

Hunt Seat Equitation Penalties

The scoring will be on the basis of 0-infinity, with 70 denoting an average performance. The individual maneuvers are scored in 1 point increments from -3 extremely poor, -2 very poor, -1 poor, 0 average or correct, +1 good, +2 very good, +3 excellent, with a score of 0 denoting a maneuver that is correct with no degree of difficulty. Exhibitors overall form and effectiveness should also be scored from 0 to 5 with 0 to 2 average, 3 good, 4 very good, 5 excellent.

Penalties

a. Three (3) point penalties include:

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

b. Five (5) point penalties include:

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

c. Ten (10) point penalties include:

1. Loss of rein
2. Use of either hand to instill fear or praise while on pattern or during rail work
3. Holding saddle with either hand
4. Spurring or use of crop in front of the girth
5. Blatant disobedience including kicking, pawing, bucking and rearing

d. Disqualifications (should not be placed) include:

1. Failure by exhibitor to wear correct number in visible manner
2. Inhumane treatment of the horse
3. Excessive schooling or training
4. Fall by horse or exhibitor
5. Illegal use of hands on the reins
6. Use of prohibited equipment
7. Going off pattern, including: knocking over or wrong side of cone or marker; never performing designated gait, lead or diagonal; over or under turning more than 1/4 turn
8. Lameness