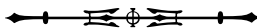


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Versatility Class Descriptions



Tennessee Walking Horse Breeders' and Exhibitors' Association

BARREL RACING

Western type of equipment must be used. In these classes, as in all western events, it is mandatory to wear appropriate western attire, including a shirt with long sleeves and a collar, western hat and cowboy boots. (Helmets are allowed.) The hat or helmet must be on the rider's head when the exhibitor enters the arena. A five second penalty will be assessed if the hat or helmet is not on the exhibitor's person for the entire time the exhibitor is in the arena. (Hats held on the body by a stampede string are allowed.) The use of skid boots, splint boots and polo wraps is permitted. Use of hackamore or other type of bridle is the optional choice of the contestant; however, the timer or judge may prohibit the use of bits or equipment that he may consider severe. Caveseons, whips, crops, or bats of any kind are prohibited.

The course must be measured exactly. If the course is too large for the available space, then the pattern should be reduced five yards at a time until the pattern fits the arena. Remember to leave adequate space between barrels and any obstacle. The distance from barrel number #3 to the finish line need not be reduced five yards at a time if there is sufficient room for the horse to stop.

When measuring the area for the barrel course, remember to leave ample room for the horses to complete their turns and to stop at the finish. Barrels should be at least 18 feet from the rail.

A clearly visible starting line shall be provided, either through the use of a rope buried in the ground or one marked by lime. Barrel Racing is a timed event. An electric timer or at least two watches shall be used, with the time indicated by the electric timer or the average time of the watches used by the official timers to be the official time.

The contestant is allowed a running start and the pattern must be performed at a run. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.

At a signal from the starter, the contestant will run to barrel #1, pass to the left of it, and complete an approximately 360 degree turn around it; then go to barrel #2, pass to the right of it, and complete a slightly more than 360 degree turn around it; then go to barrel #3, pass to the right of it, and do another approximately 360 degree turn around it, and then sprint to the finish line.

This barrel course may also be run to the left. For example, the contestant will start by running to barrel #2, turning to left around this barrel then to barrel #1, turning to the right, then to barrel #3, turning again to the right, followed by the final sprint to the finish line.

Knocking over barrels shall cause a five second penalty per barrel. A contestant may touch the barrel with his or her hand in Barrel Racing. A contestant that breaks the pattern or fails to follow the course shall be disqualified.

In the event of a tie, the horse declared the winner in the runoff must re-run the pattern within two seconds of its original time or the runoff must be held again.

BASIC REINING

Course should be posted prior to class. Western tack mandatory. Approved equipment includes skid boots, splint boots and polo wraps. Scoring will be on the basis of 60 to 80, with 70 denoting an average performance. Each horse will be judged on the neatness, dispatch ease, calmness, and speed with which it performs the pattern. If a horse goes off course or breaks pattern, it will be disqualified.

Junior horses may be ridden in a snaffle bit using two hands on the reins provided no Junior Reining Class is offered at the show.

Faults against the horse (to be scored accordingly, but not to cause disqualification):

- * Opening mouth excessively (when wearing bit).
- * Excessive jawing, open mouth, or head raising on stop.
- * Breaking gaits.
- * Lack of smooth, straight, stop on haunches (a bouncing sideways stop).
- * Refusing to change leads.
- * Anticipating signals.
- * Stumbling or falling.
- * Wringing tail.
- * Backing sideways.
- * Knocking over markers.

Faults against the rider (to be scored accordingly, but not to cause disqualification):

- * Changing hands on reins.
- * Two hands on reins (except in straight hackamore classes).
- * Losing stirrup or holding on.
- * Any unnecessary aid given by the rider (such as unnecessary talking, petting, spurring, quirting, jerking of reins, etc.).

Horses shall enter the ring one at a time in working order from the class sheet. Individual horse and rider shall proceed to Judge. Go to place indicated by the Judge.

You may use any of the six following basic reining patterns.

Reining Pattern #1:

1. Run to the far end of the arena, stop and do 2 1/2 spins to the left, no hesitation.
2. Run to the opposite end of the arena, stop and do 2 1/2 spins to the right, no hesitation.
3. Run past center of center, do sliding stop, no hesitation; back over slide tracks to center, hesitate.
4. Make a 1/4 pivot to the left to face left wall, hesitate.
5. Begin on right lead and make two circles to the right, the first small and slow, the second large and fast. Change leads at center of arena.
6. Make two circles to the left, the first small and slow, the second large and fast. Change leads at center of arena.

