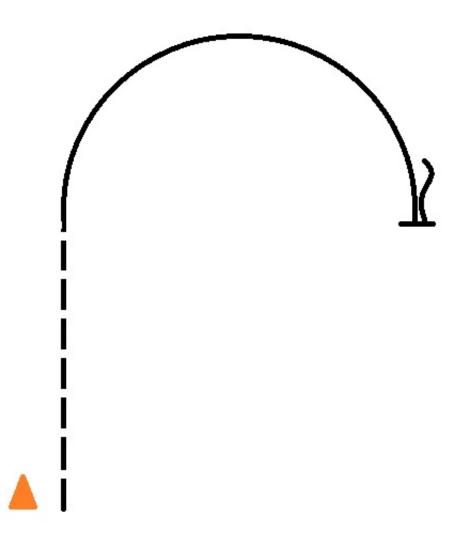
- 1. Jog at cone.
- 2. Square turn right.
- 3. Lope right lead circle.
- 4. Resume the jog, square turn left.
- 5. Halt, back.





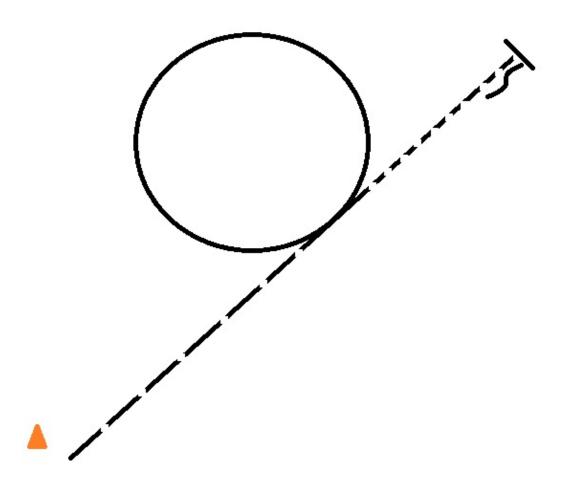
- 1. Jog at cone.
- 2. Jog a half circle to the right.
- 3. Halt even with cone.
- 4. 180 degree turn to the left.
- 5. Lope left lead, square turn left.
- 6. Halt, back.





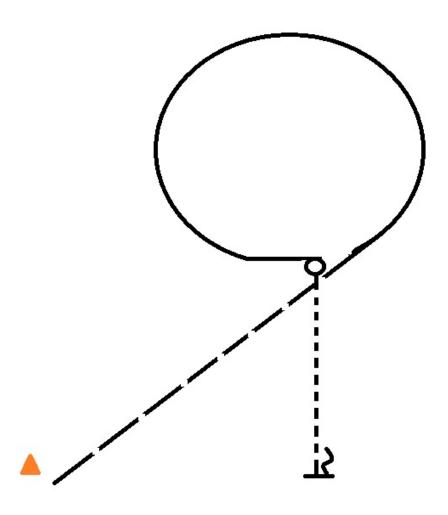
- 1. Jog at cone.
- 2. Jog halfway.
- 3. Pick up right lead and lope a half circle.
- 4. Halt, back.





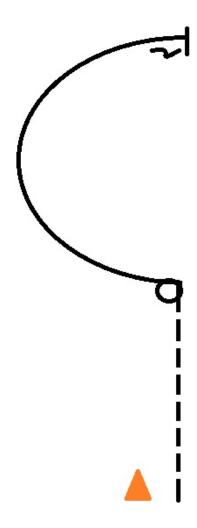
- 1. Jog at cone.
- 2. Half way, pick up left lead and lope a circle left.
- 3. At close of the circle, break to a walk.
- 4. Walk half way, halt and back.





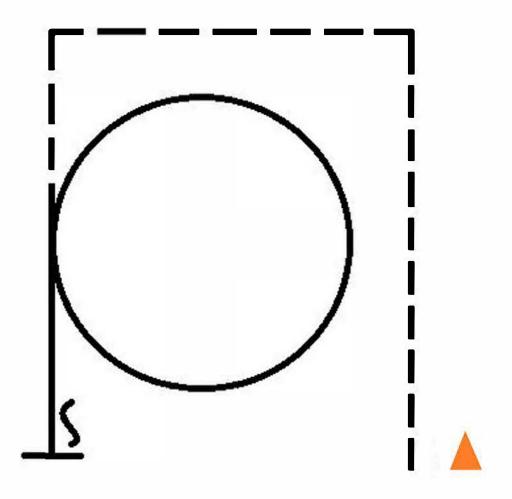
- 1. Jog at cone.
- 2. Lope left lead circle to the left.
- 3. Halt, 90° turn to the right.
- 4. Walk till even with cone.
- 5. Halt, back.





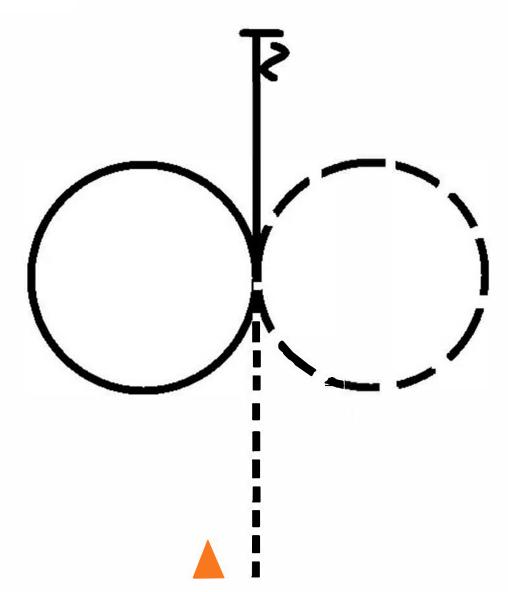
- 1. Jog at cone.
- 2. Jog half way, halt.
- 3. 90° turn left.
- 4. Lope right lead half circle.
- 5. Halt, back.





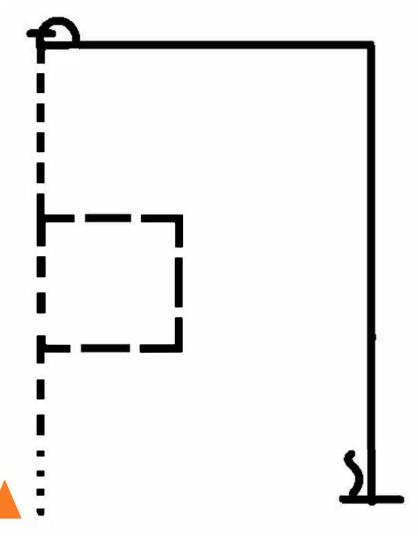
- 1. Jog at cone.
- 2. Make two square turns to the left.
- 3. Pick up left lead, lope a circle.
- 4. Continue left lead straight ahead.
- 5. Stop even with the cone and back.





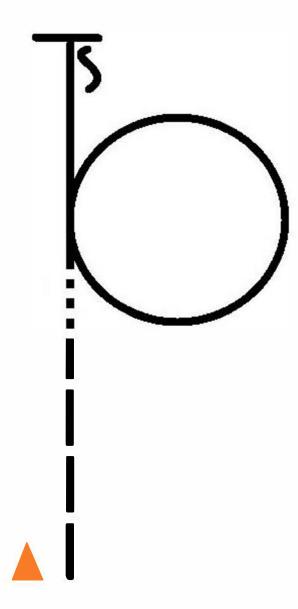
- 1. Jog at cone.
- 2. Extend the trot circle to the right.
- 3. Lope left lead circle left.
- 4. Continue lope straight.
- 5. Halt, back.





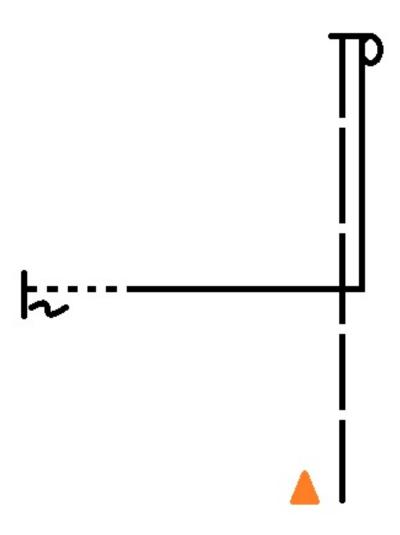
- 1. Walk one horse length past cone.
- 2. Jog.
- 3. Extended trot square to the right.
- 4. Collect jog.
- 5. Halt, 90 degree turn right.
- 6. Lope right lead, square turn.
- 7. Halt, back.





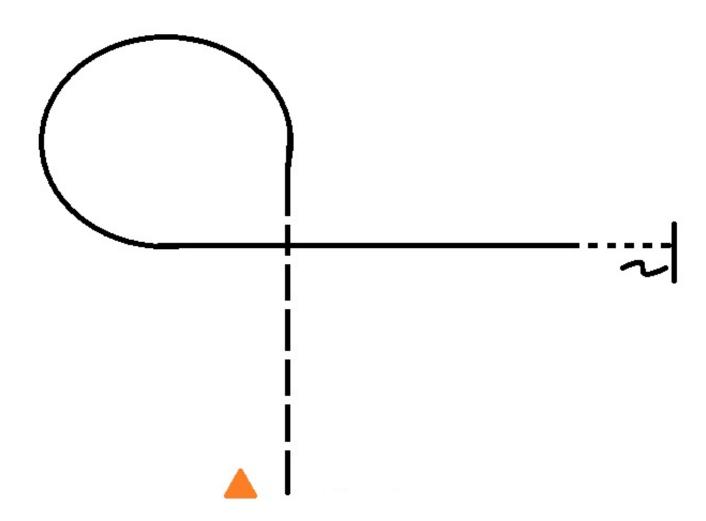
- 1. Extend the trot at the cone.
- 2. Walk one horse length.
- 3. Lope right lead circle.
- 4. Continue lope straight ahead.
- 5. Halt, back.





