

English Versatility Pattern Penalty Reference Sheet

- **Scoring:** On a basis of 0-100, 70 denoting an average run
- **Maneuver Scores:** +1 ½ Excellent, +1 Very Good, +½ Good, 0 Correct, -½ Poor, -1 Very Poor, -1 ½ Extremely Poor.

½ POINT PENALTIES

- Each tick of log, pole, cone, plant or obstacle.

1 POINT PENALTIES

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Break of gait at walk or trot for 2 strides or less
- Each hit, bite or stepping on a log, pole, cone, plant or any component of the obstacle.
- Both front or hind feet in a single-strided slot or space at a walk or trot
- Skipping over/failing to step into required space
- Split pole in cantering over poles
- Adding two or more strides in trot and canter-over obstacles

3 POINT PENALTIES

- Break of gait at walk/trot for more than 2 strides
- Break of gait at canter, except when correcting an incorrect lead
- Wrong lead or out of lead
 - For patterns that require cantering over pole(s), no penalty will be incurred for horses that change leads over the pole(s) or between the poles. In order to avoid penalty, the horse must be on the designated lead prior to the conclusion of the maneuver or beginning a turn. Deductions may be made in the maneuver score.
- Knocking down an elevated pole, cone, plant, standard, obstacle or severely disturbing an obstacle
- Out of lead or cross-cantering more than 2 strides when changing leads, trotting more than 3 strides when making a simple lead change
- Trotting 3 or more strides in a canter departure from a stop or walk
- Over canted at the canter—(Outside hind leg consistently carried further in than inside front leg) per maneuver
- Stepping outside the confines of a pole with 1 foot once the foot has entered obstacle, including missing 1 element of an obstacle on a line of travel with 1 foot.

5 POINT PENALTIES

- Blatant disobedience (kick, bite, buck, rear, etc)
- Each refusal of a maneuver or obstacle
- Use of either hand to instill fear or praise
- Spurring in front of the girth
- Stepping outside the confines of a pole with more than 1 foot once the foot has entered obstacle, including missing 1 element of an obstacle on a line of travel with more than 1 foot.

- Knocking down a jump, cross rail or cavalletti.

DISQUALIFICATIONS (0 Score)

- Eliminate or adding maneuver
- Incomplete maneuver
- Off pattern
- Repeated blatant disobedience
- Third cumulative refusal, balk, or evading an obstacle by shying or backing over entire course
- Failure to ever demonstrate correct lead and/or gait as designated
- Failure to complete obstacle
- Fall of horse or exhibitor
- Excessive schooling
- No attempt to perform an obstacle
- Equipment failure that delays completion of pattern
- Failure to enter, exit or work obstacle in any manner other than how it's described, including overturns of more than ¼ turn
- Failure to follow the correct line of travel between obstacles.
- Illegal equipment
- Willful abuse
- Lameness
- Unsportsmanlike Conduct