7. Begin a large fast circle to the right, do not close this circle but run straight down side past the center, do a sliding stop. (Stop to be at least 20 feet from wall or fence.)
8. Walk to Judge and stop and remain for inspection until dismissed.
9. The bridle may be dropped at the Judge's discretion.

Reining Pattern #2:

The area or plot should be approximately 50 x 150 feet in size. The Judge shall indicate with markers on arena fence or wall the length of the pattern. Markers within the area of the pattern will not be used. Ride pattern as follows:

1. Run with speed, past center marker.
2. Stop and back up to center of pattern.
3. Settle horse for approximately ten seconds. Start lope. Circles should be made inside the end markers.
4. Ride two circles to the right, the first small and slow, the second large and fast.
5. Ride two circles to the left, the first small and slow, the second large and fast.
6. Left roll back over hocks (should be made past far end marker).
7. Right roll back over hocks (should be made past near end marker).
8. Stop (should be made past center marker). Let horse settle, then in appropriate area of stop, do the pivots.
9. Pivot right or left no more than 90 degrees.
10. Pivot opposite direction, no more than 180 degrees.
11. Walk to Judge and stop for inspection until dismissed.
12. The bridle may be dropped at the Judge's discretion.

Reining Pattern #3:

1. Run past center of arena and do a sliding stop.
2. Back immediately to center of arena, hesitate.
3. Do two spins to the right.
4. Do two and a quarter spins to the left, hesitate.
5. Beginning on left lead make a small, slow circle, then begin a large fast circle. Do not close this circle, but run straight down the side past center marker and do a right roll back at least 20 feet from fence or wall.
6. Continue back to center of arena, horse should be on right lead at center, make a small slow circle to the right, then begin a large fast circle. Do not close this circle, but run straight down the side past center and do a left roll back at least 20 feet from wall or fence.
7. Continue back to center of arena, horse should be on the left lead at center.
8. Make a large fast circle to the left at center of arena, change leads and make a large fast circle to the right at center of arena - change leads and begin a large, fast circle to the left. Do not close this circle, but run straight down the side past the center maker and do a sliding stop at least 20 feet from fence or wall.
9. Walk to Judge and stop for inspection until dismissed.
10. The bridle may be dropped at the Judge's discretion.

Reining Pattern #4:

The area or plot should be approximately 50 x 150 feet in size.

1. Begin work to the right.
2. First figure eight, slow.
3. Second figure eight, faster (lead change must take place at Point A).
4. Proceed from Point B to Point C at flat walk or running walk.
5. Begin run.
6. Sliding stop.
7. Turn away from the rail do a spin and a half, no hesitation.
8. Sliding stop.

9. Turn away from the rail do a spin and a half, no hesitation.
10. Sliding stop.
11. Back over slide marks. Face Judge, walk a few steps.
12. Pivot right or left, no more than 90 degrees.
13. Pivot the opposite direction, no more than 180 degrees.
14. Pivot in direction taken as #12, no more than 180 degrees.
15. Walk to Judge and stop for inspection until dismissed.
16. The bridle may be dropped at the Judge's discretion.

Reining Pattern #5:

The area or plot should be approximately 50 x 150 feet in size. The Judge shall indicate with markers on arena fence or wall the length of pattern, markers within the area of the pattern will not be used. Ride pattern as follows:

1. Starting in the center of the arena, make a large, fast circle to the right.
2. Draw the circle down to a small circle until you reach the center of the arena - stop.
3. Do a double spin to the inside of the small circle in the center of the arena. At end of spins, horse should be facing the left wall slight hesitation.
4. Begin on left lead and make a large, fast circle.
5. Then a small circle again drawing it down to the center of the arena - stop - no hesitation on these stops.
6. Do a double spin to the inside of the circle slight hesitation- horse to be facing left wall.
7. Begin on right lead and make a fast figure eight over the large circles - and change leads.
8. Run to far end of arena and do a left roll back.
9. Run to opposite end of the arena and do a right roll back.
10. Run back past center of the arena and do a sliding stop. Hesitate.
11. Back over slide tracks.
12. Finish- Walk to Judge for inspection and dismissal.
13. The bridle may be dropped at the Judge's discretion.

Reining Pattern Number #6

Beginning at the center of the arena facing the left wall or fence

1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
 2. Complete three circles to the left: the first circle small and slow: the next two circles large and fast. Change leads at the center of the arena.
 3. Run up the middle to the far end of the arena past the end marker and do a left rollback- no hesitation.
 4. Run to the opposite end of the arena past the end marker and do a right rollback-no hesitation.
 5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet. Hesitate.
 6. Complete four spins to the right.
 7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.
- Rider may drop bridle to designated judge.

