



Show: _____

Date: _____ Judge: _____

Class: Saddle Seat EQ 68 _____

Maneuver Scores: Range from -3 to +3 (1/2-point increments are acceptable) and are independent of penalty score. **-3: Extremely Poor, -2: Very Poor, -1: Poor, 0: Correct, +1: Good, +2: Very Good, +3: Excellent**

Minor (3 Point) Penalties A. Break of gait at walk or jog/trot up to 2 strides B. Over or under turning from 1/8 to 1/4 of a turn C. Ticking or hitting cone D. Obviously looking down to check diagonals or leads	Moderate (5 point) Penalties A. Not performing the specific gait or not stopping within 10 feet of designated location B. Incorrect lead or break of gait at lope/canter for up to 5 strides (except when correcting an incorrect lead) C. Break of gait at walk or jog/trot for > 2 strides D. Loss of stirrup/iron; ball of foot not touching stirrup/iron E. (EQ ONLY) Missing a diagonal up to 2 strides F. Touching horse during pattern or rail work G. (EQ ONLY) Complete loss of contact between riders' hand and the horse's mouth	Major (10 Point) Penalties A. Incorrect lead for > 5 strides B. Loss of rein C. Holding saddle with either hand D. Blatant disobedience including kicking, rearing, pawing, or bucking E. Spurring in front of cinch F. Excessive use of whip, crop, reins or rider's hands anywhere on the horse during pattern or during rail work G. (HMS ONLY) Cueing with the end of the romel H. (EQ ONLY) Missing a diagonal for > 2 strides	Severe (20 Point) Penalties A. Off pattern, including knocking over or working on wrong side of cone or marker, B. Never performing designated gait, lead or diagonal C. Over or under turning more than ¼ turn D. Performing obstacles out of specified order E. Omission or addition of maneuvers F. Equipment failure that delays the finish of pattern	Disqualification – 0 score A. Failure to wear back number or display correct back number B. Willful abuse C. Fall by horse or exhibitor D. Illegal equipment or illegal use of hands on reins E. Horse with body condition score of < 4 F. Horse that is obviously sick or lame
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		Pattern Work						Rail Work Score	Total Penalty Score	Total Pattern Score	F & E Average: 0-2 pts Good: 3 pts Very Good: 4 pts Excellent: 5 pts	Final Score	Comments
Maneuver #		1	2	3	4	5	6						
Entry #	Maneuver Description	Walk 90 Forehand Turn L	Posting Trot to D	180 Turn on Haunches L	RL to D	SLC & LL to B	Stop & Back 4						
	STARTING SCORE=70												
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	STARTING SCORE=70												
	STARTING SCORE=70												
	STARTING SCORE=70												
	STARTING SCORE=70												
	STARTING SCORE=70												

Judge's Signature _____