

Ranch Versatility Show
Judge: Derek Hanscome (AQHA Versatility Ranch Horse Judge)
July 16, 2022
TS Performance Horses (319 Division Rd, Pictou NS)

Show Information:

- The show will start at 10:00am on Saturday. Subject to change due to number of entries.
- There are a limited number of stalls available for Friday night so they must be booked in advance. Stalls are \$50.00
- Showing off a trailer is acceptable and encouraged.
- The arena will be open for warm-up and to ride around until a half an hour before the show begins.
- It is \$25 per class or \$100 for the entire division.
- Open Division added money \$500, Amateur \$250, Youth \$150. Prizes for class champions.
- Rider must have an NSEF membership
- Entries are due by July 8, 2022, entries received after that are subject to \$25 late fee per horse.

Classes:

Ranch Riding - Horse is judged on its ability to work at a forward and working speed while performing the required maneuvers stated in the pattern.

Ranch Trail - Obstacles are those that would be found in a regular day of work on the ranch.

Ranch Reining - Ability of the horse to perform maneuvers that originated on the ranch.

Ranch Conformation - The judge will be looking for a balanced and structurally correct horse.

Ranch Cow Work-Boxing – Horse and rider have 50 seconds to hold the cow at the end of the arena demonstrating the ability to control the cow. **For this class only all divisions, except open, may show two handed in a snaffle or hackamore or one handed in a curb, any age of horse, for the boxing class only.**

Divisions:

Open - Open to any rider and horse combination.

Amateur – in the past three years have not shown, judged, trained, instructed in riding, driving, showing, and training of a horse for remuneration monetary or otherwise.

Youth - Any rider who is 18 & under as of January 1, 2022 and they are not eligible for the amateur division.

Walk/Trot Green - Any horse and rider combination, horse and rider cannot show in any other division.

All Around Versatility Ranch Horse: Awarded for each division. To be eligible must compete in Conformation, Boxing and at least one other riding class. Points will be calculated based off the AQHA VRH.

All other AQHA Versatility Ranch Horse rules will be followed.

Class List

1. Open Ranch Riding VRH Pattern 2
2. Amateur Ranch Riding VRH Pattern 3
3. Youth Ranch Riding VRH Pattern 1
4. Walk/Trot Ranch Riding see attached

5. Open Ranch Trail
6. Amateur Ranch Trail
7. Youth Ranch Trail
8. Walk/Trot Ranch Trail

9. Open Ranch Reining VRH Pattern 3
10. Amateur Ranch Reining VRH Pattern 4
11. Youth Ranch Reining VRH Pattern 7
12. Walk/Trot Ranch Reining VRH Pattern 6 (trot instead lope, 1 ½ spins instead of 3 ½)