COMPETITIVE RIDING

In competitive rides points count as follows: the first finishing TWH gets three (3) points; the second finishing TWH gets two (2) points; one (1) point is awarded to any TWH that finishes the ride.

Additional points will be added to a horse's total points as follows: One (1) for completion of a ride more than 100 miles in length; three (3) for Best Conditioned of Ride; and three (3) for 1st Overall Horse.

Use time, distance and stress, not speed, as judging criteria and therefore should not be confused with endurance riding. Judging is based upon each horse starting the ride with a score of 100 points, evaluating as follows: Soundness 40%, Condition 40%, Manners 15%, Way-of-Going 5%.

While primary judging is on the horse, riders also compete for awards and are judged on the care and handling of their mounts throughout the entire ride. All forward movement of the horse must be made while the rider is mounted. Horses must be at least four years of age.

Daily mileage is between 25 and 40 miles (depending on the difficulty of the terrain) to be covered in 6 1/2 to 7 hours riding time. The main objective is to work all the horses over an identical trail in the same length of time, thereby having a basis of fair comparison for determining the horse's soundness, condition, and manners. While this is not a race, judgement in timing and pacing is important; the winner being the one whose horse was ridden at a consistent pace throughout the ride.

DRESSAGE

Dressage has been approved as a versatility division and competitors may accrue points toward the year end high point award. Points from this division will not count toward the achievement of Champion, Supreme or Superior Champion.

Points accepted from any recognized dressage competition under a licensed judge, such as AHSA, USDF, Trophaeum Mundi International; or from open or TWH shows at which TWHBEA approved dressage tests are used and a licensed judge presides.

English tack and attire are acceptable, either hunt seat, saddle seat or traditional dressage attire. Snaffle bits are required. Exhibitors should check with other organizations for their rules before competing.

Exhibitors must turn in a copy of their score sheet along with a copy of the class sheet and the test used when submitting their point book.

Complete dressage rules will be available from TWHBEA for their recognized tests. For rules from other organizations, exhibitors should contact those officials.

In the event a show does not offer separate classes for youth and adult competitors, a horse may be shown by only one youth and one adult in any event.

ENDURANCE RIDING

In endurance rides points count as follows: the first finishing TWH gets three (3) points; the second finishing TWH gets two (2) points; one (1) point is awarded to any TWH that finishes the ride.

Additional points will be added to a horse's total points as follows: One (1) for completion of a ride more than 100 miles in length; three (3) for Best Conditioned of Ride; and three (3) for 1st Overall Horse.

Rides must be at least 50 miles in length per day, up to a maximum distance of 200 miles in three (3) days. Rides with steep elevation must be in 50 mile increments. The horses must be under the control of veterinarians experienced with horses and/or endurance riders. There may be no minimum time limit. The winner of the ride is the team that successfully completes the ride in the shortest time. Horses entered in the ride must be at least four years old.

ENGLISH PLEASURE

Horses shall enter the ring at a flat walk and when the gate is closed, the Judge shall call for gaits in the order of flat walk, running walk, flat walk and canter. The head motion of a Walking Horse is very important - if he isn't nodding, he isn't walking. Horses shall be worked both ways of the ring. Workouts may be held.

English tack and attire are mandatory in this class. Snap brim hat or derby may be worn at the option of the exhibitor. Neatness and taste in attire is encouraged and should be a consideration of the Judge in the final judging. Whips or crops not to exceed four feet are permitted in English Pleasure.

Bits with shanks over 9 1/2 inches are prohibited. Gag bits without shanks are prohibited. Extremely tight curb chains must be penalized. Judges must severely penalize pumping of the reins in the canter. Riders must ride with light reins in all three gaits. To be judged on true pleasure quality and performance of the horse and neatness and ability of the rider. Judges must require entries to back on the first line up for conformation judging. Excessive speed should be penalized. Do not sacrifice form for speed.

GOOD SEAT AND HANDS

- * Age group and proper English or western attire as per Rule Book. The class sheet should specify whether the class is an English or western class.
- * Class works both ways of the ring at all three gaits, lines up, at which time the judge shall ask each rider to address their reins and back their horse.
- * The judge shall ask for individual workouts from competitors he or she feels to be the top competitor plus two (2) more than the number of ribbons.
- * Performance of the horse shall in no way be considered except as it relates to the manageability, control and proper response to the equitation rider.

