

## Showmanship (AM-105 & YP-100)

### 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 up to 1/8
- Tick or hit of cone
- Sliding a pivot foot
- Lifting a pivot foot during a pivot and replacing it in the same place
- Lifting a foot and replacing it in the same place after presentation

#### 5 POINT PENALTIES

- Not performing the gait, maneuver, or not stopping within 10 feet (3 meters) of the designated area
- Break of gait at walk or trot for more than 2 strides
- Splitting the cone (cone between the horse and handler)
- Horse stepping out of set-up after presentation
- Horse stepping out of or moving the hind end significantly during a pivot or turn
- Over/under turning 1/8 to ¼ of turn
- Horse resting a foot or hipshot in a setup

#### 10 POINT PENALTIES

- Exhibitor is not in the required position during inspection
- Exhibitor touching the horse or kicking or pointing their feet at the horse's feet during the setup
- Standing directly in front of the horse
- Loss of lead shank, holding chain, or two hands on shank
- Severe disobedience to include but not limited to: biting, pawing, rearing, kicking out or continuously circling the exhibitor
- Horse stepping out of or moving the hind end significantly during a pivot or turn more than one time

#### DISQUALIFICATIONS (should not be placed)

- Horse becomes detached from exhibitor
- Failure of exhibitor to wear correct number in a visible manner
- Willful abuse
- Excessive schooling or training; use of artificial aids
- Illegal equipment
- Loss of control or severe disobedience that endangers the exhibitor or others
- Knocking over the cone or going off pattern
- Never performing specific gait
- Over or under turning more than a ¼ of a turn of designated turn
- Lameness