13. Open Boxing
14. Amateur Boxing
15. Youth Boxing
16. Walk/Trot Boxing

17. Open Conformation
18. Amateur Conformation
19. Youth Conformation
20. Walk/Trot Conformation

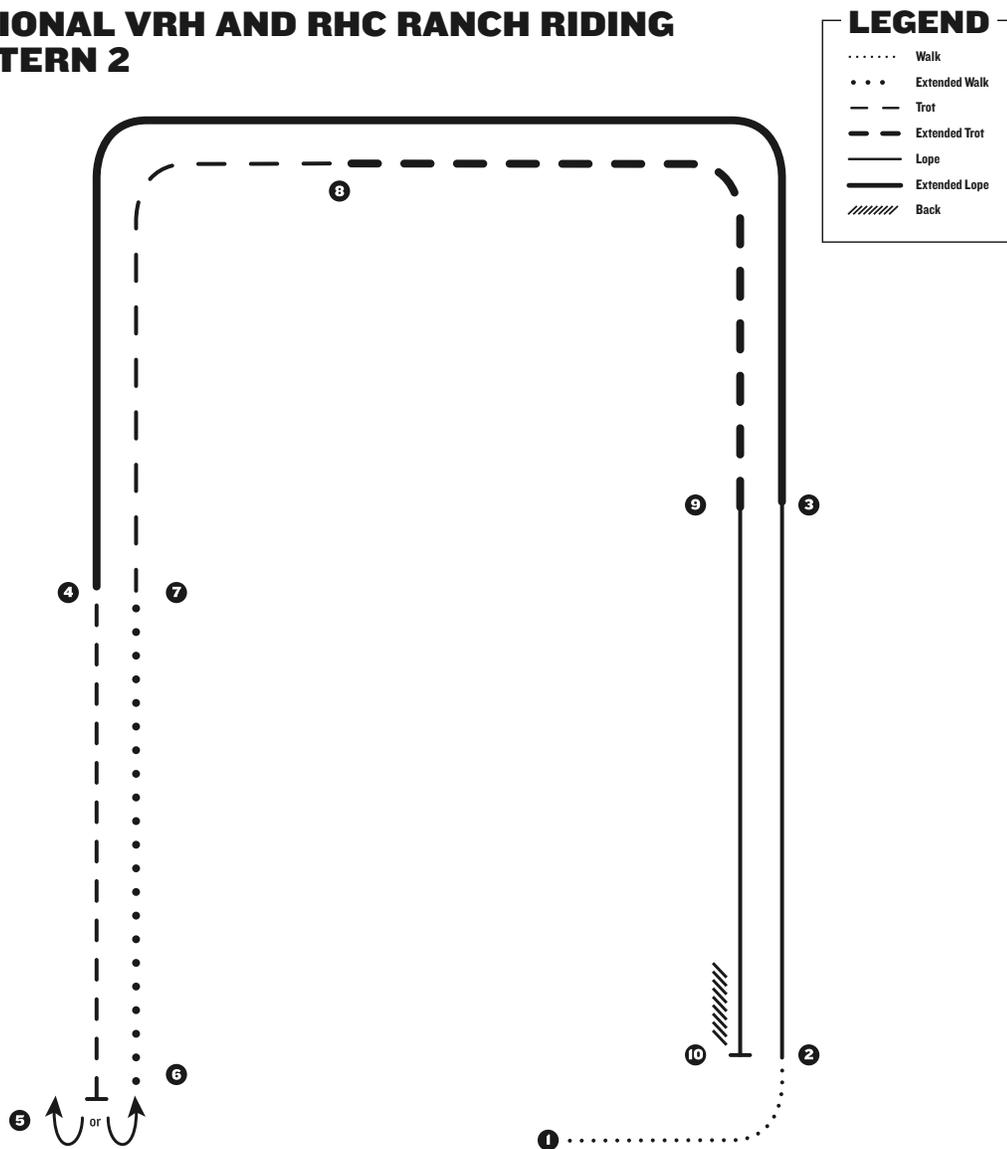
Name of Owner:	
Name of Horse:	
Mailing Address:	
Email:	Phone#:
NSEF Membership#	

Class #	Rider

Entry Fees Total	\$
Admin Fee	\$15
Total	\$

Open Ranch Riding Pattern

OPTIONAL VRH AND RHC RANCH RIDING PATTERN 2



LEGEND	
.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
————	Lope
————	Extended Lope
//////	Back

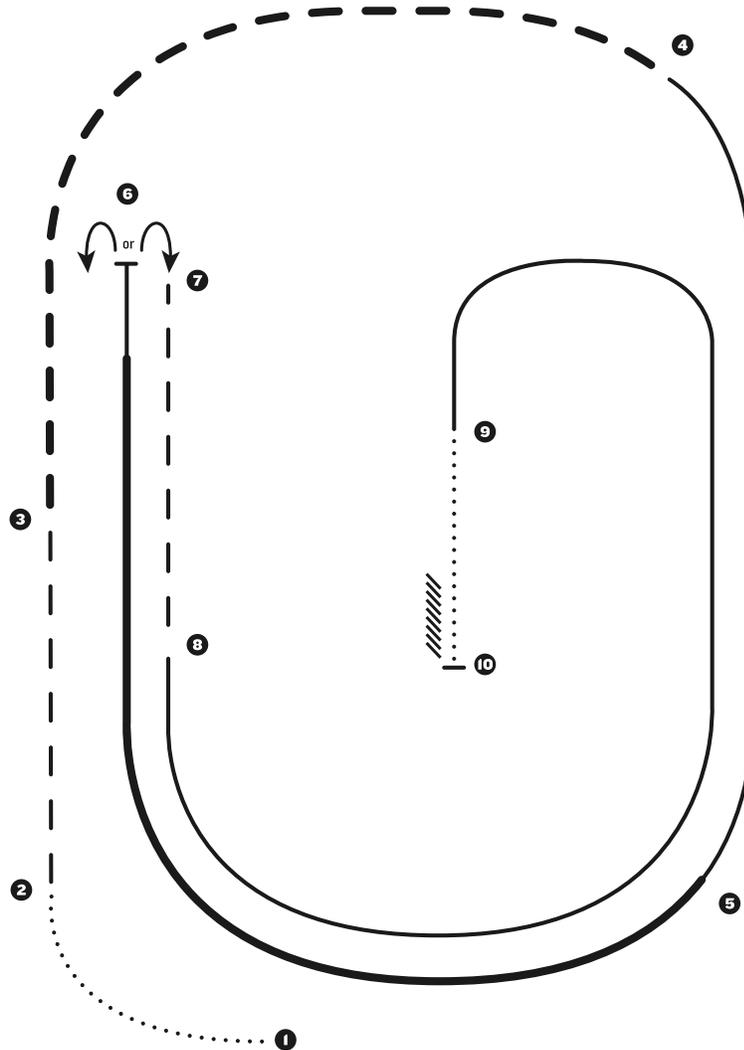
When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Walk from 1 to 2 - 30 feet
2. Lope from 2 to 3 - 150 feet
3. Extended Lope from 3 to 4 - 200 feet
4. Trot from 4 to 5 - 120 feet
5. Stop at 5; reverse (either direction)
6. Extended Walk from 6 to 7 - 75 feet
7. Trot from 7 to 8 - 90 feet
8. Extended Trot from 8 to 9 - 240 feet
9. Lope from 9 to 10 - 150 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.