Suggested Work-Outs:

- * Figure 8 at the canter, with stopping in the middle of the figure 8 to change leads.
- * Perform the required gaits without stirrups.
- * In championship classes exhibitors may be asked to mount and dismount and/or change horses.

JUDGED PLEASURE RIDE

Judged pleasure ride points shall count as follows: two (2) points for TWH receiving first place in a working division; one (1) point for second TWH in working division; one (1) promotion point for any TWH completing the ride.

Daily mileage for judged pleasure rides is less than 25 miles. Horses will be judged on ability to negotiate natural trail conditions and/or obstacles in a good trail-wise manner. They must demonstrate a free and quiet way of going and must possess willingness to be ridden quietly in company with other mounts.

Mounts must be asked to back. Contestants shall be responsible for manners of himself and mount. Ride on the right side of the road; pass other riders on the left. No tailgating! No racing!

MODEL

Model entries shall be shown in a bridle only. Entries may use either English or western equipment and attire but not a combination of both.

Two years-old and over stallions, mares or geldings shall be led into the ring and parked for judging. Conformation and conditioning are paramount. Horses must stand quietly. Unruly entries shall be dismissed from the ring. Unsoundness and/or transmittable faults or weaknesses must be penalized strongly in final judg-

ing. A whip not to exceed four feet may be used in model classes.

In the event no model class is offered at a show, points will be accepted from halter or in hand classes.

PLEASURE DRIVING

Performance of the horse shall be paramount and in no way overshadowed by equipment turnout. Horse to enter to the right (counter clockwise) and work both ways of the ring at flat walk and running walk. Reverse to be executed on the diagonal at a walk or at the direction of the ringmaster. The horse is to line up, stand quietly, and back readily. Pleasure horse qualities paramount. The horse should be judged with the same general qualities as the flat-shod pleasure horse. The following are suggestions to be used in judging: 70% on manners, performance, condition, style and way of going; 20% on fit, condition and appropriateness of harness and vehicle; 10% on conformation and neatness of driver.

Snaffle Bit is required; separate overcheck bit is optional. Fine harness vehicles are prohibited in pleasure driving. Strongly recommended pleasure driving appointments and rules:

1. Harness is traditionally black leather with square patent leather blinkers, snaffle bridle with side check or overcheck, and running martingale.
2. A whip of length appropriate to the horse and cart.
3. Driving vehicle may be two or four wheel and of suitable appearance and safety. Show management may choose to limit classes to two wheel carts or four wheel vehicles. It is recommended that large classes be divided by show management. Breeching is not used with wire wheels and is recommended with wooden wheel vehicle. Only the driver is allowed in the cart. Exception: Youth driver may have one adult attendant in cart.
4. Neatly attired header may enter ring at line up for safety reasons and be allowed to unfasten overcheck and wipe the horse off, but should not hold the horse. If the header holds the horse, it must be penalized.
5. Ladies shall wear conservative dress, blouse and skirt, shirt and jods with apron, saddle suit or day coat and jods. Men should wear business suit, saddle suit, sport jacket and slacks. Gloves are recommended, apron and hats are optional.
6. An uncontrollable horse must be immediately dismissed with assistance if necessary. The judge must excuse a competitor with unsafe vehicle or harness.
7. Show management may offer other classes such as antique or period, drive and ride, and obstacle.

POLE BENDING

Western type equipment must be used. In these classes, as in all western events, it is mandatory to wear appropriate western attire, including a shirt with long sleeves, and a collar, western hat and cowboy boots. (Helmets are allowed.) The hat or helmet must be on the rider's head when the exhibitor enters the arena. A five second penalty will be assessed if the hat or helmet is not on the exhibitor's person for the entire time the exhibitor is in the arena. (Hats held on the body by a stampede string are allowed.) The use of skid boots, splint boots and polo wraps is permitted. Use of a hackamore or other type of bridle is the optional choice of the contestant; however, the timer or judge may prohibit the use of bits or equipment that he may consider severe.

Cavesons, whips, crops or bats of any kind are prohibited.

Pole Bending is a timed event and is performed at a run. Each contestant will begin from a running start, and time shall begin and end as the horse's nose crosses the line. (A clearly visible starting line shall be provided.) An electric timer or at least two watches shall be used, with the time indicated by the electric timer or the average time of the watches used by the official timers to be the official time.

The pole bending pattern is to be run around six poles. Each pole is to be 21 feet apart and the first pole is to be 21 feet from the starting line. Poles shall be set on top of the ground, six feet in height, and with no base more than 14 inches in diameter.

