

HRC Versatility 2023 Class List & Rules

Rules

1. Exhibitors must be checked in by 10 am. (If only competing in obstacles, please complete them while others are completing the main ring classes)
2. Horse and Rider combinations may only compete in only one division.
3. Classes may be split when class size warrants it. (10 or more riders will be split into sections A and B for the day)
4. During the obstacle portion, exhibitors are allowed 3 attempts per obstacle. The judge is allowed to ask you to move on. At the completion of the event there may be time for the exhibitors to school on obstacles that were challenging.

Main Ring – starts at 9 am

1. In Hand Halter (all in at same time)
2. Walk/Trot Halter (all in at same time)
3. Walk/Trot/Canter Halter (all in at same time)
4. In Hand Ranch Pleasure (all in at same time)

Break for under saddle warmup

5. Walk/Trot Ranch Pleasure (all in at same time)
6. Walk/Trot/Canter Ranch Pleasure (all in at same time)

Following classes are first come first serve after the completion of class #6.

7. In Hand Working Ranch Pattern
8. Walk/Trot Working Ranch Pattern
9. Walk/Trot/Canter Working Ranch Pattern

Obstacle Ring – starts at 9 am – first come first serve

10. In Hand Obstacle
11. Walk/Trot Obstacle
12. Walk/Trot/Canter Obstacle

Class Descriptions

Halter Classes – all horses in class in ring at same time. This class focuses on well-mannered individuals that are the most positive combination of balance, structural correctness, and movement appropriate for various activities of a working ranch horse. Horses are to be shown in a good working

halter: rope, braided, nylon or plain leather. Silver is discouraged on halter or lead. Horses will walk to the judge one at a time until judge is reached, then trot away from judge to a cone. At the cone, horses will turn to the left continue trotting to line up. Horses will line up head to tail for inspection.

Ranch Pleasure Classes – all horses in class in ring at same time. Class should reflect the versatility, attitude, and movement of a working horse. This class should show the horse's ability to work at a forward, working speed while under control by the rider. Light contact should be rewarded and horse shall not be shown on a full drape of reins. Gaits should include the walk, (extended walk for walk/trot riders), trot, extended trot, and the canter/lope and its extension for walk/trot/canter riders. The overall manners and responsiveness of the horse while performing the maneuver requirements and the horse's quality of movement are the primary considerations.

Working Ranch Horse Pattern – horses complete the pattern one at a time. Riders can go in any order. The pattern class measures the ability of the horse to perform basic handling/reining maneuvers. The horse/rider team's overall performance should be credited for smoothness, finesse, attitude, quickness and authority of performing various maneuvers while using controlled speed.

Obstacles - The horse/rider team is judged on the correctness, efficiency and pattern accuracy with which the obstacles are negotiated and the attitude and mannerisms exhibited by the horse. Judging emphasis is on identifying the well-broke, responsive and well-mannered horse which can correctly navigate and negotiate the course.

Possible Obstacles: The obstacle course will include no less than six and no more than twelve obstacles. The horse may be asked to walk, trot and canter/lope (WTC division only) during the course.

- Gate - Opening, passing through and closing the gate.
- Mount/Dismount - The horse shall remain quiet while the rider dismounts. The horse should remain still and quiet as the rider remounts, leaving a loose rein. Exhibitors have the option of using a mounting block to remount.
- Log drag - Horse must be willing to drag a log for a short distance, either in a straight line or around a set pattern.
- Water hazard - The horse should show willingness to cross a small area of water.
- Ground tie (contestant's option) – The horse shall remain in place while the rider dismounts and performs a task.
- Put on and remove slicker - Rider approaches slicker, removes slicker from holder, puts on slicker and replaces slicker to holder.
- Remove, carry and replace item – Requires the exhibitor to carry or remove an item such as mail from a mailbox, or a bucket.
- Bridge – Horse shows willingness to walk across obstacle designed to simulate a bridge.
- Crossing obstacle – While mounted the horse would walk over obstacle no more than 18" in height.
- Ride over at least four logs – Walking only if laid at odd angles. Laid flat and in measured distances of: Trot overs 2'6" to 3'6" or Lope overs 6' to 7'
- Stationary steer – This obstacle is used to show the willingness of the horse to have a rope thrown from its back. The judge will give credit to the horse that stands quietly while the contestant makes the swing and throw at the stationary steer. Shying from the rope will be penalized, but missing the stationary steer will not be penalized.
- Back
- Sidepass
- Cowboy Curtain

HRC may add additional obstacles if they choose.