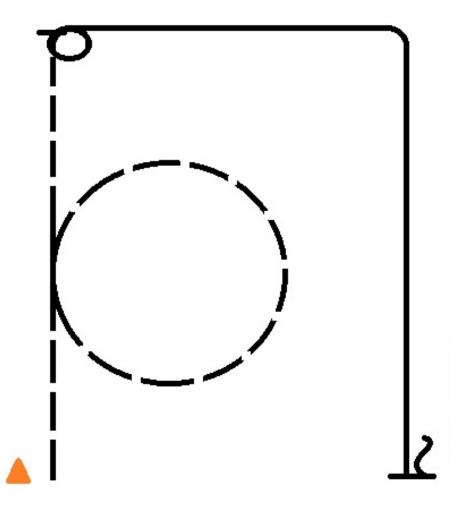
- 1. Extend the jog at the cone.
- 2. Halt, 180° turn right.
- 3. Lope right lead, square turn right.
- 4. Break to a walk.
- 5. Halt, back.





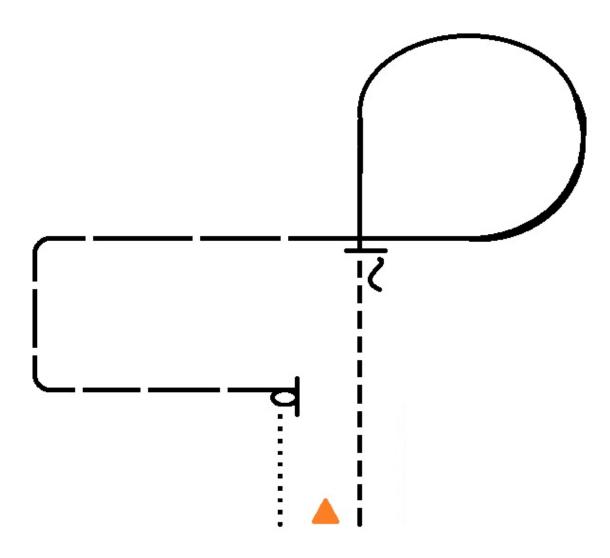
- 1. Jog at cone.
- 2. Lope left lead circle.
- 3. Continue lope straight ahead.
- 4. Break to a walk.
- 5. Halt, back.





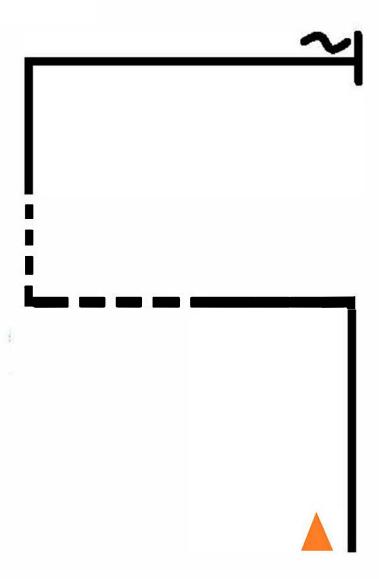
- 1. Jog at the cone.
- 2. Half way, jog a circle right.
- 3. Continue the jog straight.
- 4. Halt, 90° turn right.
- 5. Lope right lead and make a square turn.
- 6. Halt even with cone, back.





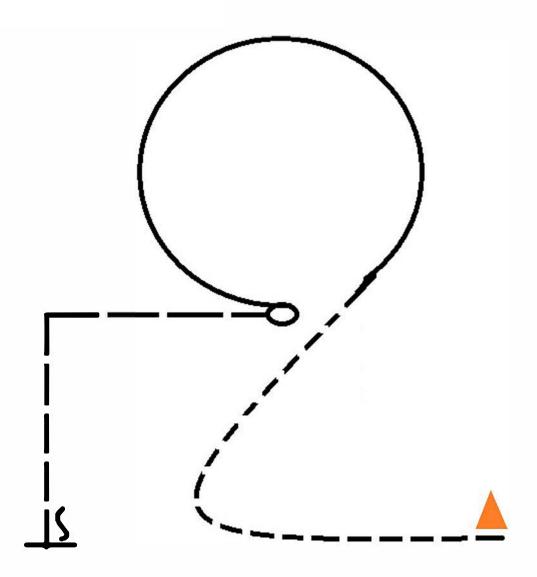
- 1. Jog at cone.
- 2. Half way, halt and back.
- 3. Lope a circle right, on right lead.
- 4. At close of circle, break to extended trot.
- 5. Make two square turns left.
- 6. Halt on center line.
- 7. Perform a 90° turn right and walk away.





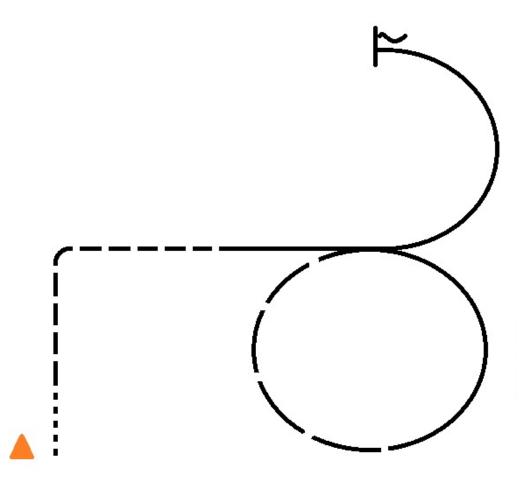
- 1. Lope left lead at the cone, square turn left.
- 2. Half way, jog.
- 3. Square turn right.
- 4. Half way, lope right lead, square turn right.
- 5. Halt, back.





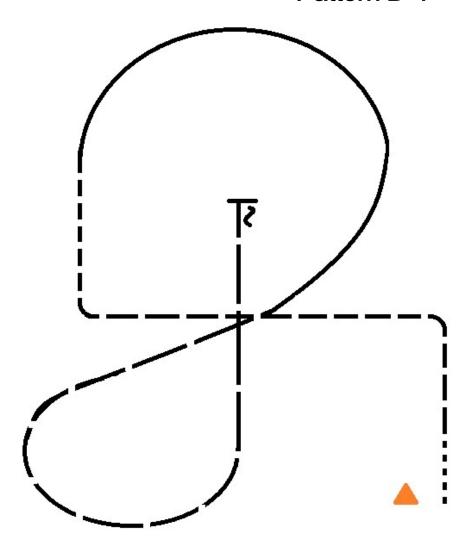
- 1. Jog around to the center of the arena.
- 2. Lope left lead large circle.
- 3. Stop, 180 degree turn to the right.
- 4. Extended jog square corner, continue down line.
- 5. Stop when even with cone, and back.





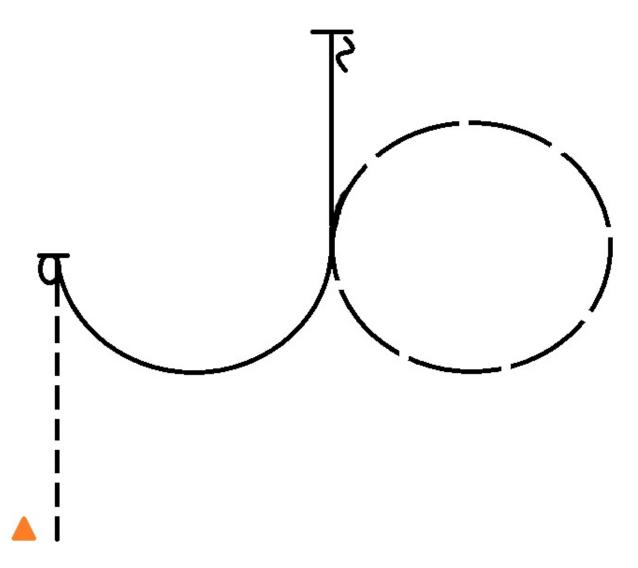
- 1. Walk two horse lengths past cone.
- 2. Jog and square turn right.
- 3. Half way, lope right lead and lope half a circle.
- 4. Extend jog half circle.
- 5. Lope left lead half circle.
- 6. Halt, back.





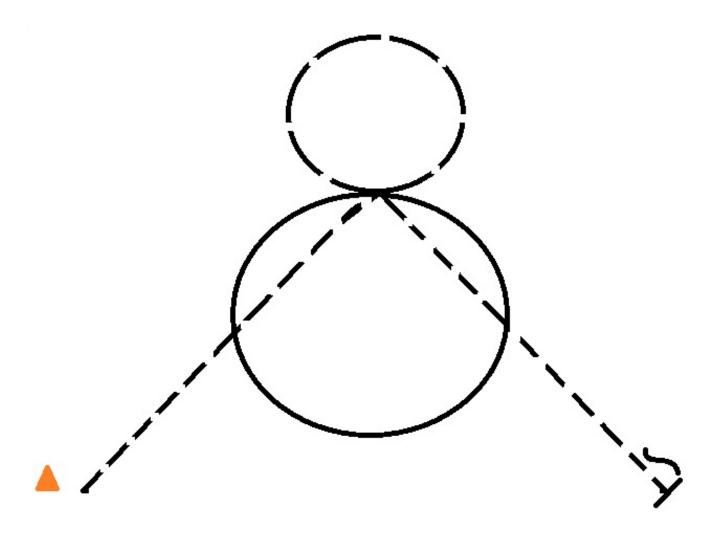
- 1. Walk two horse lengths past cone.
- 2. Jog two square turns.
- 3. Lope right lead arc around top of pen.
- 4. Continue right lead across the diagonal.
- 5. Break to an extended trot, circle around to center line.
- 6. Halt at center and back.
- 7. Return to line up at a jog.





