**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

**Major (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 rider’s hand and the horse’s mouth

**Severe (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

**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. Off pattern, including: knocking over or working on wrong side of cone or marker, never performing designated gait, lead or diagonal, over or under turning more than ¼ turn
- F. Horse with body condition score of < 4

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<thead>
<tr>
<th>Maneuver #</th>
<th>1</th>
<th>2</th>
<th>3</th>
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<th>7</th>
<th>8</th>
<th>Total Penalty Score</th>
<th>Total Pattern Score</th>
<th>Rail Work Score (20 points)</th>
<th>Final Score</th>
<th>Comments</th>
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<tbody>
<tr>
<td>Entry #</td>
<td>Walk</td>
<td>Sitting Trot</td>
<td>Left Diagonal</td>
<td>LL</td>
<td>Stop</td>
<td>Back 1HL</td>
<td>90˚ R on FH</td>
<td>Right Diagonal</td>
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