A horse may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly.

Knocking over a pole, touching the pole with the rider's hand shall cause a five second penalty. Failure to follow the course shall cause disqualification.

In the event of a tie, the horse declared the winner in the runoff must re-run the pattern within two seconds of its original time or the runoff must be held again.

PROMOTION

One (1) point shall be awarded the horse for participation in a live exhibition in which the Tennessee Walking Horse as a breed is officially recognized.

Points in promotion do not count toward champion, supreme or superior awards. If a recognized versatility class has three or fewer entries the horse will receive one (1) point in promotion.

SHOWMANSHIP AT HALTER

For youth only, this class is designed to furnish the youth exhibitor an opportunity to demonstrate his ability to fit and show a conformation horse without the benefit of a bit and bridle. Judging shall be based on exhibitor ability, and no consideration shall be given to the horse except for grooming and fitting. Horses must be two year olds or over. Attire for this class may be either English or Western, but not a combination of both, and must be clean and neat. The horse's halter should be either English or Western, too, matching the attire of the exhibitor. Whips are not permitted in Western showmanship.

How Judged:

Appearance of Exhibitor (10 points)

(1) Suitable English or Western attire, but not a combination.

(2) Attire and person - neat and clean.

Appearance of Horse (40 points)

(1) Condition and thriftiness (15 points).

(2) Grooming (15 points).

* Hair coat clean, well brushed.

* Mane and tail free of tangles and clean.

* Hoofs trimmed or shod properly, clinched neatly and hoofs polished.

* (3) Trimming (5 points).

* Inside of ears trimmed.

* Bridle path trimmed.

* Long hair on jaw, legs and pasterns trimmed.

* (4) Tack (5 points).

* Tack (halter and lead) should be neat, clean and in good repair.

* Showing Horse in Ring (50 points)

* Leading (15 points).

* Enter the ring in the direction indicated by the ring steward and walk until the Judge requests that the horses line up for inspection. Walk on the horse's left side, holding the lead shank in the right hand, near

halter. The remaining portion of the lead shank shall be held neatly and safely in left hand. A tightly coiled or rolled lead shank, or one with fingers inserted or laced through the coils, will be considered a fault in showmanship. Animal should lead readily at a walk and running walk.

- * After judge has lined up the class, each exhibitor will be requested to move his or her horse individually. When moving the horse, the exhibitor should be sure that the judge gets a clear, unobstructed view of the horse's action. Allow the horse sufficient lead so that he can move freely in a straight line with his head carried at a height appropriate to his conformation. Lead the horse from his left side, with his throat latch even with the exhibitor's shoulder. Lead the horse the required distance, stop and set the horse up. At the judge's signal turn to the right around the horse, turning him directly over his hocks with his hind feet staying nearly in place.
- * If the exhibitor is asked to back his horse, he should back him smoothly, one step at a time, as straight as possible for one body length. Do not change hands on the lead shank and use a press-and-release technique to ask the horse to back.
- * Posing horse (15 points).
- * When posing the horse, the exhibitor should stand toward the front facing the horse with his or her toes pointed toward the horse's eye or neck. The exhibitor should not stand directly in front of the horse but should always stand in a position where he or she can keep an eye on the judge.
- * There are two presentation styles used by exhibitors, the old style and the quarter system. In the old style, the exhibitor always stays on the side of the horse opposite the judge. This is a way to keep from blocking the judge's view of the horse.
- * With the quarter system, the horse is divided into four sections by drawing one imaginary line down his back and another across his middle. When the judge is looking at either hindquarter of the horse, the exhibitor stays on the same side as the judge, with his or her toes pointed toward the horse's eye or neck. This is where the two styles differ. When the judge looks at either front quarter, the exhibitor crosses to the opposite side of the horse. Both showmanship styles are the same here.
- * When posing the horse, do most of the showing with the lead shank. The exhibitor should not touch the horse with his or her hand, never change hands on the lead shank or kick the horse's leg into position.
- * Never crowd the exhibitor next to you when in a side by side position. Never crowd the exhibitor in front when lined up head to tail.
- * Always leave a horse's length between you and the next horse.
- * Poise, Alertness and Merits (20 points).
- * Keep alert and be aware of the position of the judge at all times. Do not be distracted by persons or things outside the ring.

TWH OVER FENCES

Fences should simulate obstacles found in the hunting field (poles and rails, brush, wall, gates and coops, etc.) and have the appearance of being solid. Post and rail fences must have a minimum of two rails per fence, excluding ground line. The maximum space between rails should not be more than 12 inches. A ground line (pole) is recommended for all fences. (A pole as long as the jump laid on the ground just below the jump or approximately 18 inches from the base on the approach side.)

