

Horsemanship

Scoring: 0 to infinity with 70 denoting the average. Exhibitor automatically begins run with a score of 70. Maneuvers are scored +3 to -3.

Maneuver Scores: +3 Excellent +2 Very Good +1 Good 0 Average -1 Below Average -2 Poor -3 Very Poor

Form & Effectiveness: 0 to +5 +5 Excellent +4 Very Good +3 Good +2 Average +1, 0 Below Average

Minor Penalties (-3 Point):

- Break of gait at walk or jog up to 2 strides
- Over or under turning 1/8 to 1/4 turn
- Ticking or hitting cone
- Obviously looking down to check lead

Major Penalties (-5 Points):

- Not performing gait or stopping within 10' of designated area
- Incorrect lead or break of gait at lope, except when correcting a lead
- Break of gait at walk or jog more than 2 strides
- Loss of stirrup
- Bottom of boot not touching pad of stirrup at all gaits, including backing
- Head carried too low and/or clearly behind the vertical while the horse is in motion, indicating intimidation

Severe Penalties (-10 points):

- Loss of rein
- Use of either hand to instill fear or praise
- Holding saddle with either hand
- Cueing with end of the romal
- Spurring in front of the cinch
- Blatant disobedience including kicking, pawing, bucking, or rearing

Zero-Score:

- Going off pattern
- Knocking over or being on wrong side of cone
- Never performing specified gait or lead
- Over or under turning more than 1/4 turn
- Zero-scores may be placed below entries with a correct pattern

Disqualifications:

- Failure to display correct number in a visible manner
- Willful abuse of horse
- Excessive schooling
- Fall by horse or rider
- Illegal use of hands on reins
- Illegal equipment



Revised: July 15, 2021