Amateur Ranch Riding

OPTIONAL VRH AND RHC RANCH RIDING PATTERN 3



LEGEND

- Walk
- Extended Walk
- - - Trot
- - - Extended Trot
- Lope
- Extended Lope
- ////// Back

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

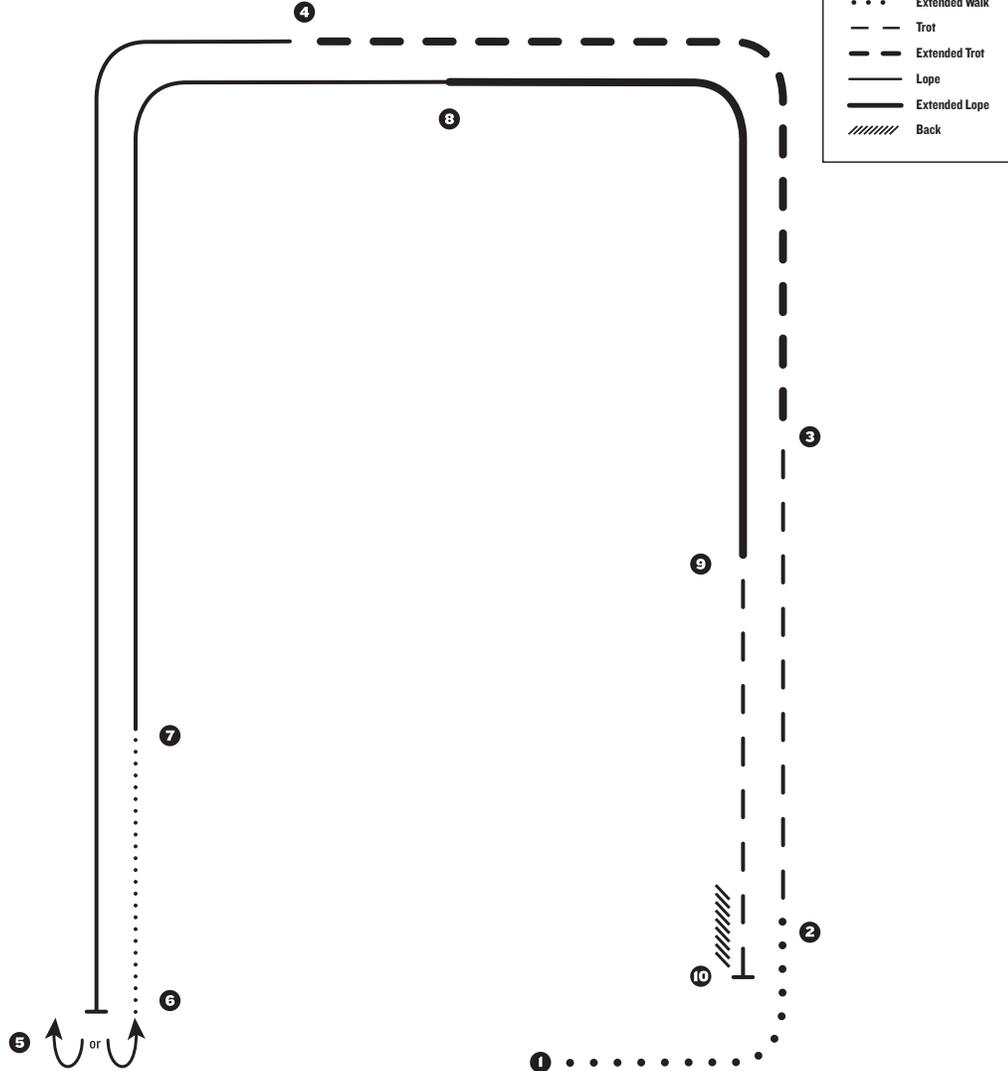
1. Walk from 1 to 2 - 30 feet
2. Trot from 2 - 3 - 120 feet
3. Extended Trot from 3 to 4 - 240 feet
4. Lope from 4 to 5 - 150 feet
5. Extended the lope from 5 to 6 (collect lope before stopping) - 200 feet
6. Stop at 6; reverse (either direction)
7. Trot from 7 to 8 - 120 feet
8. Lope from 8 until even 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.