Jumper fences such as bull's eyes and stripes and spreads of over four feet are prohibited. Wings may be used and if so must be thirty inches wide and twelve inches higher than the top of the fence. A combination fence such as an "in and out" may be used. They count as one fence. Both a and b should be the same height and twenty-four to twenty six feet is a suggested distance between them used in a ring.

A simple fence such as post and rail should be used for the first obstacle on any course. When setting up the distance between single fences, the rule of thumb to use is distance divided by increment of 12 (24, 36, 48, etc.)

Exhibitors should have the opportunity to walk the course without their horse to check striding, etc. prior to commencement of the class. A warm-up of two or more fences must be available. The course does not have to be in the ring, but may be set up to the side of the ring, etc., becoming an outside course.

A full circle before starting the course is customary and sets the hunter pace which is carried throughout the course. A circle may be made at the finish. A course should have two directions with one change of leads. Jumps may range from a minimum two feet to a maximum three feet. A fence must be at least 12 feet wide or have wings at least 30" wide that are 12" higher than the fence (pen jumps excluded).

A course consists of eight jumps, of at least four different obstacles. An obstacle may be jumped more than once.

Way of going of a consistent, even, safe hunter pace, manners and soundness are to be emphasized. Excessive speed will be penalized.

Hunter Pace is defined as a longer flowing canter with enough speed and impulsion to meet and take each jump giving the appearance of grace and ease. It should be maintained throughout the course, including the beginning and the ending circle.

The ideal hunter will meet each fence at the proper take off spot for a perfect arc over the obstacle. Its jump will be snappy and athletic with the forearms held at or above a parallel line to the ground. The joints of the front legs are tucked tightly in front of the chest, and the neck and back arched over the fence.

Faults are knock downs,, extra circle, and refusals. Eliminations are third refusals, off course, fall of horse and/or rider, jumping out of order, jumping before jump or jumps are reset.

Hard hat, English equipment, snaffle, kimberwick or Pelham bit are required. Martingales, non-weighted rubber bell boots, polo wraps, and splint boots are permitted in jumping classes only.

TRAIL OBSTACLES

The trail course should be posted prior to class. It is suggested that this class be divided into youth and adult classes where there are sufficient entries.

The Judge may grade each obstacle on a one to ten basis - subtracting points for faults, refusals, excessive time, etc. Judge should request a contestant move on to the next obstacle if too much time is spent on one obstacle.

Individual horse and rider shall negotiate an obstacle course consisting of six obstacles, three of which are mandatory, listed below. Final consideration of the Judge shall include quality and smoothness of performance of the horse and neatness and ability of rider. The ideal trail horse shall negotiate the course with surefootedness; looks at the obstacles, but does not hesitate, yet does not rush along the course; moves willingly without excessive urging of rider. Reins must be held in one hand and should not be changed during the performance. English tacked horses may be ridden with both hands on the reins.

A time limit may be set for the course, however, the time itself shall have no bearing on the final placement except as a limit for course completion.

Mandatory Obstacles (may choose any three):

- * Opening, passing through and closing gate. Obstacle is not complete unless the gate is closed and should be judged accordingly.
- * (Changing hands on gate or turning loose of gate is to be penalized) Use a gate which will not endanger

horse or rider.

- * Ride over at least four logs or poles. These can be in a straight line, curved, zigzag or raised. The space between the logs is to be measured and the path the horse is to take should be the measuring point. The space shall be 15-24 inches; walk-overs, 3' to 3'6"; lope-overs 6' to 7'. Elevated walk-overs should be minimum of 22 inches apart. Lope-overs cannot be elevated.
- * Ride over wooden bridge (may be plywood set so as to simulate sound and appearance of bridge). Suggested minimum width shall be 36" wide and at least six feet long. Bridge should be sturdy and safe. Horse should show willingness to stand quietly on the bridge and not rush off.
- * Ground tie horse, walking a full circle around horse at least ten feet from the horse's body.
- * Optional Obstacles:
 - * Back horse through "L" shaped course (logs or bales of hay suggested). On ground: 28-inch minimum (space between poles); elevated: 30 inches minimum (space between poles).
 - * Water hazard.
 - * One jump not less than 14 nor more than 24 inches high ridden over.
 - * One jump not less than 14 nor more than 24 inches high led over.

