



## Rules

1. The AQHA Official Handbook of Rules and Regulations will apply to the judging and scoring of each class, with the following adaptation: a) there are no one (1) or three (3) point penalties on lead changes; b) all five (5) point penalties will apply throughout the pattern; c) a simple lead change is not a credit-earning maneuver; d) the greatest achievable simple lead change maneuver score will be a zero (0); and e) a completed, simultaneous, flying lead change is a credit earning maneuver score.
2. Go order will be determined by draw by noon the day of the event. The same order will be used for the pattern, western pleasure presentation and conformation working order.
3. Pattern class will be numerically scored and then placed.
4. In the pattern class, three-year-olds will be shown in either a hackamore or snaffle. Any AQHA approved bit will be optional in the western pleasure class.
5. Pattern markers will be cones with no additional pattern enhancements, such as flower boxes, etc.
6. Upon the last horse in the draw completes the pattern-class segment of the event, contestants will be given a minimum of five minutes, but no longer than 10 minutes to warm-up for the western pleasure class.
7. Pattern obstacles will remain in the arena, but may be removed from obstructing the path for the pleasure segment of the event.
8. Upon the completion and line up of the western pleasure class, tack will be removed (with the assistance of up to two grooms), and the horse will be haltered and prepared for the conformation segment of the event. Obstacles will remain in the arena, but may be moved from obstructing the path for the conformation segment of the event.
9. Any horse competing in this event is subject to AQHA drug-testing rules. 1
10. This event is open to 3-year-old registered *Three Year Old Performance Horse in Confirmation, movement and agility of The American Quarter Horse, Paint, Buckskin, Pinto and Appaloosa's*.
11. Placings will be awarded through 6<sup>th</sup>.
12. All payouts will be held 30 days after the horse show is completed.
13. All entry fees are explained above.

## Measure Versatility Challenge

Date: \_\_\_\_\_

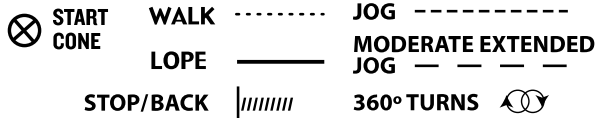
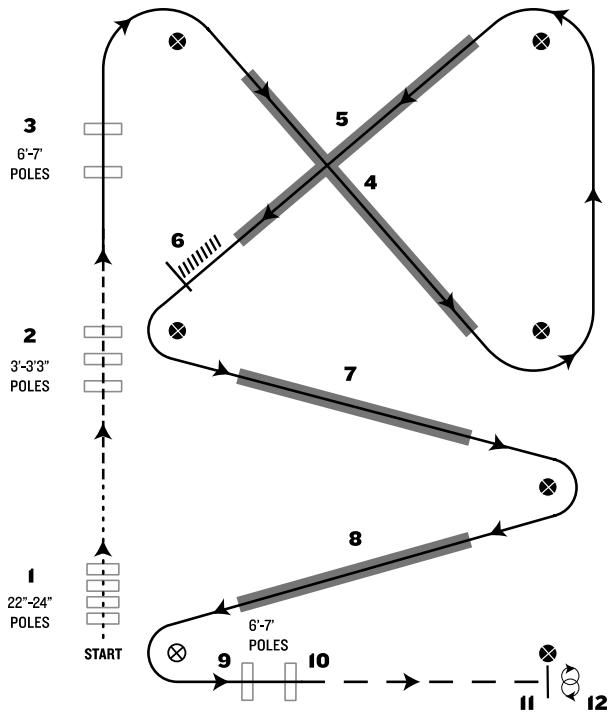
<p><b>NOTE:</b> There are two 1 point or 2 point penalties on lead changes. A single lead change is not a card bearing maneuver. Two gradual advance/side lead change maneuvers occur in a 0. A completed <i>advance/swing</i> lead change is a card bearing maneuver.</p> <p><b>PENALTY 12:</b> Each lead of pole, come or obstacle. <b>PENALTY 1:</b> Hit or dismount on landing a pole. Hit or break of goal at walk, or jump to two stakes. Ride back in a single stake/step space. Stop space. Spelling pole. Failure to meet the correct stakes on lead over a type over pole. Increased number of stakes or steps between poles, if specified. <b>PENALTY 2:</b> Hit or break of goal at walk or jog over two stakes. Out of lead or break of goal at type.</p>	<p><b>PENALTY 5:</b> Hit or break of obstacle. Zoned lead. Use of other hands to hold lead or posture. Hit or break of obstacle. Holding saddle. Out of lead beyond the next designated change area (Failure to change, including cross cantering. Two consecutive failures to change result in a 0 point penalty). <b>PENALTY 8 CODE 0:</b> Failure to follow the correct line of hand. Off Balance. Fall to ground by horse or rider. Overturn of at least two legs. Hit or break of obstacle, step and lead, more than two stakes or handsteps with the lead legs. Hit or break of obstacle, step and lead, more than two stakes or handsteps with the lead legs. Hit or break of obstacle, step and lead, more than two stakes or handsteps with the lead legs. Hit or break of obstacle, step and lead, more than two stakes or handsteps with the lead legs. Equip or failure. Illegal equipment.</p>
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W/O	Entry #	Maneuver or Description	W/O's	J/O's	R/L	L/O's	R-L	L-C	L-R	L-C	S & B	L-R	L-C	R-L	L-C	L-L	L/O's	Mod. Ex. Jog	S. Settle	360 X2	Penalty Total	Score
1		Penalty																				
		Maneuver																				
2		Penalty																				
		Maneuver																				
3		Penalty																				
		Maneuver																				
4		Penalty																				
		Maneuver																				
5		Penalty																				
		Maneuver																				
6		Penalty																				
		Maneuver																				

Judges Name: \_\_\_\_\_

Judges Signature: \_\_\_\_\_

**PLEASURE VERSATILITY  
CHALLENGE PATTERN**



**LEAD CHANGING AREA** (Lead changes anywhere within shaded area are acceptable)

1. Begin at a walk and walk over 4 poles
2. Jog over 3 poles
3. Begin right lead lope and lope 2 poles
4. Continue right lead and perform a right-to-left lead change (flying or simple)
5. Perform a left-to-right lead change (flying or simple)
6. Stop, back at least 5 steps, depart left lead
7. Left-to-right lead change (flying or simple)
8. Right-to-left lead change (flying or simple)
9. Lope left lead 2 poles
10. Break to moderate extension of jog
11. Stop and settle
12. Perform 360° turn in either direction, then perform 360° turn in opposite direction

Dismount at exit gate and remain dismounted until pleasure warm-up begins  
(Poles are never elevated)