



Western Versatility Pattern Sweepstakes Rules

Eligibility

Open to horses three years of age and older. Classes offered in the Open, Amateur and Youth divisions.

Horses will not be allowed to cross enter in Ranch Riding, Ranch Rail Pleasure, Ranch Pleasure, and Ranch Trail. Cross-entry into all other divisions will be allowed.

Judging

- Western Attire and Tack: See Rules SC-235 & SC-240. Exception: Horses, of all ages, may be shown in a snaffle bit with one or two hands on the reins.
- The purpose of this class is to demonstrate the versatility of the western performance horse. The horse should reflect the versatility, attitude, and movement of an all-around performance horse. The horse should be well-trained, relaxed, quiet, soft and cadenced at all gaits. The ideal Western Versatility Pattern horse will travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits. The horse will be ridden on a loose rein without requiring undue restraint. The overall manners and responsiveness of the Western Versatility Pattern horse to make timely transitions in a smooth and correct manner, as well as the quality of the movement and maneuvers are of primary considerations. Movement, expression, and attitude are of utmost importance.
- A Western Versatility Pattern horse should be a willing and natural horse. Emphasis shall be placed on quality movement, manners, and attitude as reflected in the horse's ears, mouth, tail and way of going. Judges shall be instructed to pay particular attention to the above-mentioned and any attempt to alter the above shall result in lower maneuver evaluations.
- Credit must be given to the horse that under light control and without intimidation goes forward with comfort, self-carriage, confidence, willingness and a balanced fluid stride. Head carriage should be quiet, consistent, and comfortable with no appearance of intimidation.
- Gaits will be judged according to SC-241. Western Performance Gaits, emphasizing correctness, quality and degree of difficulty. Expression, rhythm, and flow are of utmost importance.

- **Head Set:** The head should be carried at an angle that is natural and suitable to the horse's conformation at all gaits. Ideally, a horse should carry its head no lower than level and its nose should be in front of vertical.



- **CLASS REQUIREMENTS:** Each horse will work individually, performing both required and optional maneuvers. Horses will perform a ground covering walk, jog at a pace capable of negotiating poles, and lope in a forward motion as in performing a flying lead change.
 - The required maneuvers will include the walk, jog, and lope in both directions; extended jog, stop, back, turns up to a 360 in either direction, change of lead (simple or flying) either direction, and walk, jog or lope over a set of no more than (4) poles with no elevation.
 - Pole Distances:
 - Walk overs: 20"-24"
 - Trot overs: 3'-3'3"
 - Lope overs: 6'-6½'
 - Optional maneuvers may include extending the walk, stand quietly, open and close a gate, walk over a bridge, side pass, jog through or around cones or chute, or some reasonable combination of maneuvers that would be expected of a Western Versatility Pattern horse to perform.
 - Patterns will consist of 10 to 15 maneuvers.
 - The maneuvers may be arranged in various combinations with final approval by the judge.
 - Patterns will include all required maneuvers and three or more optional maneuvers.
 - No time limit.

- SCORING: Scores will be between 0-100 points and automatically begins the run with a score of 70 points. The horse/rider team is score on the quality of each maneuver (e.g. -1 ½ extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, +1 very good, +1 ½ excellent). Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied to each occurrence and to deducted from the final score:
 - One-half point penalties
 - Each tick of log, pole, cone, plant or obstacle
 - One-point penalties
 - Over-bridled (per maneuver)
 - Out of frame (per maneuver)
 - Break of gait at walk or jog for 2 strides or less
 - Wrong lead or out of lead for 2 strides or less
 - Each hit, bite or stepping on a log, pole, cone, plant or any component of the obstacle.
 - Both front or hind feet in a single-strided slot or space at a walk or jog,
 - Skipping over or failing to step into required space
 - Split pole in lope-over
 - Failure to meet the correct strides on jog over and lope over log obstacles
 - Loss of forward motion during transitions
 - Quick, short vertical strides (per maneuver)
 - Three-point penalties
 - Break of gait at walk or jog for more than two strides
 - Break of gait at lope, except when correcting an incorrect lead
 - Wrong lead or out of lead for more than 2 strides
 - Knocking down an elevated pole, cone, barrel, plant, obstacle or severely disturbing an obstacle