Revised 05-2021

Youth Ranch Riding

OPTIONAL VRH AND RHC RANCH RIDING PATTERN 1

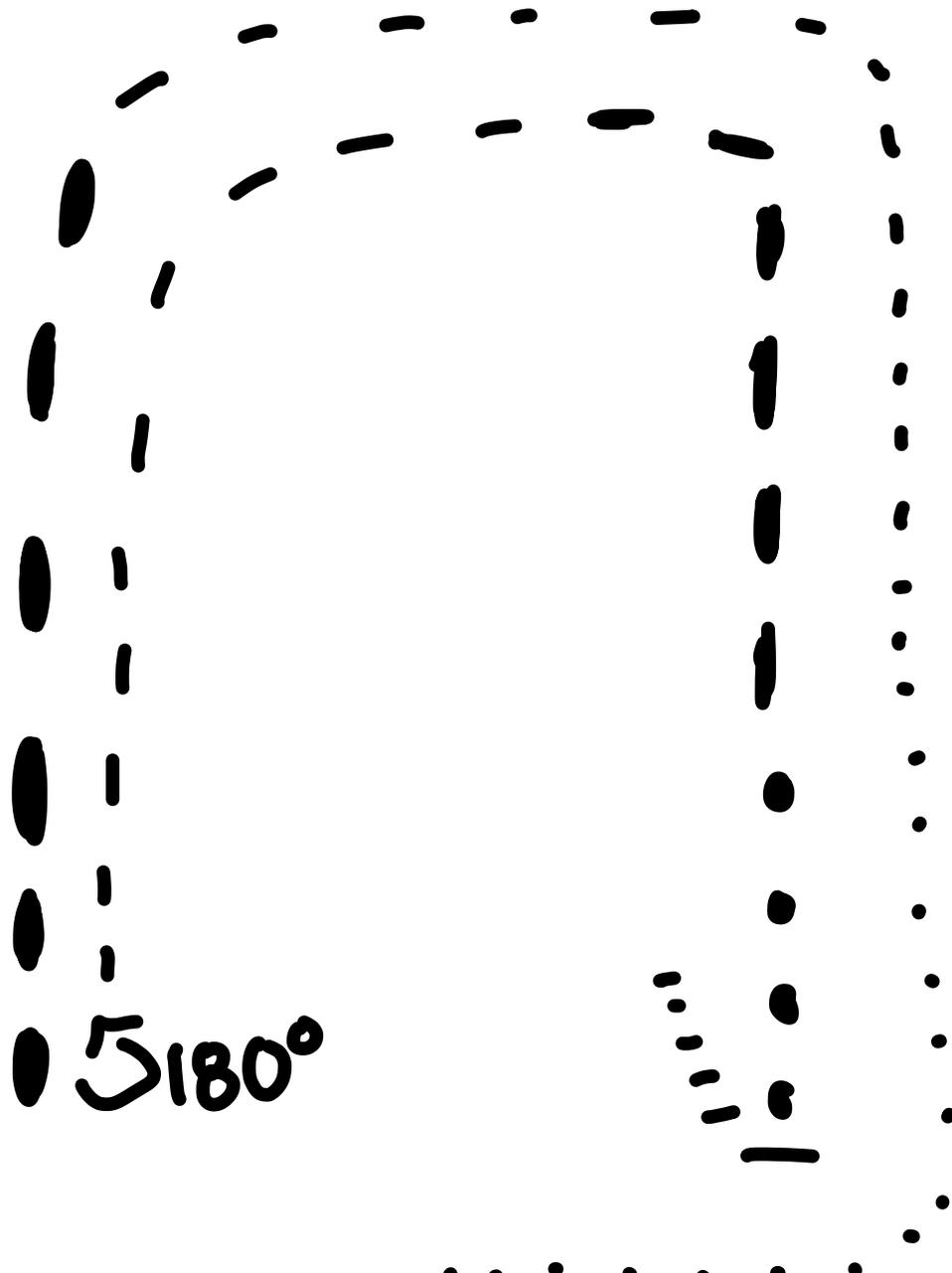


When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Extended Walk from 1 to 2 - 75 feet
2. Trot from 2 to 3 - 120 feet
3. Extended Trot from 3 to 4 - 240 feet
4. Lope from 4 to 5 - 150 feet
5. Stop at 5; reverse (either direction)
6. Walk from 6 to 7 - 30 feet
7. Lope from 7 to 8 - 150 feet
8. Extended Lope from 8 to 9 - 200 feet
9. Trot from 9 to 10 - 90 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.

Walk/Trot Ranch Riding



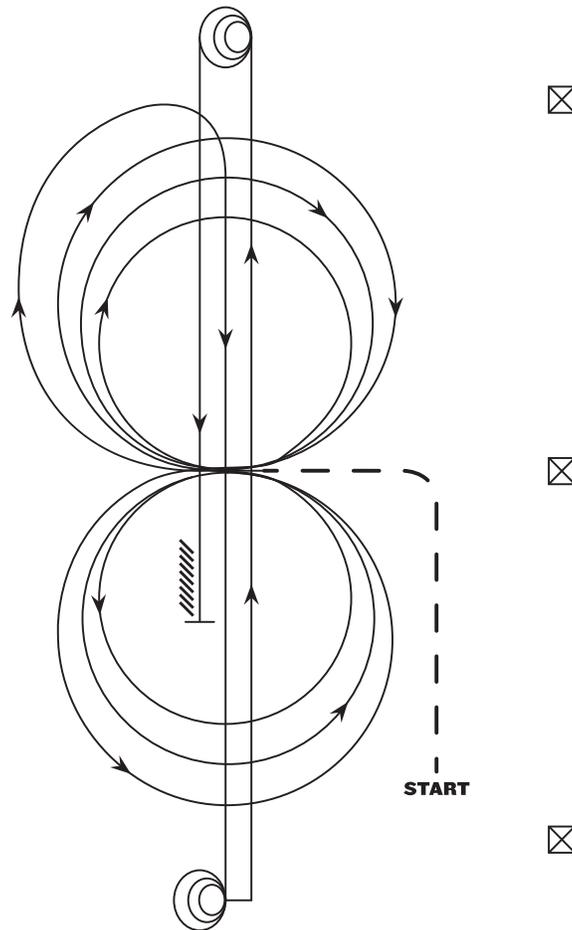
5180°

Start

- walk
- extended walk
- trot
- extended trot
- |||| backup