- 1. Jog at the cone and continue straight.
- 2. Halt, turn 180° left.
- 3. Lope left lead half circle.
- 4. Break to an extended trot and complete a circle right.
- 5. Lope right lead and continue straight ahead.
- 6. Halt, back.





- 1. At cone, jog diagonally across arena.
- 2. Continue in a circle to the left at the extended trot.
- 3. Lope a circle right on the right lead.
- 4. Break to a jog and jog diagonally across arena.
- 5. Halt, back.



#### **MODIFIED REINING PATTERNS**

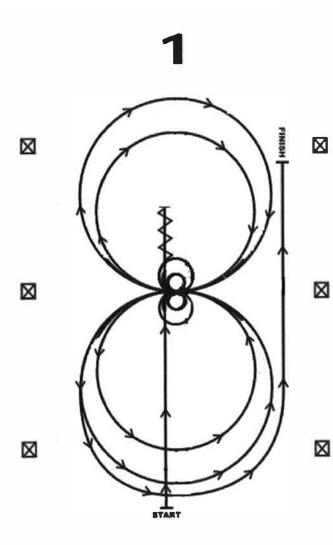
In an effort to improve reining education, experience, and progression within the draw-based format, the following Reining patterns have been created by the IEA Western Committee for use at Open and Intermediate levels during the 2023-2024 season.

Varsity Open riders should be prepared to perform Reining patterns from official NRHA/ AQHA/IHSA patterns in addition to the IEA Modified Reining Patterns.

For Varsity Intermediate and Future Intermediate riders, the Western Committee highly recommends the use of IEA modified patterns within this Addendum. When IEA recommended patterns are not selected, Rule W7403 and W7404 must be followed.



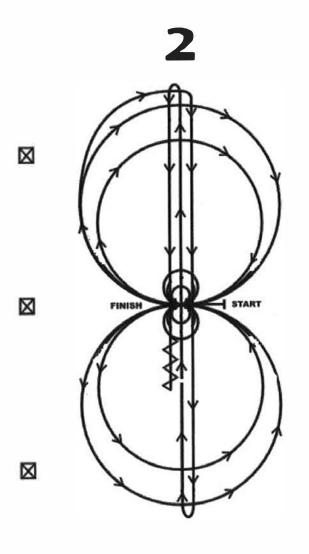
#### **IEA Reining Pattern 1**



- Forward lope past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (three meters). Hesitate.
- 2. Complete two spins to the right. Hesitate.
- Complete two and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
- Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow. Change leads at the center of the arena.
- Complete two circles to the right: the first circle large and fast; the second circle small and slow. Change leads at the center of the arena.
- 6. Begin a large circle to the left but do not close this circle. Forward lope up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.



#### **IEA Reining Pattern 2**



Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern, beginning at the center of the arena facing the left wall or fence.

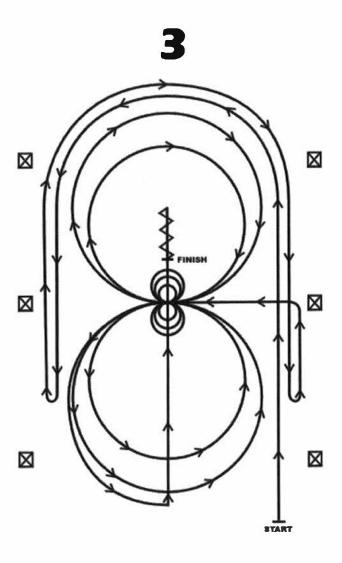
- Beginning on the right lead, complete two circles to the right: the first circle small and slow; the next circle large and fast. Change leads at the center of the arena.
  - Complete two circles to the left: the first circle small and slow; the next circle large and fast. Change leads at the center of the arena.
  - Continue around previous circle to the right. At the top of the circle, forward lope down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
- Forward lope up the middle to the opposite end of the arena past the end marker and do a left rollback no hesitation.
  - 5. Forward lope past the center marker and do a sliding stop. Backup to the center of the arena or at least ten feet (three meters). Hesitate.
  - 6. Complete two spins to the right. Hesitate.
  - 7. Complete two spins to the left.

    Hesitate to demonstrate the completion of the pattern.

X

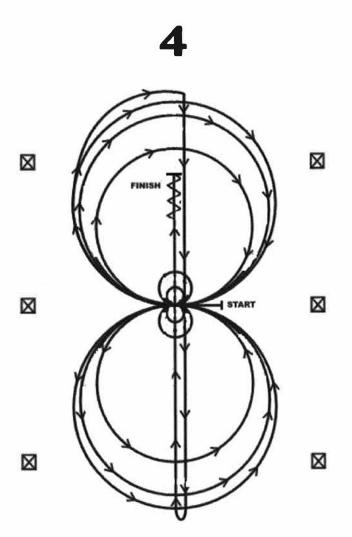


#### **IEA Reining Pattern 3**



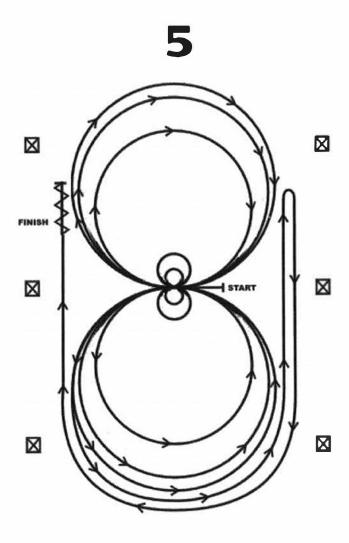
- Beginning, lope straight up the right side of the arena, circle the top of the arena forward lope straight down the opposite or left side of the arena past the center mark and do a right rollback - no hesitations.
- Continue straight up the left side of the arena circle back around the top of the arena forward lope straight down the right side of the arena past the center marker and do a left rollback - no hesitation.
- Continue up the right side of the arena to the center marker, at the center marker the horse should be on the left lead and complete two circles to the left, one large fast and one small slow. Stop at center.
- 4. Complete three spins to the left. Hesitate.
- 5. Complete two circles to the right, one large fast and one small slow. Stop at center.
- 6. Complete three spins to the right. Hesitate.
- Begin a large circle to the left, do not close the circle. Continue up the center of the arena past the center marker and do a sliding stop.
- 8. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.





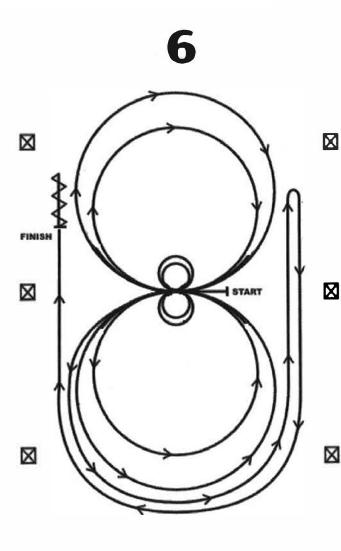
- Beginning on the right lead, complete two circles to the right: the first circle large and fast; the second circle small and slow. Stop at the center of the arena. Hesitate.
- 2. Complete two spins to the right. Hesitate.
- 3. Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the center of the arena. Hesitate.
- 4. Complete two spins to the left. Hesitate.
- 5. Beginning on the right lead, forward lope a large fast circle to the right, change leads at the center of the arena, forward lope a fast circle to the left, and change leads at the center of the arena. (Figure 8)
- Continue around previous circle to the right. At the top of the circle, forward lope down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
- Forward lope past the center marker and do a sliding stop. Backup to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.





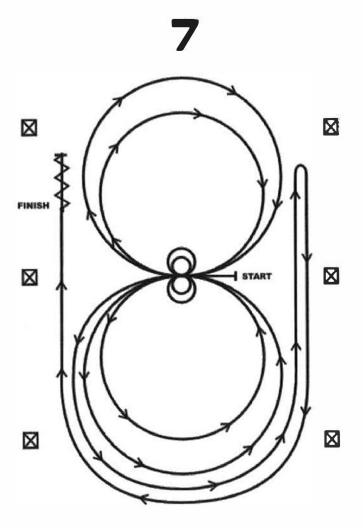
- Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow Stop at the center of the arena. Hesitate.
- 2. Complete two spins to the left. Hesitate.
- Beginning on the right lead, complete two circles to the right: the first circle large and fast; the second circle small and slow. Stop at the center of the arena. Hesitate.
- 4. Complete two spins to the right. Hesitate.
- 5. Beginning on the left lead, forward lope a large fast circle to the left, change leads at the center of the arena, forward lope a fast circle to the right, and change leads at the center of the arena. (Figure 8)
- Continue around previous circle to the left but do not close their circle. Forward lope up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence - no hesitation.
- 7. Continue around previous circle but do not close this circle. Forward lope up the left side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.





