

CONTROL # SC-204 – New Rule - Adds English Versatility Pattern class for horses three years of age and over. This will improve the market for the English performance horse and help our breeders and trainers by giving them another class to showcase their horses.

ORIGINATOR’S JUSTIFICATION FOR CHANGE AND IMPACT IF NOT PASSED:

We feel adding an English Versatility Pattern class will help our breeders have another class to market their horses and showcase their talents. We feel this class will benefit the breeders, trainers and exhibitors. The purpose of this class is to demonstrate the versatility of the English performance horse. Horses will be allowed to cross all other classes except the ranch division.

ORIGINATOR’S INTENT FOR CHANGE:

We would like to offer this class as a pilot program for the 2025 APHA World Show, APHA Eastern Championships, APHA Western Championships and Euro Paint with it becoming a standard class in 2026 if this rule change proposal passes.

RULE BOOK CHANGE RECOMMENDATION:

SC-204. English Versatility Pattern

For horses three years of age and older. This class may be offered in the Open (Junior and Senior), Amateur, Youth and Walk-Trot divisions.

- A. 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.**
- B. Hunt Seat Attire and Tack: See rule SC-195 & SC-200.**
- C. The purpose of this class is to demonstrate the versatility of the English Versatility Pattern horse. The horse should reflect the versatility, attitude, and movement of a versatile English horse. The horse should be well-trained, relaxed, quiet, soft and cadenced at all gaits. The ideal English Versatility Pattern horse will travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits. The horse will be ridden on light contact without requiring undue restraint. The overall manners and responsiveness of the English 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.**
- D. English Versatility Pattern horses should exhibit a good attitude and a natural demeanor. Emphasis should be placed on their manner, movement, and attitude, as indicated by the horse’s ears, mouth, tail, and overall 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.**
- E. Gaits will be judged according to SC-201. English Performance Gaits emphasizing correctness, quality and degree of difficulty. Expression, rhythm, and flow are of utmost importance. Cantering with enough forward motion to approach a fence will be credit earning.**
- F. 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. Below is an example of the ideal head set.**



G. CLASS REQUIREMENTS

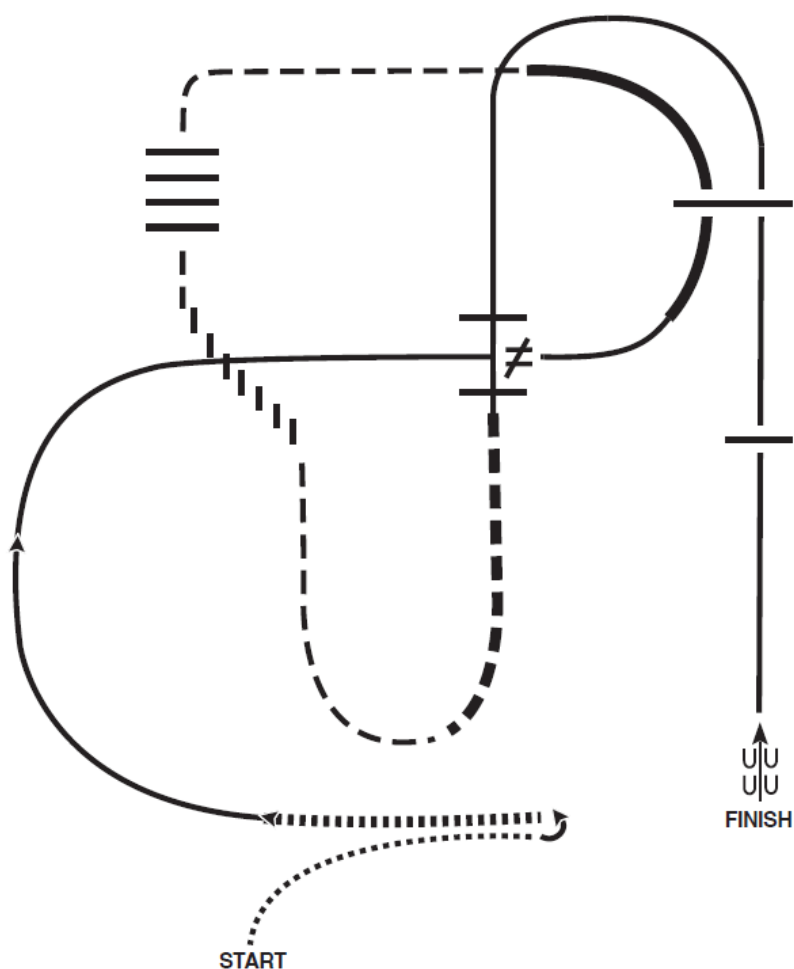
- 1. Each horse will work individually, performing both required and optional maneuvers. Horses will perform a ground covering walk, trot at a pace capable of negotiating poles, and canter in a forward motion as in performing a flying lead change or approaching a fence.**
- 2. The required maneuvers will include the walk, trot, and canter in both directions; extended trot, stop, back, 180 forehand turn either direction, change of lead (simple or flying) either direction, and trot or canter over a jump, cross rail, cavalettis, ground poles or raised rails. Maximum height of 2'6" on any jump or 12" on any raised rails. Amateur and youth division to be limited to raised rails.**
- 3. Pole Distances:**
 - a. Walk poles: 30"**
 - b. Trot poles: 3'6"-4'**
 - c. Canter poles: 8'-10'**
- 4. Optional maneuvers may include extending the walk, extending the trot, hand gallop, leg yield at trot, stand quietly, trot through or around cones or chute, or some reasonable combination of maneuvers that would be expected of an English Versatility Pattern horse to perform.**
- 5. Patterns will consist of 10 to 15 maneuvers.**
- 6. The maneuvers may be arranged in various combinations with final approval by the judge.**
- 7. One of the suggested five patterns may be used, however a judge may utilize a different pattern as long as all required maneuvers and three or more optional maneuvers are included.**
- 8. No time limit.**