- Out of lead or cross-cantering more than two strides when changing leads, jogging more than three strides when making a simple lead change,
- Jogging three or more strides in a lope departure from a stop or walk.
- Over canted at the lope— (Outside hind leg consistently carried further in than inside front leg) per maneuver
- Stepping outside the confines of, falling or jumping off of an obstacle with designated boundaries with one foot once the foot has entered obstacle, including missing one element of an obstacle on a line of travel with one foot.
- Loss of cadence at any gait per maneuver
- Over flexing or straining neck in head carriage so the nose is carried behind the vertical per maneuver
- Opening mouth excessively per maneuver
- A back that is poor, reluctant or with hesitation
- Excessive nosing out per maneuver
- Excessive movement of the topline at the lope per maneuver
- Head carried too low (tip of ear consistently below the withers)
- Head carried too high (tip of ear consistently above the withers)
- Excessive slowness at any gait, loss of forward momentum
- Five-point penalties
 - Blatant disobedience (kick, bite, buck, rear, etc)
 - Each refusal of a maneuver or obstacle.
 - Use of either hand to instill fear or praise
 - Holding the saddle horn
 - Spurring in front of the cinch
 - Stepping outside the confines of, falling or jumping off or out of an obstacle with designated boundaries with more than one foot once the foot has entered obstacle, including missing one element of an obstacle on a line of travel with more than one foot.

Western Versatility Pattern Penalty Reference Sheet

- **Scoring:** On a basis of 0-100, 70 denoting an average run
- **Maneuver Scores:** +1 ½ Excellent, +1 Very Good, +½ Good, 0 Correct, -½ Poor, -1 Very Poor, -1 ½ Extremely Poor.

½ POINT PENALTIES

- Each tick of log, pole, cone, plant or obstacle.

1 POINT PENALTIES

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Break of gait at walk or jog for 2 strides or less
- Wrong lead or out of lead for 2 strides or less
- Each hit, bite or stepping on a log, pole, cone, plant or any component of the obstacle.
- Both front or hind feet in a single-strided slot or space at a walk or jog
- Skipping over/failing to step into required space
- Split pole in lope-over
- Failure to meet the correct strides on jog-over and lope-over log obstacles
- Loss of forward motion during transitions
- Quick, short vertical strides (per maneuver)

3 POINT PENALTIES

- Break of gait at walk/jog for more than 2 strides
- Break of gait at lope, except when correcting an incorrect lead
- Wrong lead/out of lead for more than 2 strides
- Knocking down an elevated pole, cone, barrel, plant, standard, obstacle or severely disturbing an obstacle
- Out of lead or cross-cantering more than 2 strides when changing leads, jogging more than 3 strides when making a simple lead change
- Jogging 3 or more strides in a lope departure from a stop or walk
- Over canted at the lope—(Outside hind leg consistently carried further in than inside front leg) per maneuver
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- Opening mouth excessively per maneuver
- A back that is poor, reluctant or with hesitation
- Excessive nosing out per maneuver
- Excessive movement of the topline at the lope per maneuver
- Head carried too low (tip of ear consistently below the withers)
- Head carried too high (tip of ear consistently above the withers)

- Excessive slowness at any gait, loss of forward momentum

5 POINT PENALTIES

- Blatant disobedience (kick, bite, buck, rear, etc)
- Each refusal of a maneuver or obstacle
- Use of either hand to instill fear or praise
- Holding the saddle horn
- Spurring in front of the cinch
- Stepping outside the confines of, falling or jumping off or out of an obstacle with designated boundaries with more than 1 foot once the foot has entered obstacle, including missing 1 element of an obstacle on a line of travel with more than 1 foot.
- A horse which appears sullen, dull, lethargic, intimidated, emaciated, drawn or overly tired

DISQUALIFICATIONS (0 Score)

- Eliminate or adding maneuver
- Incomplete maneuver
- Off pattern
- Repeated blatant disobedience
- Third cumulative refusal, balk, or evading an obstacle by shying or backing over entire course
- Failure to ever demonstrate correct lead and/or gait as designated
- Failure to complete obstacle, ie: Dropping rope gate and not picking it up
- Fall of horse or exhibitor
- Excessive schooling, pulling, turning, or backing anywhere on course
- Use of two hands except with snaffle or hackamore, more than one finger between reins or any fingers between romal reins.
- Use of romal other than outlined in SC-240.C
- No attempt to perform an obstacle
- Equipment failure that delays completion of pattern
- Excessively or repeated touching the horse on the neck to lower the head
- Failure to enter, exit or work obstacle in any manner other than how it's described, including overturns of more than ¼ turn
- Failure to follow the correct line of travel between obstacles.
- Illegal equipment
- Willful abuse
- Lameness
- Unsportsmanlike conduct

- A horse which appears sullen, dull, lethargic, intimidated, emaciated, drawn or overly tired
- Disqualifications
 - Eliminate or adding maneuver
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 - Off pattern
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 - Use of romal other than outlined in SC-240.C
 - No attempt to perform an obstacle
 - Equipment failure that delays completion of pattern
 - Excessively or repeated touching the horse on the neck to lower the head
 - Failure to enter, exit or work obstacle in any manner other than how it's described, including overturns of more than $\frac{1}{4}$ turn
 - Failure to follow the correct line of travel between obstacles.
 - Illegal equipment
 - Willful abuse
 - Lameness
 - Unsportsmanlike conduct