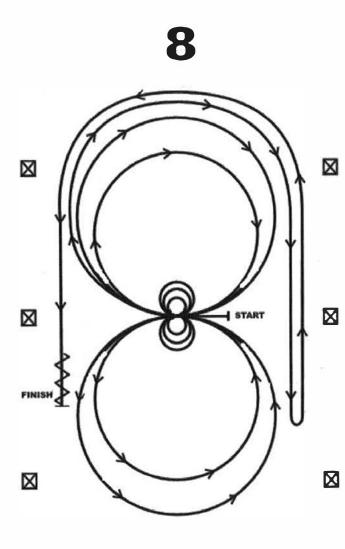
- 1. Complete two spins to the right. Hesitate.
- 2. Complete two spins to the left. Hesitate.
- Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow. Change leads at the center of the arena.
- Complete two circles to the right: the first circle large and fast; the second circle small and slow. Change leads at the center of the arena.
- 5. Begin a large circle to the left but do no close this circle. Forward lope up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence - no hesitation.
- 6. Continue back around previous circle but do not close this circle. Forward lope up the left side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.





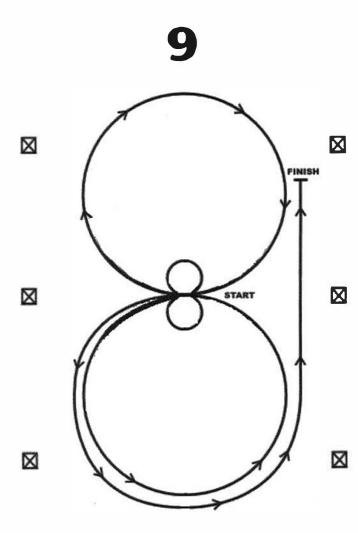
- Beginning on the left lead, complete two circles to the left. The first circle large and fast. The second circle small and slow. Stop at the center of the arena. Hesitate.
- 2. Complete two spins to the left. Hesitate.
- Beginning on the right lead complete two circles to the right. The first circle large and fast. The second circle small and slow. Stop at the center of the arena. Hesitate.
- 4. Complete two spins to the right. Hesitate.
- Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
- Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.





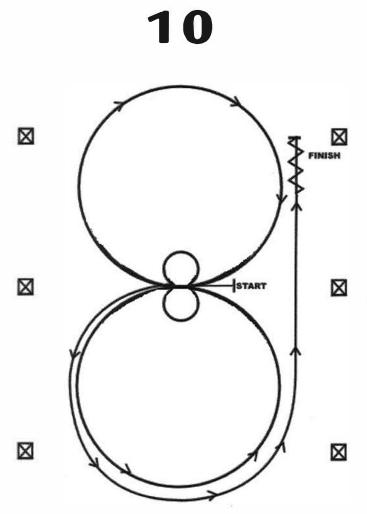
- Complete three spins to the left. Hesitate.
- 2. Complete three spins to the right. Hesitate.
- Beginning on the right lead, complete two circles to the right: the first circle large and fast; the second circle small and slow; Change leads at the center of the arena.
- Complete two circles to the left: the first circle small and slow; the second circle large and fast. Change leads at the center of the arena.
- Begin a large circle to the right but do not close this circle. Forward lope straight down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence - no hesitation.
- 6. Continue back around the previous circle but do not close this circle. Forward lope down the left side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.





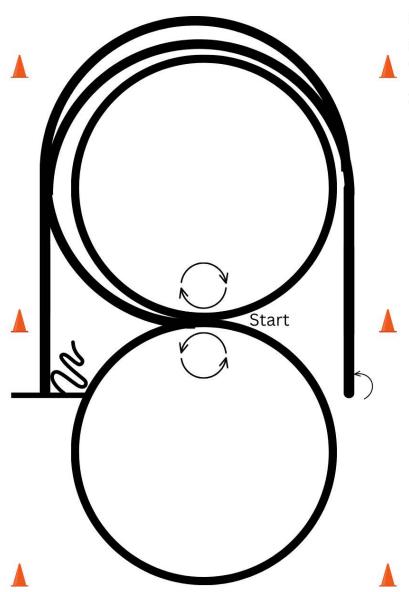
- Beginning on the left lead, complete a circle to the left. Stop at the center of the arena. Hesitate.
- 2. Complete one spin to the left. Hesitate.
- 3. Beginning on the right lead complete one circle to the right. Stop at the center of the arena. Hesitate.
- 4. Complete one spin to the right. Hesitate.
- Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker and stop. Hesitate to demonstrate completion of the pattern.

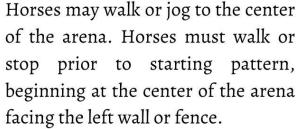




- Complete one spin to the left. Hesitate.
- 2. Complete one spin to the right. Hesitate.
- 3. Beginning on the left lead, complete a circle to the left. Change leads at the center of the arena.
- Complete one circle to the right. Change leads at the center of the arena.
- 5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and back up. Hesitate to demonstrate completion of the pattern.

# **IEA Reining Pattern 11**

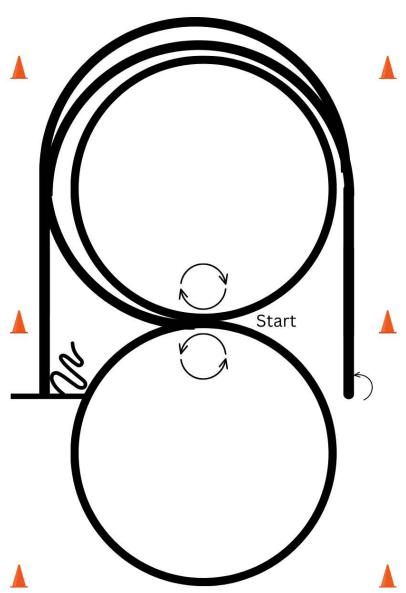




- 1. Beginning on the right lead, complete a circle to the right. Stop at center.
- 2. Complete one spin to the right. Hesitate.
- 3. Complete one circle to the left. Stop at center.
- 4. Complete one spin to the left. Hesitate.
- 5. Beginning on the right lead, go around the end of the arena, run down the right side of the arena past center marker, stop and do a left roll back.
- 6. Go around the end of the arena, run down the left side of the arena past center marker, stop and backup. Hesitate to demonstrate completion of the pattern.



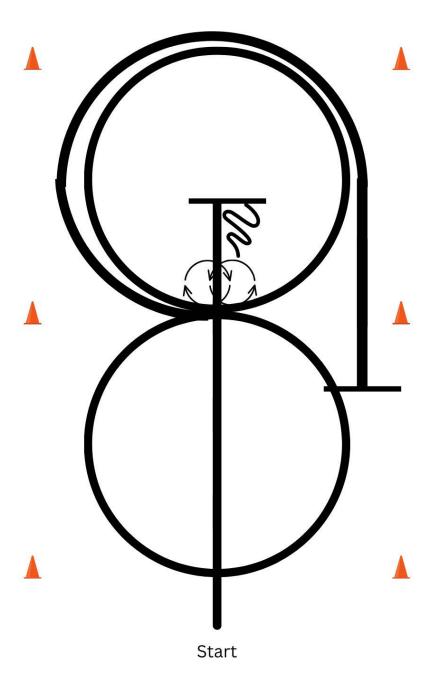
# IEA Reining Pattern 12





- 1. Complete one spin to the right. Hesitate.
- 2. Complete one spin to the left. Hesitate.
- 3. Beginning on the right lead, complete a circle to the right. Change leads at center.
- 4. Complete a circle to the left. Change leads at center.
- 5. Beginning on the right lead, go around the end of the arena, run down the right side of the arena past center marker, stop and do a left roll back.
- 6. Go around the end of the arena, run down the left side of the arena past center marker, stop and backup. Hesitate to demonstrate completion of the pattern.

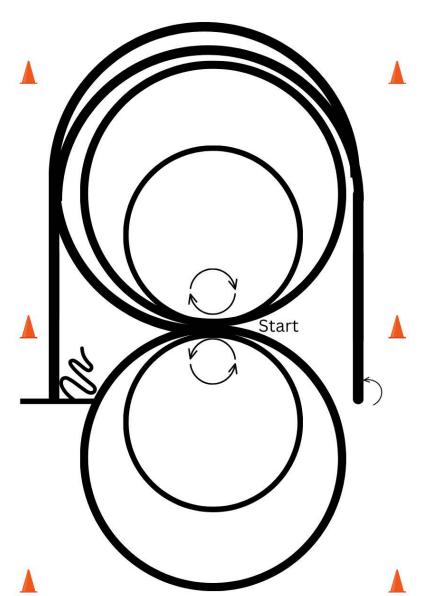
# **IEA Reining Pattern 13**



- 1. Forward lope past center marker. Stop and back to center. Hesitate.
- 2. Complete one spin to the right. Hesitate.
- 3. Complete one and quarter spin to the left. Hesitate.
- 4. Beginning on the right lead, complete a circle to the right. Change leads at center.
- 5. Complete one circle to the left. Change leads at center.
- 6. Go around the end of the arena, run down the right side of the arena past center marker, stop. Hesitate to demonstrate completion of the pattern.



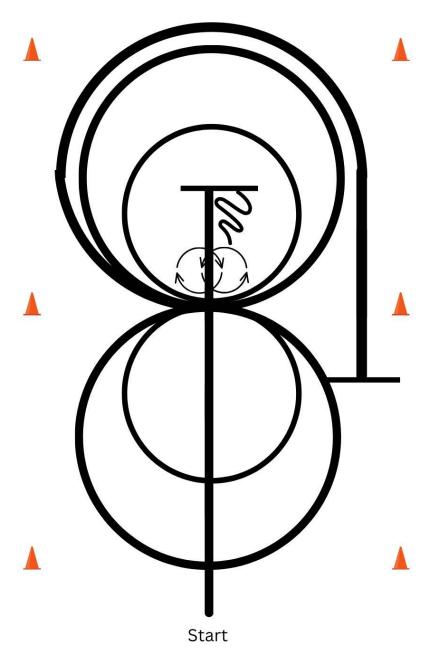
# **IEA Reining Pattern 14**





- 1. Complete two spins to the right. Hesitate.
- 2. Complete two spins to the left. Hesitate.
- 3. Beginning on the right lead, complete two circles right: the first large and fast; the second small and slow. Change leads at center.
- 4. Complete two circles to the left: the first large and fast; the second small and slow. Change leads at center.
- 5. Beginning on the right lead, go around the end of the arena, run down the right side of the arena past center marker, stop and do a left roll back.
- 6. Go around the end of the arena, run down the left side of the arena past center marker, stop and backup. Hesitate to demonstrate completion of the pattern.