Open Ranch Reining

VRH AND RHC RANCH REINING PATTERN 3



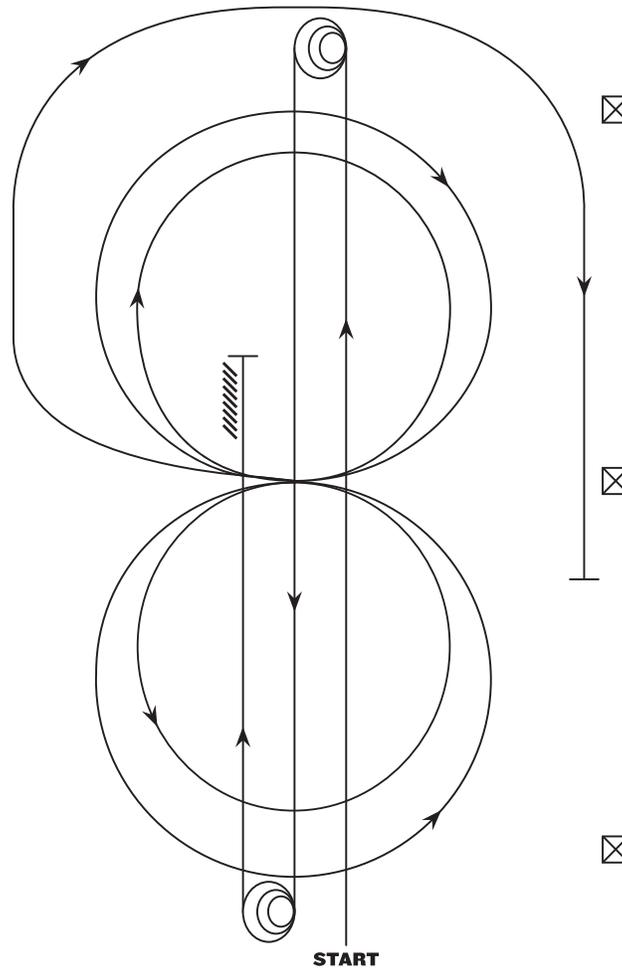
Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, complete three circles to the right - the first two large and fast; the third one small and slow. Change leads at center of arena.
2. Complete three circles to the left - the first two large and fast; the third one small and slow. Change leads at center of arena.
3. Begin a large circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up center of arena to the opposite end, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run back to the middle of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate to show completion of pattern.

