

HRC Versatility Events

Offering: 2 Divisions Under Saddle (WT & WTC) and In Hand Obstacles

1 Halter Class and 3 Riding Classes for each Division.

1. RANCH PLEASURE—a rail class that should reflect the versatility, attitude, and movement of a working horse. The horse's performance should simulate a horse riding outside the confines of an arena and that of a working ranch 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. **these classes will run as a group after the halter classes.
2. WORKING RANCH HORSE PATTERN— a pattern class that measures the ability of the horse to perform basic handling/reining maneuvers. To rein a horse is not only to guide him but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. 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 which raises the degree of difficulty and makes the horse/rider team more exciting and pleasing to watch.
3. OBSTACLES— a class should test the horse's ability to cope with situations encountered in everyday riding. The horse is ridden through a pattern of obstacles which should nearly approximate those found during the course of everyday work. 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.

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 lope (WTC division only) during the course.

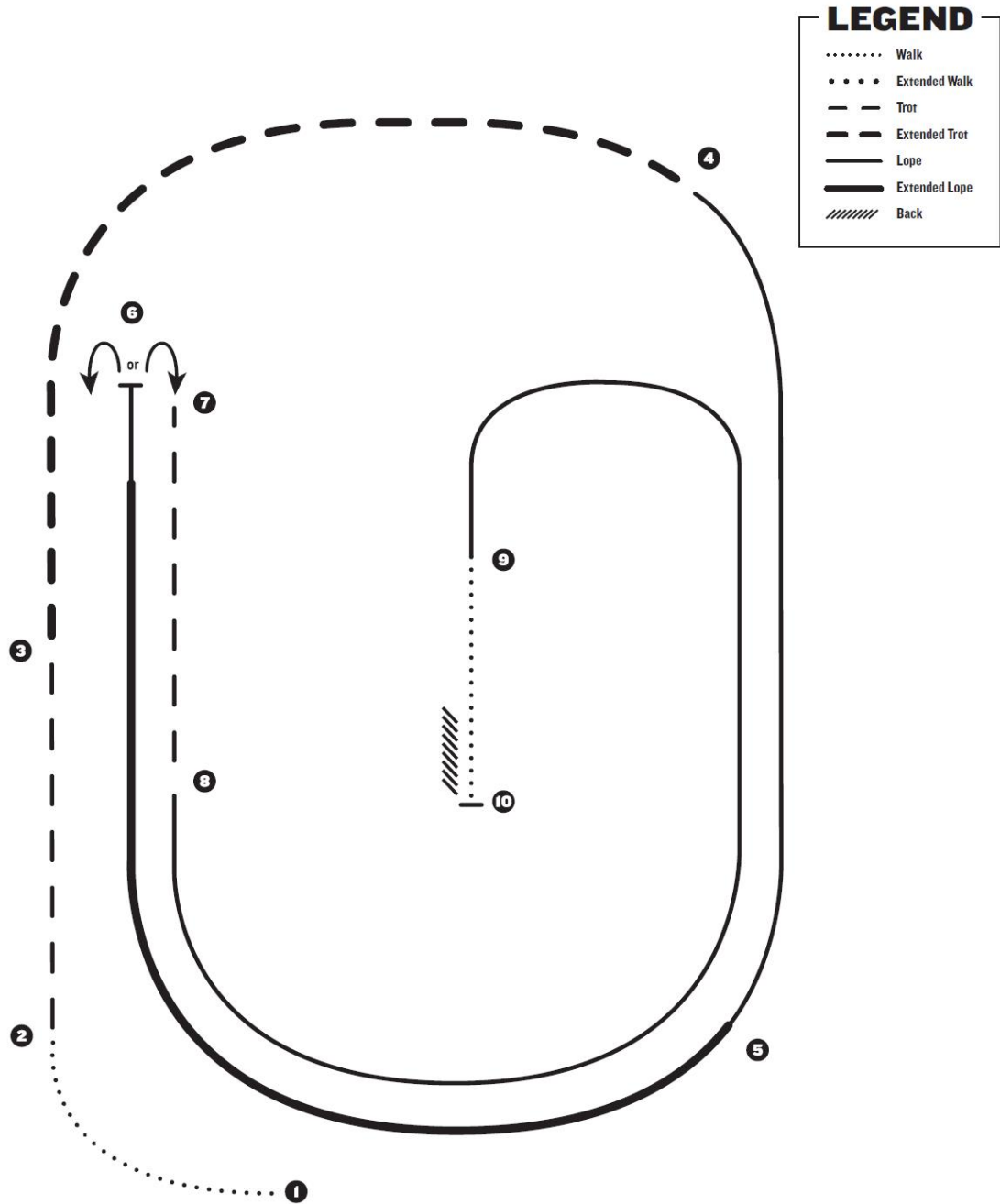
Possible Obstacles

- 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.
- Hobble or ground tie (contestant's option) – The horse shall remain in place while the rider dismounts and performs a normal ranch task such as moving a rail, moving a bale of hay, etc.
- 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 that is used everyday on horse back such as mail from a mailbox, sack, rope, etc.
- 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.

Working Ranch Pattern

**Walk/trot riders should trot where its says lope and extend the trot at the extended lope



When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Walk from 1 to 2 - 30 feet
2. Trot from 2 - 3 - 120 feet
3. Extended Trot from 3 to 4 - 240 feet
4. Lope from 4 to 5 - 150 feet
5. Extended the lope from 5 to 6 (collect lope before stopping) - 200 feet
6. Stop at 6; reverse (either direction)
7. Trot from 7 to 8 - 120 feet
8. Lope from 8 until even with 9; turn towards middle of arena and continue loping to 9 - 150 feet
9. Walk from 9 to 10 - 30 feet
10. Stop and back at 10 - approximately one horse length

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.