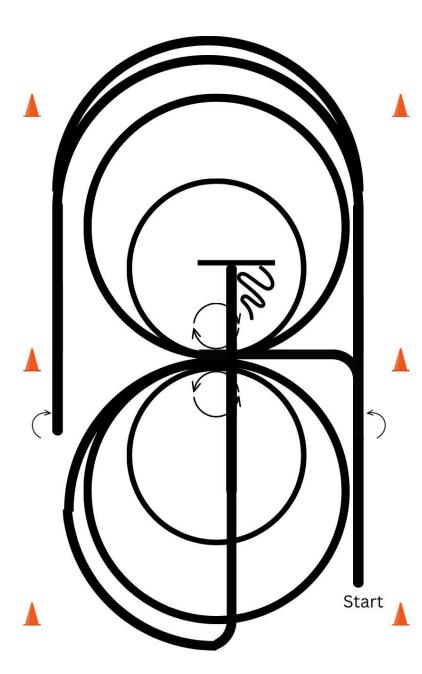
# **IEA Reining Pattern 15**



- 1. Forward lope past center marker. Stop and back to center. Hesitate.
- 2. Complete two spins to the right. Hesitate.
- 3. Complete two and quarter spins to the left. Hesitate.
- 4. Beginning on the right lead, complete two circles to the right: the first small and slow; the second large and fast. Change leads at center.
- 5. Complete two circles to the left: the first small and slow; the second large and fast. Change leads at center.
- 6. Go around the end of the arena, run down the right side of the arena past center marker, stop. Hesitate to demonstrate completion of the pattern.



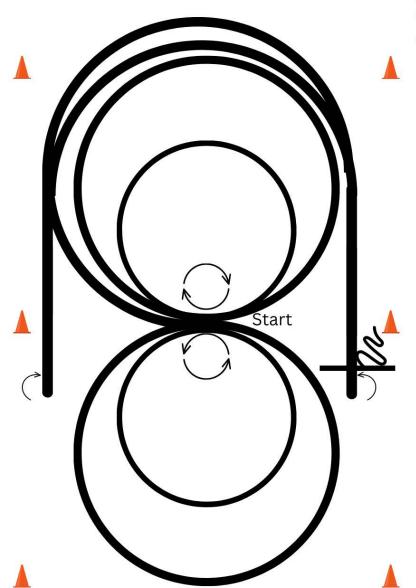
# IEA Reining Pattern 16



IEA EQUESTRIAN ASSOCIATION

- 1. Beginning, lope straight up the right side of the arena, circle the top of the arena forward lope straight down the opposite or left side of the arena past the center mark stop and do a right rollback.
- 2. Continue straight up the left side of the arena circle back around the top of the arena forward lope straight down the right side of the arena past the center marker stop and do a left rollback.
- 3. Continue up the right side of the arena to the center marker, at the center marker the horse should be on the left lead and complete two circles to the left: first large fast; second small slow. Stop at center.
- 4. Complete two spins to the left. Hesitate.
- 5. Complete two circles to the right: first large fast and second small slow. Stop at center.
- 6. Complete two spins to the right. Hesitate.
- 7. Begin a large circle to the left, do not close the circle. Continue up the center of the arena past the center marker and stop. Back. Hesitate to demonstrate completion of the pattern.

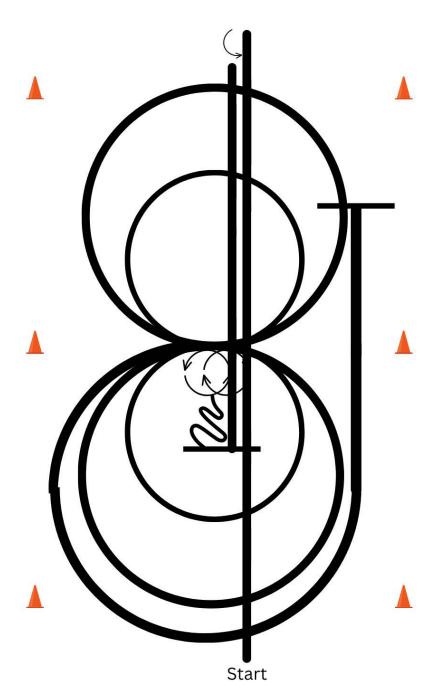
# IEA Reining Pattern 17





- 1. Complete two spins to the left. Hesitate.
- 2. Complete two spins to the right. Hesitate.
- 3. Beginning on the right lead, complete two circles right: the first large and fast; the second small and slow. Change leads at center.
- 4. Complete two circles to the left: the first small and slow; the second large and fast. Change leads at center.
- 5. Beginning on the right lead, go around the end of the arena, run down the right side of the arena past center marker, stop and do a left roll back.
- Go around the end of the arena, run down the left side of the arena past center marker, stop and do a right roll back
- 7. Go around the end of the arena, run down the right side of the arena past center marker, stop and back. Hesitate to demonstrate completion of the pattern.

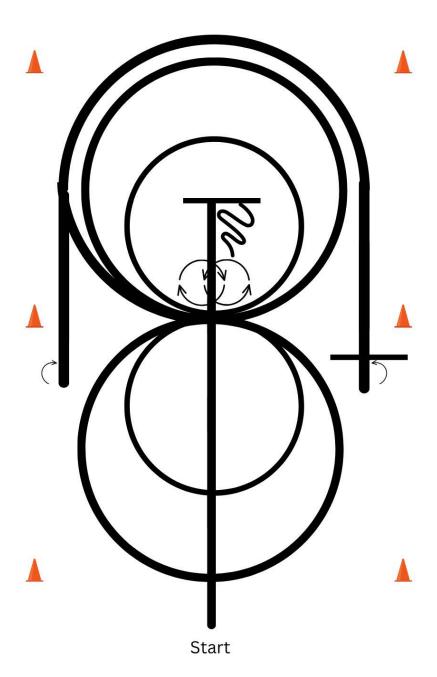
# **IEA Reining Pattern 18**



- 1. Forward lope past end marker. Stop and do a left roll back.
- Forward lope past center marker. Stop and back to center. Hesitate.
- 3. Complete two spins to the left. Hesitate.
- 4. Complete two and quarter spins to the right. Hesitate.
- 5. Beginning on the left lead, complete two circles to the left: the first large and fast; the second small and slow. Change leads at center.
- 6. Complete two circles to the right: the first large and fast; the second small and slow. Change leads at center.
- 7. Begin on left lead. Go around the end of the arena, run down the right side of the arena past center marker, stop. Hesitate to demonstrate completion of the pattern.



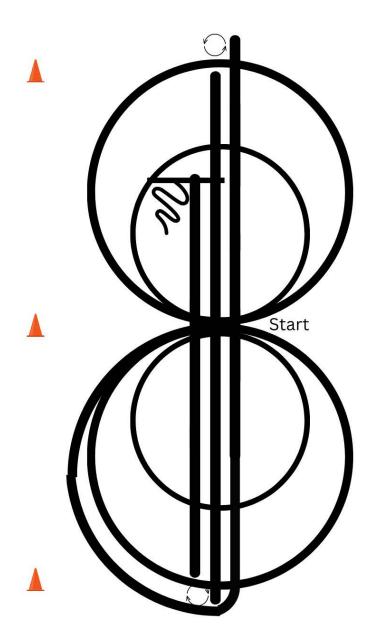
# **IEA Reining Pattern 19**





- 1. Forward lope past center marker. Stop and back to center. Hesitate.
- 2. Complete two spins to the right. Hesitate.
- 3. Complete two and quarter spins to the left. Hesitate.
- 4. Beginning on the right lead, complete two circles to the right: first large and fast; the second small and slow Change leads at center.
- 5. Complete two circles to the left: the first small and slow; the second large and fast. Change leads at center.
- 6. Go around the end of the arena, run down the right side of the arena past center marker, stop and do a left roll back
- 7. Go around the end of the arena, run down the left side of the arena past center marker, stop and do a right roll back.
- 8. Go around the end of the arena. run down the right side past the center marker, stop. Hesitate to demonstrate completion of the pattern.

# **IEA Reining Pattern 20**





- 1. Beginning on the left lead, complete two circles left: the first large and fast; the second small and slow. Change leads at center.
- 2. Complete two circles to the right: the first large and fast; second small and slow. Change leads at center.
- 3. Beginning on the left lead, go around the end of the arena, run down the center of the arena past end marker, stop and do two and a half spins left.
- 4. Continue straight up the center of the arena past the end marker, stop and two and a half spins right.
- 5. Continue up the center of the arena past the center marker. Stop and back. Hesitate to demonstrate completion of the pattern.



In an effort to improve reining education, experience, and progression within the draw-based format, the following Ranch Riding patterns have been created by the IEA Western Committee for use as needed at the NOVICE Ranch Riding level during the 2023-24 season. This class is intended to be a "stepping stone" into the Intermediate and Open Reining classes and is a mandatory class offering for regular and post-season competitions.

