

## Western 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 jog for 2 strides or less
- Wrong lead or out of lead 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 jog
- Skipping over/failing to step into required space
- Split pole in lope-over
- Failure to meet the correct strides on jog-over and lope-over log obstacles
- Loss of forward motion during transitions
- Quick, short vertical strides (per maneuver)

### 3 POINT PENALTIES

- Break of gait at walk/jog for more than 2 strides
- Break of gait at lope, except when correcting an incorrect lead
- Wrong lead/out of lead for more than 2 strides
- Knocking down an elevated pole, cone, barrel, plant, standard, obstacle or severely disturbing an obstacle
- Out of lead or cross-cantering more than 2 strides when changing leads, jogging more than 3 strides when making a simple lead change
- Jogging 3 or more strides in a lope departure from a stop or walk
- Over canted at the lope—(Outside hind leg consistently carried further in than inside front leg) per maneuver
- Stepping outside the confines of, falling or jumping off of an obstacle with designated boundaries with one foot once the foot has entered obstacle, including missing one element of an obstacle on a line of travel with one foot.
- Loss of cadence at any gait per maneuver
- Over flexing/straining neck in head carriage so the nose is carried behind the vertical per maneuver
- Opening mouth excessively per maneuver
- A back that is poor, reluctant or with hesitation
- Excessive nosing out per maneuver
- Excessive movement of the topline at the lope per maneuver
- Head carried too low (tip of ear consistently below the withers)
- Head carried too high (tip of ear consistently above the withers)

- Excessive slowness at any gait, loss of forward momentum

### 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
- Holding the saddle horn
- Spurring in front of the cinch
- Stepping outside the confines of, falling or jumping off or out of an obstacle with designated boundaries 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.
- A horse which appears sullen, dull, lethargic, intimidated, emaciated, drawn or overly tired

### 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, ie: Dropping rope gate and not picking it up
- Fall of horse or exhibitor
- Excessive schooling, pulling, turning, or backing anywhere on course
- Use of two hands except with snaffle or hackamore, more than one finger between reins or any fingers between romal reins.
- Use of romal other than outlined in SC-240.C
- No attempt to perform an obstacle
- Equipment failure that delays completion of pattern
- Excessively or repeated touching the horse on the neck to lower the head
- 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