TWO-GAITED TWH PLEASURE

This two-gaited Tennessee Walking Horse pleasure class (no canter required) is designed for the horse and rider who have not yet mastered the canter. If a horse competes in both a Two-Gaited TWH Pleasure Class and a canter class at the same show with the same rider, points may be counted in only one division in the Versatility Program for that show. It will be the rider's responsibility to indicate whether to count the three-gait points or the two-gait points for that show.

All entries must be registered Tennessee Walking Horses. Classes may be specified as plantation, lite-shod, or trail pleasure and may be designated for amateur or youth riders, etc. and if so designated NHSC rules for that particular division will prevail.

VERSATILITY DRIVING

Heritage Driving: To be judged 50% on performance, 20% on apparel of whip and personnel, 15% on vehicle, and 15% on harness.

1. Apparel: The required costumes should be of the time period comparable to the vintage of the vehicle, i. e., formal with a formal carriage and sporting with a sporting vehicle. The whip must wear a hat, gloves, lap robe or apron and carry a whip at all times.
2. Vehicle: The antique type vehicles should be sound and safe for driving, the wheels and spokes tight. The horse should be appropriate to the vehicle and there should be a pleasing balance between the two.
3. Tack: The driver's choice of bits accepted by the American Driving Society may be used. The harness should be in good repair, clean, and fit properly. All metal furnishings should match, be secure, and polished.

Combination/Drive and Ride: Single horse to be shown first as a pleasure driving horse, and then under saddle at a walk, running walk, and canter. To be judged 50% on performance, manners, way of going and suitability in harness; and 50% on performance, manners, and way of going under saddle. To be driven and ridden by the same person. Snaffle bit required.

Concours D' Elegance: The word "elegance" is the essence of this competition. The winner will be the turnout that presents the most elegant effect (vehicle, harness, appointments of horses, driver, passengers, groom, etc.). Performance will not be judged unless it detracts from the elegance of the turnout.

Obstacle Driving/Timed Competition: To be driven over a prescribed course consisting of no more than 12 obstacles. Guidelines for Judging and Scoring Obstacle Driving.

Participation:

1. A horse may not be entered more than once in the same class unless one driver is an adult and one driver is a youth.
2. A youth under 14 years of age may have an adult as a passenger but the adult must not touch the reins or assist the driver in any way. Such action would be cause for elimination.
3. An adult that rides as a passenger may not afterward compete as a driver on the same course.

Course:

1. Drivers must be allowed time to walk the course prior to the start of a class and inspect each obstacle. Horses are not allowed on course before the competition.
2. The course and time allowed is usually determined by show management, an average course consists of 6 obstacles to be completed in 4 minutes or less.
3. Time allowed is for the entire course and will be used only to break a tie. Failure to complete the course in the prescribed time is an elimination.
4. Timing starts and ends when competitor crosses starting an finishing line.
5. Obstacles will be marked by a pair of cones with a ball atop each cone.
6. Distance between the pair of cones is usually 6 inches wider than the widest axle.
7. If a ball is dislodged the penalty is an obstacle knocked over.

Penalties:

- a) Dislodging a ball 2 points
- b) Knocking over any element of an obstacle 2 points
- c) Breaking into a canter (each offense) 2 points
- d) Disobedience:

First Offense	5 points
Second Offense	10 points
Third Offense	Elimination
- e) Driver Dismount:

First Offense	5 points
Second Offense	10 points
Third Offense	Elimination
- f) Taking an obstacle out of sequence Elimination
- g) Exceeding time limit Elimination
- h) Failure to pass through start & finish markers Elimination
- i) Receiving outside assistance Elimination

Description of Disobedience:

1. A Run-Out comprises evading or passing an obstacle
2. A Refusal comprises stopping or reining back before an obstacle.
 - a) Stopping before an obstacle followed IMMEDIATELY by driving cleanly through is not penalized.
 - b) If halt is prolonged or if the horse takes even a single step backward, a refusal is incurred.
3. Rearing or Balking.

In this system of penalty points the competitor with the lowest number of points is the winner!

Obstacle Driving/Gambler's Choice: To be driven and timed over a course of unnumbered obstacles each carrying a specific point value according to its degree of difficulty. Each driver shall attempt to amass as many points as possible in a prescribed time and may negotiate the obstacles in any order. However, the same obstacle cannot be done continuously. When the allowed time has elapsed, a whistle will be blown and the driver must then cross the finish line. The winner will be determined on a high point basis. Time will decide ties. If a tie occurs in both points and time for first place, the winner will be decided by a drive-off.