<u>Per the 2023-2024 IEA Rulebook:</u> CLASS 6. Junior Varsity Novice Ranch Riding: Open to riders in grades 9-12 who have a minimum of six months professional Reining or Ranch Riding instruction and ability to perform patterns on a variety of horses at the jog and lope. Riders participating in Novice Ranch Riding are expected to compete throughout the season in Horsemanship at the Intermediate or Novice level and are NOT permitted to cross-enter in classes W7 and W13 Beginner W/J/L or classes W8 and W14 Beginner W/J.

Riders exceeding any one or more of the numbered criteria for Novice Ranch Riding must be placed at higher level or petition for alternate placement prior to competing.

#### Novice riders:

- 1. Have NOT competed more than six (6) times/individual performances in reining or ranch riding in Section 1 Competitions / Rule 3101;
- 2. Have NOT accumulated ten (10) or more points in any one mounted class (including Level 1 Youth/ Novice, 14-18 or 13 and under) in any Section 1 nationally recognized association (e.g. NRHA, AQHA, APHA, NSBA) or 30 or more points in any one mounted class (including Select level, 15-18 or 14 and under) for AHA. See Section 1 Competitions / Rule 3101;
- 3. Are NOT eligible for a lower level placement or have advanced per IEA Rules 3205.1 (two years at one level), 3205.2 (pointed out), or 3205.4 (National Finals).

IEA Novice Ranch Riding eligibility excludes experience in speed/timed events, halter, showmanship, walk/trot, and 10 & under.

To be eligible for post season competition in Individual classes, riders must have accumulated the required Ranch Riding points and participated in two (2) Intermediate or Novice Horsemanship classes.

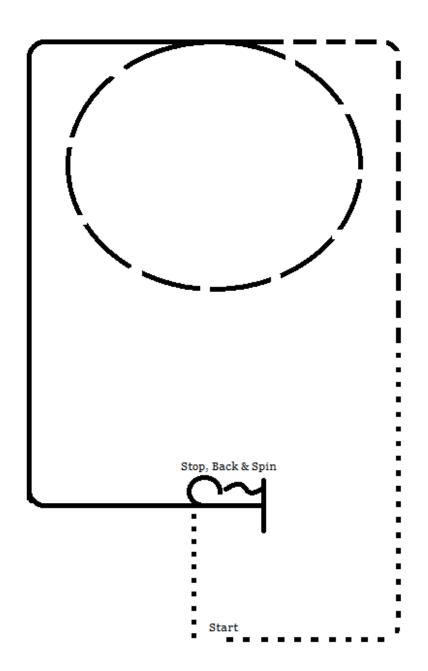
To be eligible for post season competition in Team classes, riders must have participated in a minimum of two (2) Novice Ranch Riding classes and two (2) Intermediate or Novice Horsemanship classes during the regular season.

Novice Ranch Riding Patterns: Riders should be prepared to perform IEA modified patterns for Novice Ranch Riding.

Ranch Riding Specifics: Novice Ranch Riding is designed to evaluate a rider's ability to execute a series of maneuvers listed in an approved pattern. The rider should exhibit poise and confidence while maintaining a balanced, functional and fundamentally correct seat. The rider will be judged on ability and decision-making as well as proper communication with their horse. This class serves as a bridge between traditional horsemanship patterns and reining, and is meant to provide a rider with opportunities to gradually gain skill in the show arena.

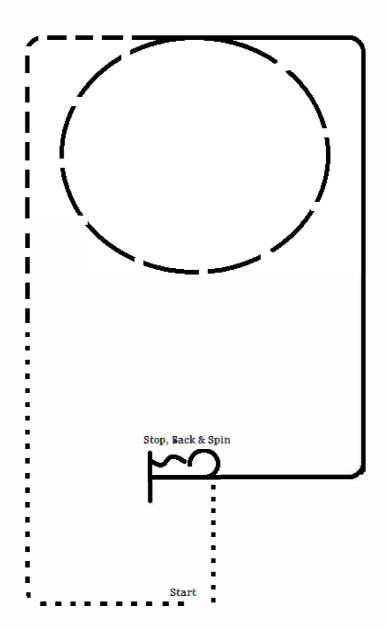
Ranch Riding Attire: Exhibitors are expected to wear traditional western attire reflecting the ranch lifestyle. Appropriate western attire includes a long-sleeved shirt with collar and cuffs that fasten at wrists with buttons or snaps, well-fitting jeans, traditional Western boots, and a crisp, well-shaped western hat or safety riding helmet. Adding ranch appropriate accessories (chaps, scarves, etc...) is acceptable and helps to promote a true ranch horse look. Shirts with crystals, glitter or sequins are unnecessary and highly discouraged. Variations from defined Ranch Riding attire are discouraged but not cause for disqualification.

- 1. Walk
- 2. Trot
- 3. Extended trot circle at the top of the arena
- 4. Lope left lead
- 5. Stop and back
- 6. 270' left, exit at a walk

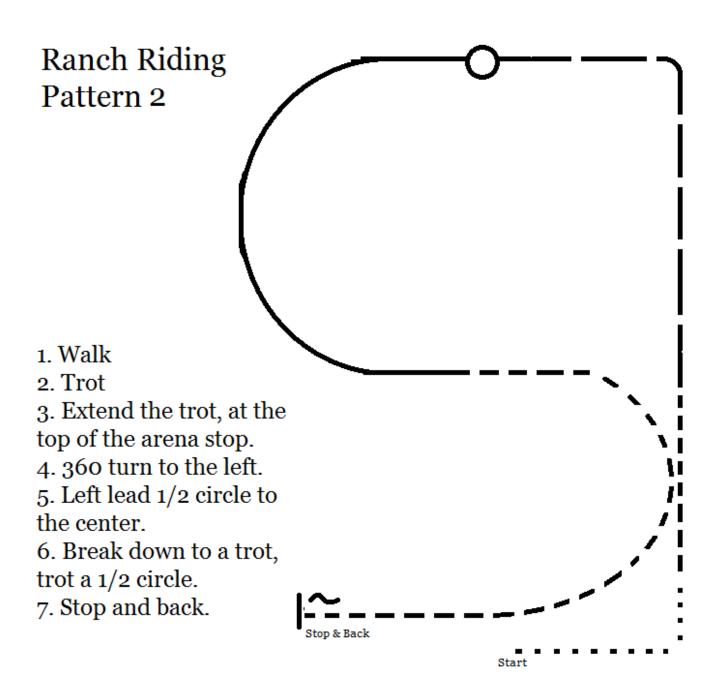




- 1. Walk
- 2. Trot
- 3. Extended trot circle at the top of the arena
- 4. Lope right lead
- 5. Stop and back
- 6. 270' right, exit at a walk

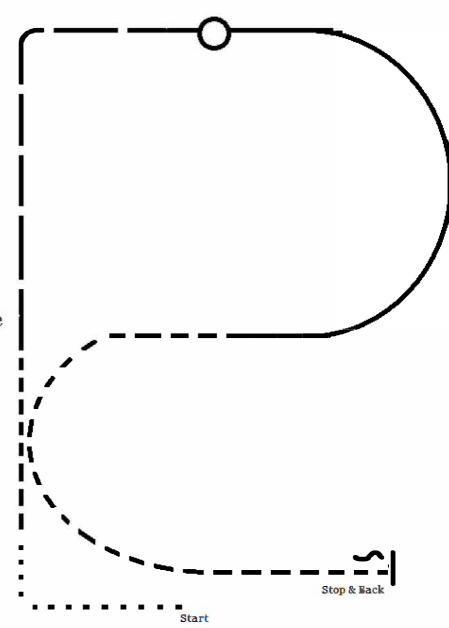








- 1. Walk
- 2. Trot
- 3. Extend the trot, at the top of the arena stop.
- 4. 360 turn to the right 5Rightlead 1/2 circle to the center.
- 6. Break down to a trot, trot a 1/2 circle.
- 7. Stop and back.



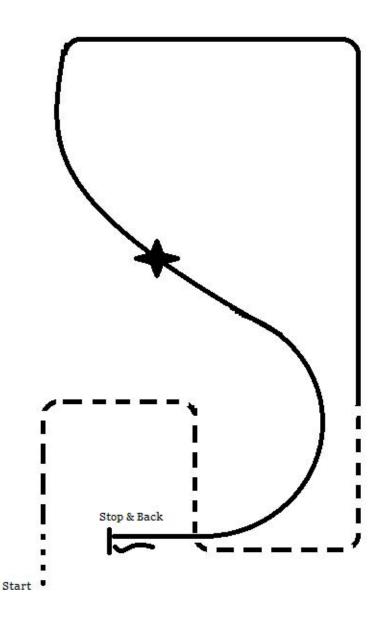


Stop & Back

- 1. Walk
- 2. Trot
- 3. Extend the trot
- 4. Left lead lope
- 5. Stop, 1/2 turn right
- 6. Right lead lope
- 7. Collect to trot
- 8. Stop and back