Amateur Ranch Reining

VRH AND RHC RANCH REINING PATTERN 4



Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also end place markers on fence or wall at least 50' from each end of the arena.

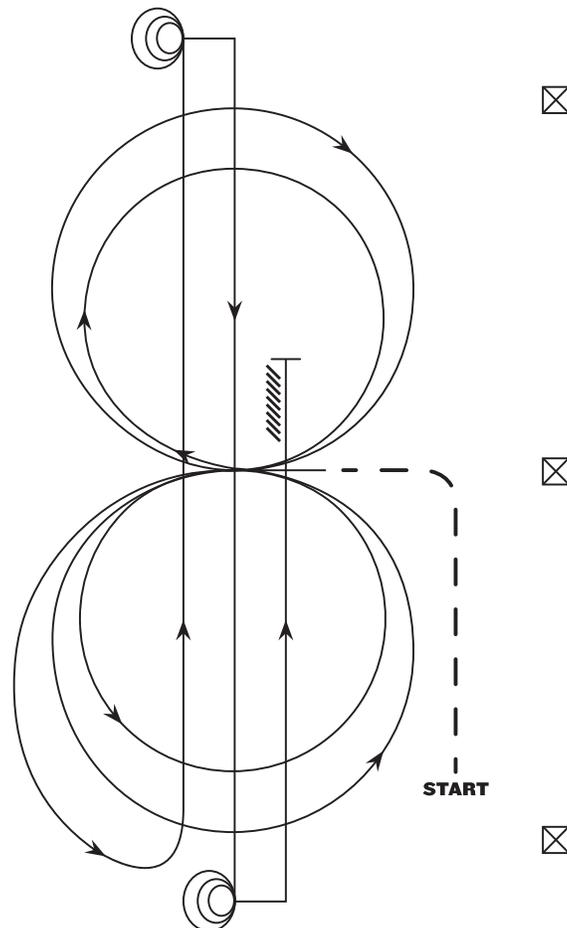
Ride pattern as follows:

1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. Begin a large circle to the right but do not close this circle. Run down the right side of the arena, past the center marker and do a sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.

Revised 06-07-2021

Youth Ranch Reining

VRH AND RHC RANCH REINING PATTERN 7



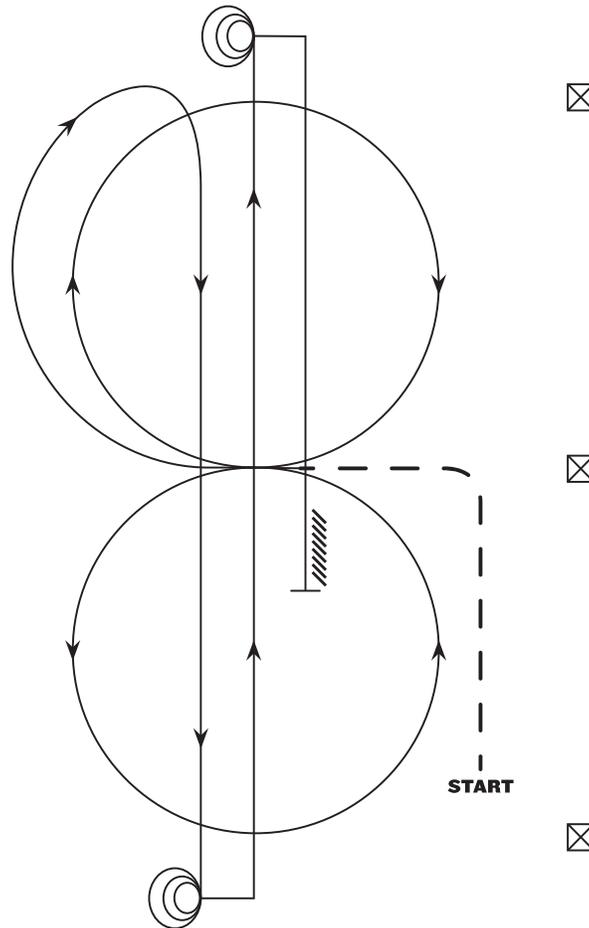
Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on left lead, complete two circles to the left - the first one large and fast, the second one small and slow. Change leads at center of arena.
2. Complete two circles to the right - the first one large and fast, the second one small and slow. Change leads at center of arena.
3. Begin a circle to the left, but do not close this circle. Continuing around the end of arena, run up the center, past end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down to other end of arena, past the end marker, and do a sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern

