

Western Versatility

½ Point Penalty

- Each Tick Obstacle

1 Point Penalty

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- BG W/J 2 strides or less
- Wrong lead or out of lead 2 strides or less
- Each hit, bit, step on obstacle
- Add step or skip a lot at the W/J
- Split pole lope overs
- Wrong number of strides J/L overs
- Loss of forward motion on transitions
- Quick, short, vertical strides (per maneuver)

3 Point Penalty

- BG W/J more than 2 strides
- BG L
- Wrong lead or out of lead more than 2 strides
- Knockdown or Severely Disturb an Obstacle
- Wrong Lead or out of lead more than 2 strides
- Jog more than 3 strides in a simple change of lead
- Jog more than 3 strides in a lope departure
- Over canted at the lope
- Miss, evade, step out, fall off with one foot
- Loss of cadence (per maneuver)
- Overflexing/Behind the Vertical (per maneuver)
- Excessive open mouth (per maneuver)
- Reluctant or resistant back
- Excessive nosing out (per maneuver)

- Excessive moving topline at the lope
- Head carried too high
- Head carried too low
- Excessive slowness at any gait

5 Point Penalty

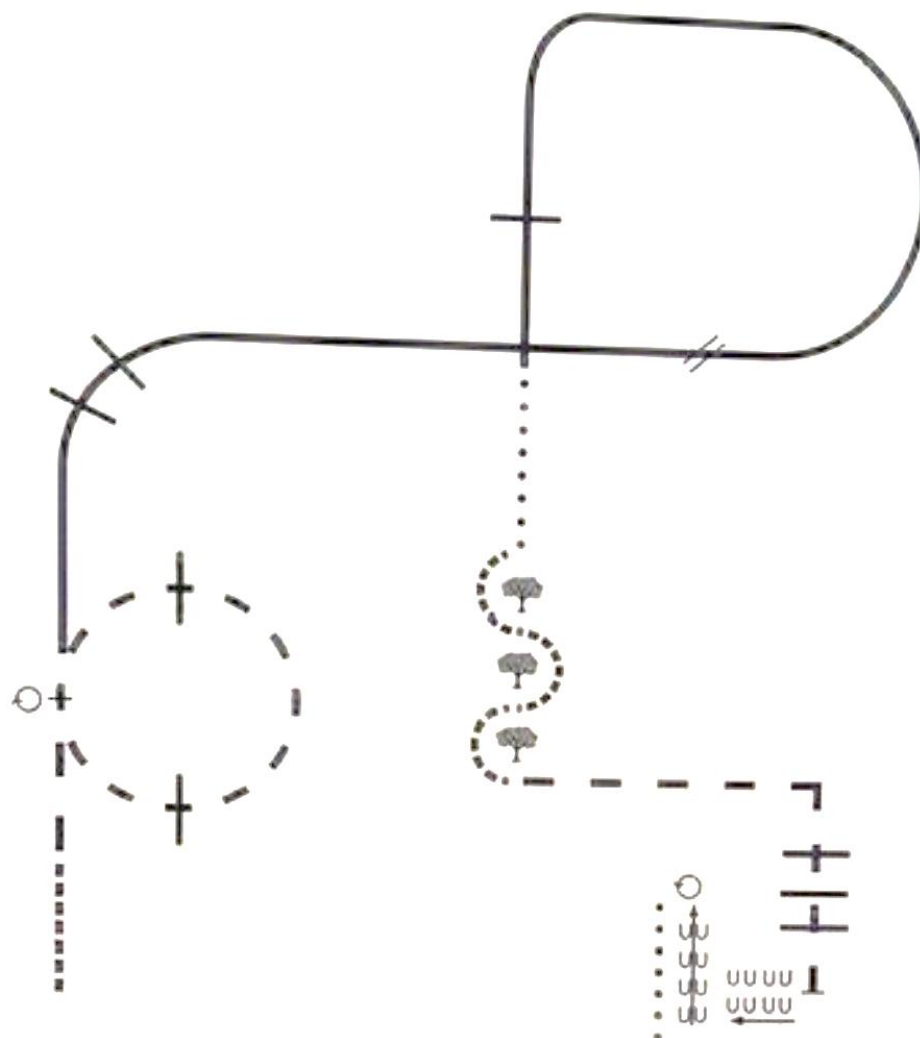
- Blatant disobedience
- First and second refusal
- Use of hand for fear or praise
- Holding saddle horn
- Spurn in front of cinch
- Miss, evade, step out, or fall off with more than one foot
- Horse appears sullen, dull, lethargic, emaciated, drawn, or overly tired

DQs

- Eliminate or add maneuver
- Incomplete pattern
- Off pattern
- Repeated blatant disobedience
- Third refusal
- Gait or lead failure
- Failure to complete an obstacle
- Fall of horse or rider
- Excessive schooling
- Equipment failure that delays competition
- Illegal use of Romal
- No attempt at obstacle
- Excess touch horse neck to lower head
- Enter or exit obstacle wrong, overturn over ¼ of a turn
- Wrong line of travel
- Illegal equipment
- Willful abuse
- Lameness
- Unsportsmanlike conduct

VERSATILITY PATTERN

Western



1. Jog building to extended jog right circle over two logs.
2. Stop and perform 360° turn right.
3. Lope right lead over two logs.
4. Continue lope past center and change leads.
5. Lope left lead arc and continue down center of arena. Lope over one pole.
6. Walk four horse lengths.
7. Jog serpentine.
8. Extended trot square corner over three poles.
9. Stop and sidepass right.
10. Back. Stand quietly. Perform 360° turn left and walk to exit.