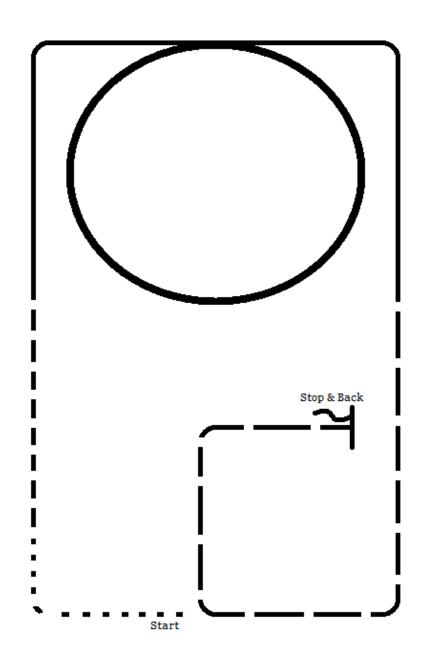


- 1. Walk
- 2. Trot serpentine
- Lope left lead around the end of the arena and then diagonally across the arena.
- 4. Change leads, Simple.
- Lope on right lead around the end of the arena
- 6. Stop and back



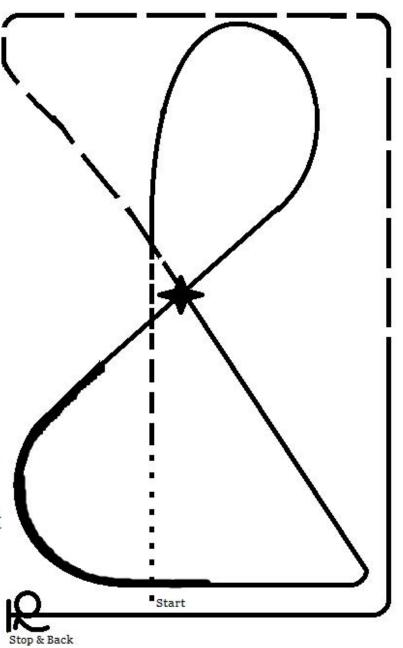


- 1. Walk
- 2. Trot
- 3. Lope right lead
- 4. Extended lope circle
- at the top of the arena
- 5. Collect lope
- 6. Collect to extended trot
- 7. Extended trot square
- 8. Stop and back



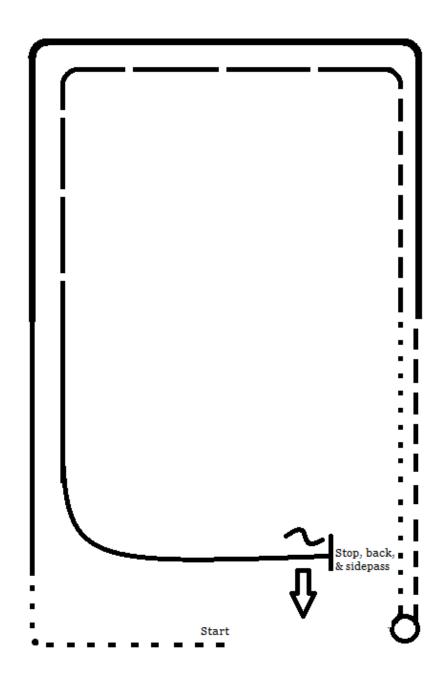


- 1. Walk
- 2. Trot
- 3. Lope right lead around to center of the arena
- 4. Change leads, Simple.
- Build into an extended lope around the end of the arena.
- 6. Collect lope and continue left lead back across center
- 7. Collect to an extended trot
- 8. Lope right lead
- Stop, 360 turn either direction and back



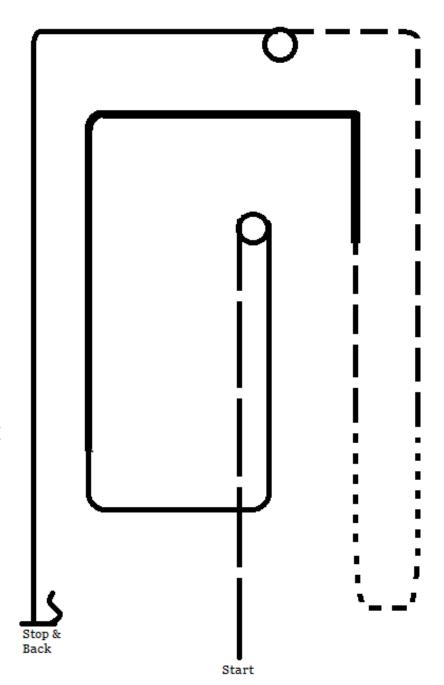


- 1. Walk
- 2. Lope right lead
- 3. Extend the lope
- 4. Trot
- 5. Stop, 1 1/2 turns right
- 6. Walk
- 7. Trot
- 8. Extended trot
- 9. Lope left lead
- 10. Stop and back
- 11. Side pass right



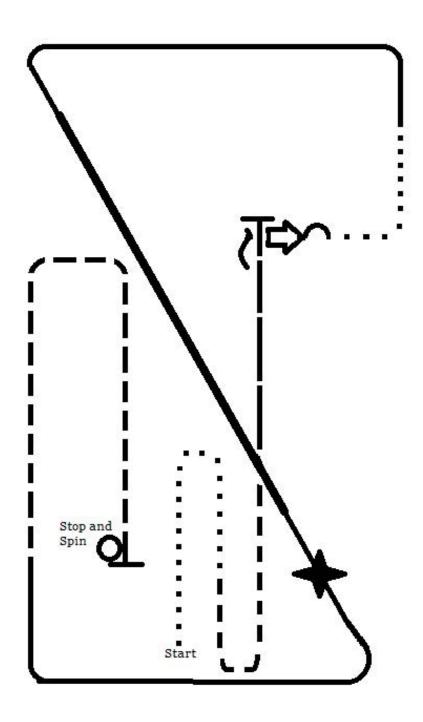


- 1. Extended trot
- 2. Stop, rollback right
- 3. Lope right lead, two corners
- 4. Extended lope (right lead) two corners
- 5. Trot
- 6. Walk
- 7. Trot
- 8. Stop, 360 left
- 9. Lope left lead
- 10. Stop and back



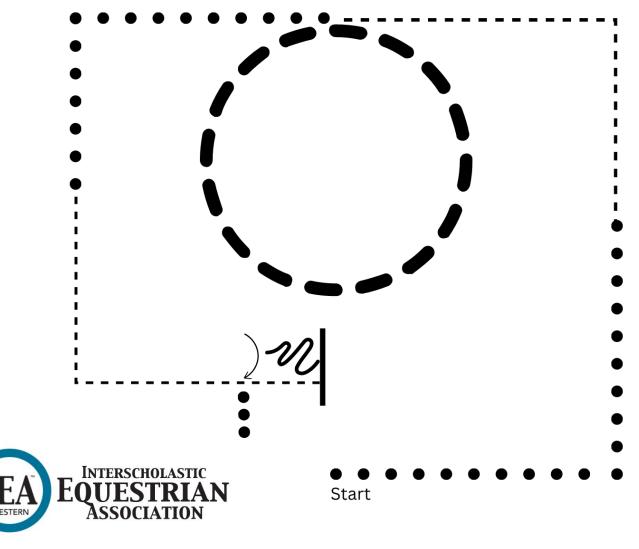


- 1. Walk
- 2. Trot
- 3. Extended trot
- 4. Stop and back
- 5. Side pass right
- 6. 1/4 turn right
- 7. Walk
- 8. Lope left lead
- 9. Extended lope (left lead) across the arena
- 10. Collect lope, change leads, Simple.
- 11. Lope right lead
- 12. Trot
- 13. Stop, one 360' turn either direction

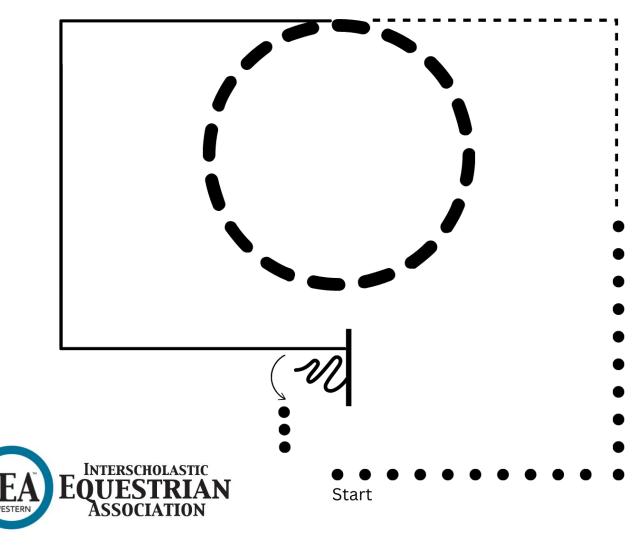




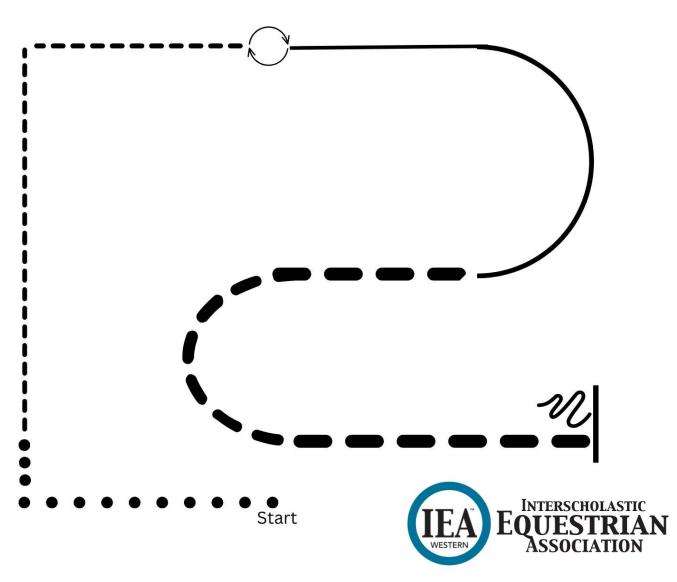
- 1. Enter arena at a walk and continue halfway down the right wall.
- 2. Halfway, trot and continue to the top of the arena.
- 3. Extend trot circle at the top of the arena.
- 4. At the close of the circle, walk and continue halfway down left wall.
- 5. Jog and make a square turn into center of pattern.
- 6. Stop, back, 90' right and exit at a walk.