WATER GLASS

Each entrant enters the ring holding a full glass of water and performs the flat walk and plantation running walk both ways of the ring. A noticeable change in speed between the flat walk and the running walk is mandatory, the horse must be excused if a distinct change in speed is not performed. The entrant with the most water left in his glass wins the class. In case of a tie, a canter may be called for. One hand only is to be used in holding the glass, out and away from the body of horse and rider. The hand may not cover the top of the glass.

WESTERN PLEASURE

Entry shall reflect suitability of the TWH as a western working horse, exhibiting qualities suitable for ranch work. The western pleasure horse works quietly exhibiting an exceptionally smooth, comfortable ride without excessive action or animation. The horse should be semi-collected and ridden with a loose rein. The head set should be natural - neither too high nor too low, neither excessively nosed out or over flexed at the poll. Reins must be held in one hand and cannot be changed during performance. When using split reins, a hand around the reins or index finger between reins is permitted, but the free hand is not allowed to touch the reins.

Romal reins mean an extension of braided material attached to closed reins. This extension is allowed to be carried in the free hand with approximately a 16 inch spacing between the reining hand and the free hand holding the Romal. The Romal shall not be used forward of the cinch or used to signal or cue the horse in any way. When using the Romal, a hand should be around the reins, but a finger between the reins is not permitted.

In western pleasure classes, horses shall perform the flat walk, running walk, and canter and should be reversed away from the rail.

While the horse is in motion, the rider's hands shall be clear of horse and saddle. The Judge may call for a halt on the rail to test for quietness. Horse must stand quietly and back readily with head in normal position and mouth closed. (At the discretion of Judge or Show Management, the horse may be asked to back clear of the line-up and do a 360 degree neck reined turn to either the right or the left, rider's discretion.) The horse should wear a western bridle with no cavesson and bits with shanks not to exceed 9 1/2 inches. Western tack and attire including hat, boots and long sleeved shirt are mandatory. Chaps and spurs may be worn at the option of the rider. Australian stock saddles are not permitted.

WESTERN RIDING

A western riding horse is a sensible, free and easy-moving, well-mannered animal which can provide quiet, comfortable and pleasant rides at walk, running walk, and canter over trails and in open country through and over obstacles, and with the handiness and athletic ability to do a variety of jobs on the farm or ranch. Western Riding is neither a stunt nor a race and is not to be confused with an equitation or horsemanship class in which the rider is judged, nor with a western pleasure class.

- Tack: Silver tack may be used but shall not be given preference over good working equipment. Saddle is to be a western style and must fit both animal and rider. Bridle is to be western style with a standard western bit. A curb may be either leather or chain, but must be at least 1/2 inch wide and lay flat against the animal's jaw. Split or romal reins may be used.
- Optional Tack: Breast strap, hobbles on saddle when romal is used, skid boots, splint boots, polo wraps, covered stirrups or tapaderos.
- Prohibited Tack: Mechanical hackamore, draw reins, tie down, running or other type martingales, cavesson, noseband, crops, bats, whips.
- Attire: Rider shall wear western style long pants, western style long sleeve, collared shirt, a western hat, and western boots.
- Optional Attire: Chaps, spurs, coats, vest, jackets, gloves.
- Class Procedures

A. The animal will be judged on riding qualities of gaits (walk, running walk and lope/ canter),

change of leads, back, response to the rider, manners and disposition.

B. This pattern and routine should not be altered. It must be placed and judged as shown above.

1. The eight small circles represent markers (cones recommended). These should be separated by a uniform distance of not less than 30, nor more than 50 feet.
2. The rectangle represents an obstacle (one small log recommended) just high enough to break the animal's stride.
3. The long and sometimes twisting line indicates the direction to travel and gaits at which the animal is to move. The dotted line (...) indicates the walk, the dash line (- - -) the running walk, and the solid line (_____) the lope.
4. Proceed with the routine as indicated by the pattern. On completion, he/she should ride to the center of the pattern and back the animal as indicated by the pattern.
5. The judge may require an exhibitor to repeat or reverse any part of the routine.
6. Only one hand may be used on the reins and must not be changed.
7. The hand is to be around the reins. One finger between reins is permitted when split reins are used. While the animal is in motion, the rider's hands must be clear of the animal and saddle.

Disqualifications:

1. The animal not following the exact pattern.
2. Using spurs or rein ends forward of the cinch.
3. Unsoundness as determined by the judge
4. Equipment failing in ring as to make an unsafe condition
5. Falling of rider or animal.