Walk/Trot Ranch Reining

VRH AND RHC RANCH REINING PATTERN 6

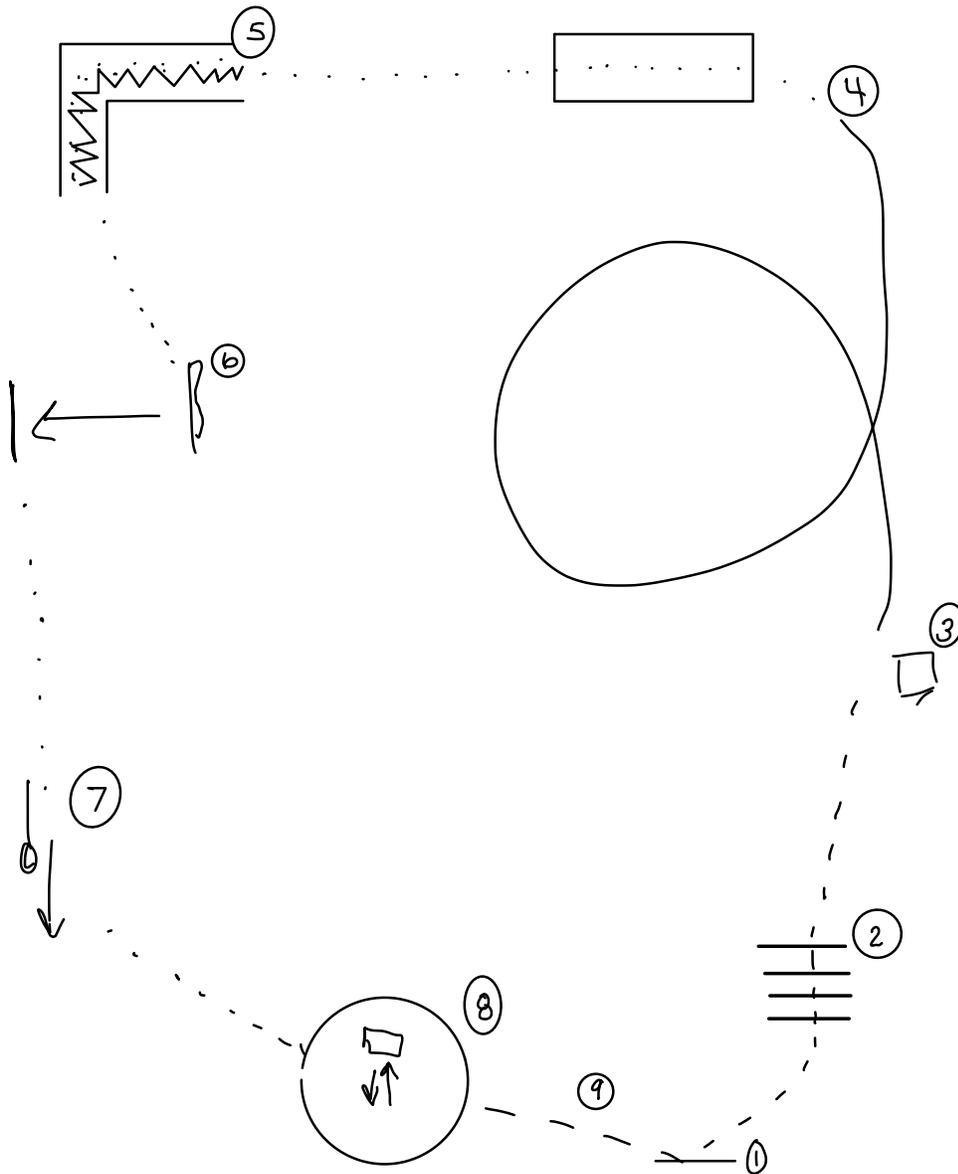


Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

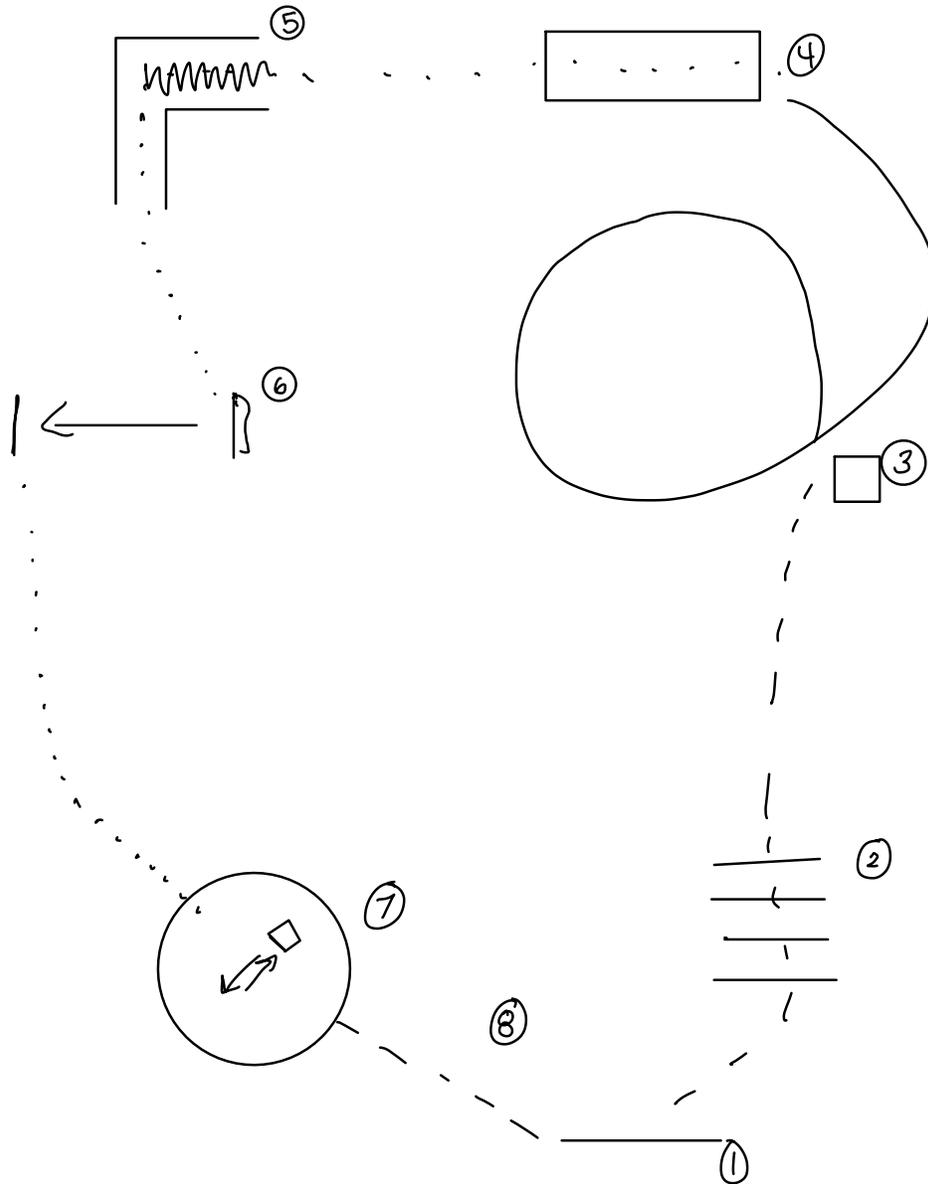
1. Beginning on right lead, lope one circle to the right. Change leads at center of arena.
2. Complete one circle to the left. Change leads at center of arena.
3. Begin a circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up to other end of arena, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern.

Open/Amateur Ranch Trail



1. Enter through the gate
2. Trot over logs and to mailbox
3. Remove and replace the magazine from the mailbox
4. Lope left lead to bridge walk over bridge
5. Walk into chute, back out the L and walk back through to the slicker
6. Pickup slicker and side pass to the wall and drop the slicker off
7. Walk to log drag, drag log
8. Walk to ground tie, ground tie, move haybale and walk around horse
9. Trot out in hand

Youth/Walk Trot Ranch Trail



1. Enter through the gate
2. Trot over logs and to mailbox
3. Remove and replace the magazine from the mailbox
4. Lope left lead to bridge walk over bridge
5. Walk into chute, back out straight and walk back through to the slicker

6. Pickup slicker and side pass to the wall and drop the slicker off
7. Walk to ground tie, ground tie, move haybale and walk around horse
8. Trot out in hand