



SADDLE SEAT EQUITATION / HUNT SEAT EQUITATION

SHOW: _____

JUDGE: _____

CLASS: _____

DATE: _____

1 POINT PENALTY

- Break of gait at walk or trot up to 2 strides.
- Over or under turn of 1/8 to 1/4 of the prescribed turn.
- Tick or hit of cone.
- Missing a diagonal up to two strides in the pattern.

3 POINT PENALTY

- Not performing the specific gait, maneuver, or not stopping when called for in the pattern within 10 feet (3meters) of the designated location.
- Missing a diagonal for more than two strides in the pattern.
- Incorrect lead or break of gait (except when correcting an incorrect lead) at the canter.
- Complete loss of contact between exhibitors hand and the horses mouth.
- Break of gait at walk or trot for more than two strides.
- Loss of iron.
- Horses head carried too low or showing the appearance of intimidation.
- Obviously looking down to check leads or diagonals.

5 POINT PENALTY

- Loss of rein.
- Use of either hand to instill fear or praise while on pattern.
- Holding saddle with either hand.
- Spurring or use of crop in front of the girth.
- Blatant disobedience including kicking, pawing, bucking and rearing.

OFF PATTERN (OP)

Exhibitors going off pattern. Knocking over or on the wrong side of cone. Never performing specified gait, lead or diagonal. Overturning more than ¼ turn than designated. Shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.

DISQUALIFICATION

- Failure by exhibitor to wear correct number in visible manner.
- Inhumane treatment of the horse.
- Schooling or training.
- Fall by horse or rider.
- Illegal equipment or illegal use of hands on reins.
- Use of prohibited equipment.
- Lameness.

Scoring will be on the basis of 0-infinity, 70 denoting an average performance. The individual maneuvers are scored in ½ point increments from -3 extremely poor, -2 very poor, -1 poor, 0 average or correct, +1 good, +2 very good, +3 excellent, with a score of 0 denoting a maneuver that is correct with no degree of difficulty. Overall Form and Effectiveness should also be scored from 0 to 5 with 0 to 2 average, 3 good, 4 very good, 5 excellent.

WO	ENTRY #		1	2	3	4	5	6	7	8	9	10	F&E	TOTAL PENALTY	SCORE
		MANEUVER DESCRIPTION													
		PENALTY													
		MANEUVER													
		PENALTY													
		MANEUVER													
		PENALTY													
		MANEUVER													
		PENALTY													
		MANEUVER													
		PENALTY													
		MANEUVER													
		PENALTY													
		MANEUVER													
		PENALTY													
		MANEUVER													

JUDGE'S SIGNATURE: _____

This form must return to the show office at the completion of classes.