.....	Walk
- . - . - .	Extended Walk
-----	Trot
- - - - -	Extended Trot
=====	Lope
=====	Extended Lope
///	Change Lead
33333	Back
▲	Cone

English Versatility

1 Point Penalty

- Over bridled (per maneuver)
- Out of frame
- Break of gait at the W/T 2 strides or less
- Wrong lead or out of lead 2 strides or less
- Each hit, bite, step on
- Add step or skip slot at the W/T
- Split pole at the canter
- Wrong number of strides in canter overs
- Lose Forward motion on transitions
- Quick, short, vertical strides (per maneuver)

3 Point Penalties

- Break of gait at the W/T for more than 2 strides
- Break of gait at the Canter
- Wrong lead or out of lead for more than 2 strides
- Knockdowns or severely disturb
- Miss lead more than two strides
- More than 3 trot strides in a lead change
- More than 3 trot strides in a canter departure
- Over canted
- Miss, evade, step out, or fall off an obstacle with 1 foot
- Loss of cadence (per maneuver)
- Excessive open mouth (per maneuver)
- Overflexing/behind the vertical
- Reluctant or hesitant back
- Excessive nosing out (per maneuver)
- Excessive topline movement at the T/C
- Head carried too low
- Head carried too high
- Excessive slowness at any gait

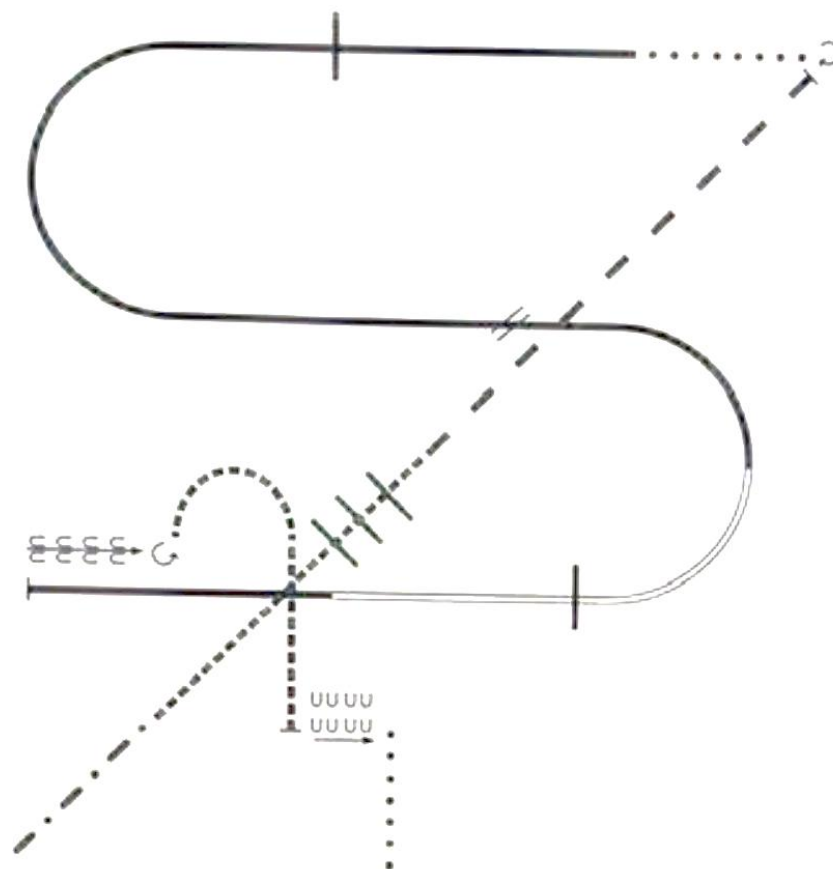
5 Point Penalties

- Blatant disobedience
- First and second refusal
- Use of hand for fear or praise
- Spur in front of girth
- Step out, fall off, miss, evade with more than one foot
- Horse appears sullen, dull, lethargic, intimidated, emaciated, drawn, overly tired
- Knockdown jump, rail, or cavelletti

DQs

- Eliminate/Add maneuver
- Incomplete pattern
- Off pattern
- Repeated blatant disobedience
- Third refusal
- Gait/lead failure
- Fail to complete an obstacle
- Fall of horse or rider
- Excessive schooling
- No attempt to perform obstacle
- Equipment failure that delays competition
- Excessive touching horse neck to lower head
- Failure to enter, exit, work an obstacle correctly, including overturns over ¼
- Wrong line of travel
- Illegal equipment
- Willful abuse
- Lameness
- Unsportsmanlike conduct

VERSATILITY PATTERN
All English



1. Extended walk diagonal line.
 2. Trot over three poles.
 3. Build to extended trot.
 4. Halt. Perform a 3/4 turn right on forehand.
 5. Walk four horse lengths.
 6. Canter left lead over one pole.
 7. Change lead slightly past center.
 8. Canter right lead building to hand gallop over one pole.
 9. Collect canter.
 10. Halt. Back. Perform a 3/4 turn left on forehand.
 11. Sitting trot arch.
 12. Halt. Sidepass left and exit at walk on relaxed rein.
- | | |
|-----------|---------------|
| | Walk |
| - - - - - | Extended Walk |
| | Trot |
| - - - - - | Extended Trot |
| ————— | Canter |
| ===== | Hand gallop |
| // | Change Lead |
| ← 3 3 3 3 | Back |
| ▲ | Cone |
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