



| ApHC HORSEMANSHIP REFERENCE SHEET

Scoring: Exhibitors are to be scored from 0 to infinity with 70 denoting an average score. Maneuvers are scored from +3 to -3 in ½ point increments.

Maneuvers: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor

Exhibitor's overall form and effectiveness (F&E):
0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent

1 Point Penalty:

- Break of gait at walk or jog/trot up to 2 strides
- Over/under turn from 1/8 to 1/4
- Tick or hit of cone
- Obviously looking down to check leads

3 Point Penalty:

- Break of gait at a lope, out lead or missing lead for 1-2 strides
- Not performing the specific gait or not stopping when called for in the pattern within 10' of designated area
- Incorrect lead or break of gait (except when correcting an incorrect lead)
- Break of gait at walk, jog, or trot for more than two strides
- Loss of stirrup
- Head carried too low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation

5 Point Penalty:

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or during rail work
- Holding saddle with either hand
- Cueing with the end of the romal
- Blatant disobedience including kicking, pawing, bucking, and rearing
- Spurring in front of the cinch

DQ:

- Fall by horse or rider
- Failure to display correct number
- Willful abuse of horse or schooling
- Never performing designated gait or lead
- Use of prohibited equipment
- Off pattern, including knocking over cone or working on wrong side of cone or marker
- Illegal equipment or illegal use of hands on reins
- Over or under turning more than ¼ turn

Do not DQ Novice or Walk/Trot – Place Below Exhibitors Not Incurring Disqualifying Fault