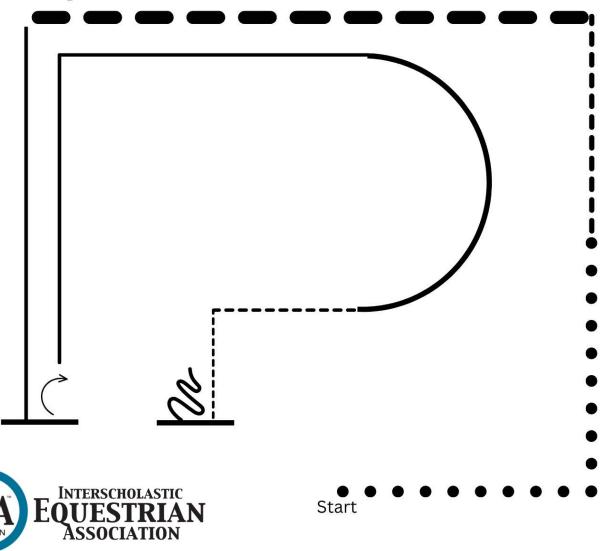
- 1. Enter arena at a walk and continue halfway down the right wall.
- 2. Trot to the top of the arena.
- 3. Extended trot circle.
- 4. At the close of the circle lope left lead.
- 5. Stop, back, 270' left and exit at a walk.



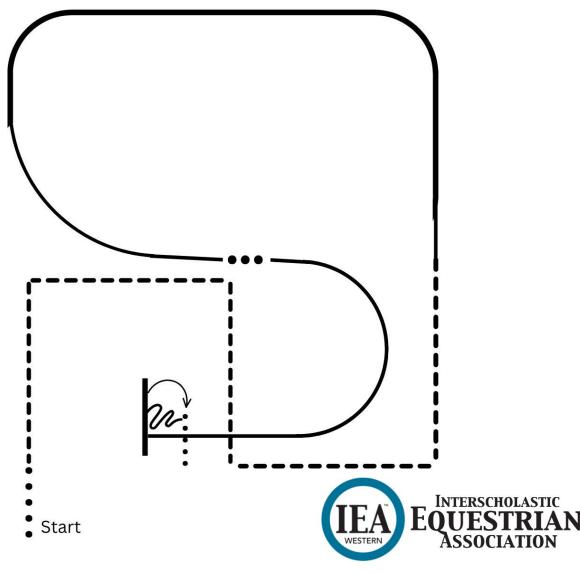
- 1. Enter arena at a walk and continue down the left wall.
- 2. Trot.
- 3. Stop, 360' Right.
- 4. Lope on right lead to center of pattern.
- 5. Extended trot.
- 6. Stop and back.



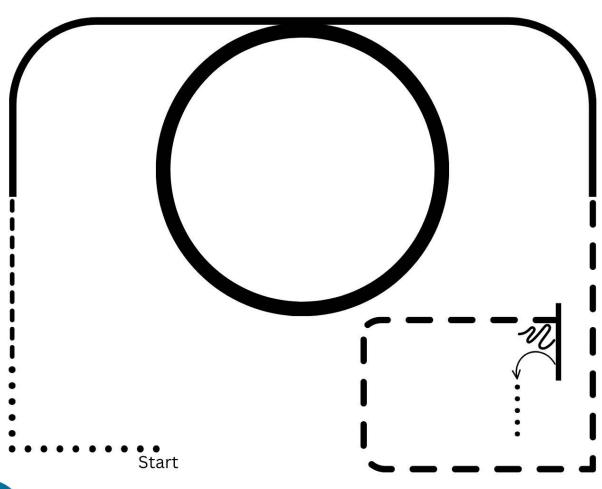
- 1. Enter arena at a walk and continue halfway down the right wall.
- 2. Trot.
- 3. Extended trot.
- 4. Lope left lead.
- 5. Stop, 180' right.
- 6. Lope right lead around to center of pattern.
- 7. Trot.
- 8. Stop and back.



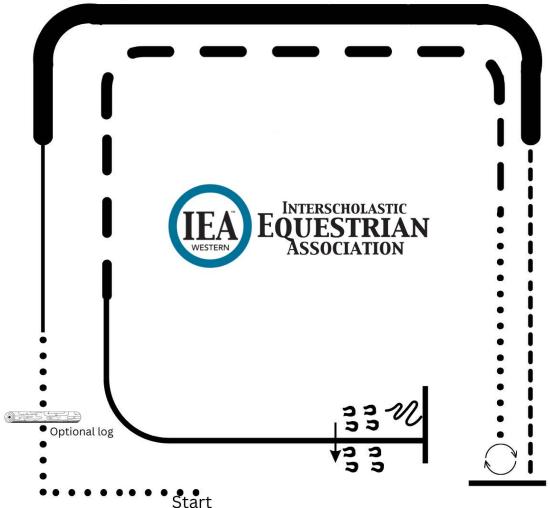
- 1. Enter arena at a walk.
- 2. Trot serpentine.
- 3. Lope left lead around the end of the arena and then diagonally across the arena.
- 4. Simple lead change.
- 5. Lope on right lead around end of the arena.
- 6. Stop, back, 270' right.
- 7. Exit at a walk.



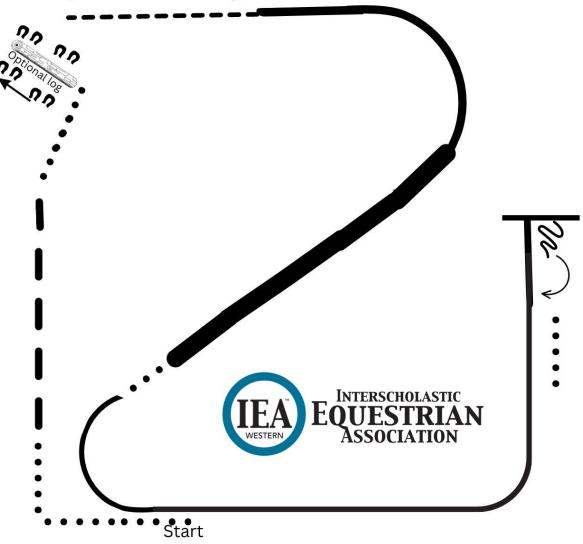
- 1. Enter arena at a walk.
- 2. Trot.
- 3. Lope right lead.
- 4. Extended lope circle right.
- 5. Collect lope and continue halfway down right wall.
- 6. Extended trot serpentine.
- 7. Stop, back, 270' left, and exit at a walk.



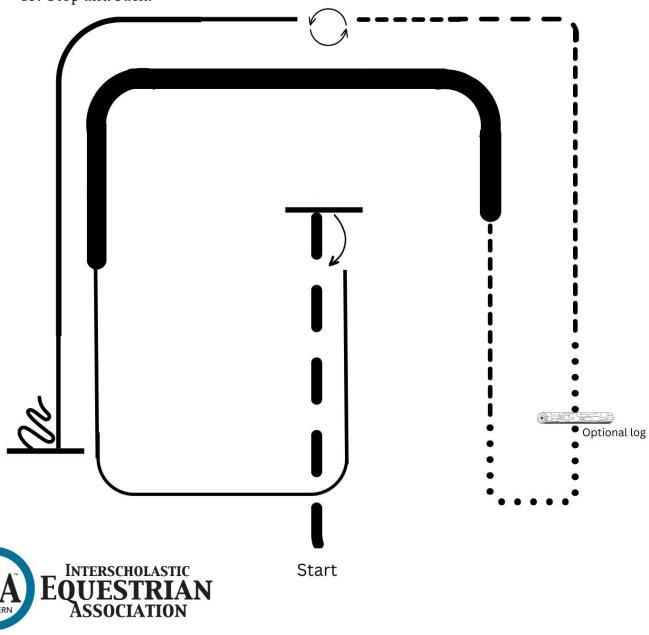
- 1. Enter arena at a walk.
- 2. Lope right lead.
- 3. Extend the lope around the end of the arena.
- 4. Trot.
- 5. Stop, 1 1/2 turns either direction.
- 6. Walk.
- 7. Extended trot around the end of the arena and halfway down left wall.
- 8. Lope left lead.
- 9. Stop and back.
- 10. Side pass right, and exit arena at a walk.



- 1. Enter arena at a walk.
- 2. Extended trot.
- 3. Walk.
- 4. Stop and side pass left.
- 5. Trot.
- 6. Lope right lead.
- 7. Extended lope right lead.
- 8. Collect lope and simple lead change.
- 9. Lope left lead.
- 10. Stop and back. 180' right and exit at a walk.



- 1. Extended trot.
- 2. Stop, roll back right.
- 3. Lope right lead, two square corners.
- 4. Extended lope, two square corners.
- 5. Trot.
- 6. Walk.
- 7. Trot.
- 8. Stop, 360' left
- 9. Lope left lead.
- 10. Stop and back.



- 1. Walk.
- 2. Trot.
- 3. Extended trot.
- 4. Stop, back, side pass right, 90' right.
- 5. Walk.
- 6. Lope left lead around the end of arena, then diagonally across the pattern.
- 7. Simple lead change.
- 8. Extended lope around end of the arena.
- 9. Trot.
- 10. Stop, 360' either direction, and exit at a walk

