

Hunt Seat Equitation (AM-110 & YP-115)

Penalty Reference Sheet

- **Scoring:** On a basis of 0-Infinity, 70 denoting an average run
- **Maneuver Scores:** +3 Excellent, +2 Very Good, +1 Good, 0 Average or Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor.
- **F&E:** 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent

3 POINT PENALTIES

- Break of gait at walk or trot up to 2 strides
- Over/under turn of 1/8 to 1/4
- Tick or hit of cone
- Missed a diagonal up to 2 strides in the pattern or on the rail

5 POINT PENALTIES

- Not performing the specific gait, maneuver, or not stopping when called for in the pattern within 10 feet (3 meters) of the designated location
- Missing a diagonal for more than 2 strides in pattern or on the rail
- Incorrect lead or break at canter (except when correcting an incorrect lead)
- Complete loss of contact between rider's hand and the horse's mouth
- Break of gait at walk to trot for more than 2 strides
- Loss of iron
- Head carried too low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation
- Obviously looking down to check leads or diagonals

10 POINT PENALTIES

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

DISQUALIFICATIONS (should not be placed)

- Failure by exhibitor to wear correct number in visible manner
- Inhumane treatment of the horse
- Excessive schooling or training
- Fall by horse or exhibitor
- Illegal use of hands on reins
- Use of prohibited equipment
- Going off pattern, including: knocking over wrong side of cone or marker; never performing designated gait, lead or diagonal; over or under turning more than ¼ turn