H. 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:

- 1. One-half point**
 - a. Each tick of log, pole, cone, plant or obstacle**
- 2. One-point penalties**
 - a. Over-bridled (per maneuver)**
 - b. Out of frame (per maneuver)**
 - c. Break of gait at walk or trot for 2 strides or less**
 - d. Wrong lead or out of lead for 2 strides or less**
 - e. Each hit, bite or stepping on a log, pole, cone, plant or any component of the obstacle.**
 - f. Both front or hind feet in a single-strided slot or space at a walk or trot**
 - g. Skipping over or failing to step into required space**
 - h. Split pole in cantering over poles**
 - i. Failure to meet the correct strides on trot-over and canter over pole obstacles**
 - j. Loss of forward motion during transitions**
 - k. Quick, short vertical strides (per maneuver)**
- 3. Three-point penalties**
 - a. Break of gait at walk or trot for more than two strides**
 - b. Break of gait at canter, except when correcting an incorrect lead**
 - c. Wrong lead or out of lead for more than 2 strides**
 - d. Knocking down an elevated pole, cone, barrel, plant, standard, obstacle or severely disturbing an obstacle**
 - e. Out of lead or cross-cantering more than two strides when changing leads, trotting more than three strides when making a simple lead change,**
 - f. Trotting three or more strides in a canter departure from a stop or walk.**
 - g. Over canted at the canter—(Outside hind leg consistently carried further in than inside front leg) per maneuver**

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English Versatility - Pattern 1



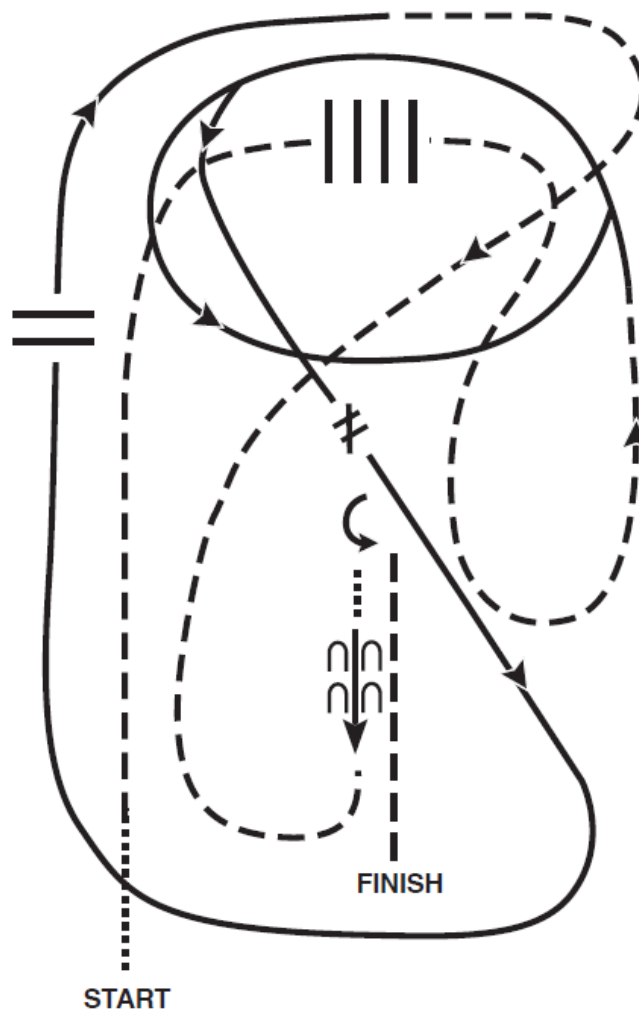
1. Walk From Gate
2. Stop. Forehand Turn either Direction
3. Extended Walk
4. Canter Right Lead
5. Change Leads Simple or Flying
6. Left Lead Building to Hand Gallop
7. Left Lead Hand Gallop Over one Raised Pole or Cavaletti/Jump
8. Collect Canter on Left Lead
9. Trot Right Diagonal
10. Trot Over Four Poles 3'3"
11. Leg Yield at Trot
12. Continue Trot Building to Extended Trot Up Center
13. Canter over Two Rails or Cavalettis
14. Canter Right Lead Around Top over two Cavalettis or Small Jumps
15. Stop and Back

Walk
Extended Walk	
Jog/Trot	----
Lope/Canter	=====
Hand Gallop	=====
Extended Trot	=====
Leg Yield	
Change Lead	≠
Gate	
Back	←←←
Judge	●
Marker	○
Sidepass	←←←

A diagram of a closed loop circuit. On the left side, there is a battery represented by four horizontal lines of increasing length. A solid line goes from the top of the battery, up, then right, then down, then left, forming a rectangular loop. On the right side, there is a resistor represented by a zigzag line. A dashed line goes from the top of the resistor, up, then right, then down, then left, forming a rectangular loop. The two loops share a common vertical segment in the middle, which contains a resistor symbol. A curved arrow on this shared segment indicates a clockwise direction of travel around the loop. The word "START" is at the bottom left, and "FINISH" is at the bottom right, both with arrows pointing upwards towards the shared segment.

- | | |
|---------------|-------|
| Walk | |
| Jog/Trot | ---- |
| Lope/Canter | — |
| Extended Trot | — |
| Leg Yield | |
| Change Lead | ≠ |
| Gate | ⌋ ⌋ ⌋ |
| Back | ← ← ← |
| Judge | Ⓢ |
| Marker | ○ |
| Sidepass | ← ← ← |

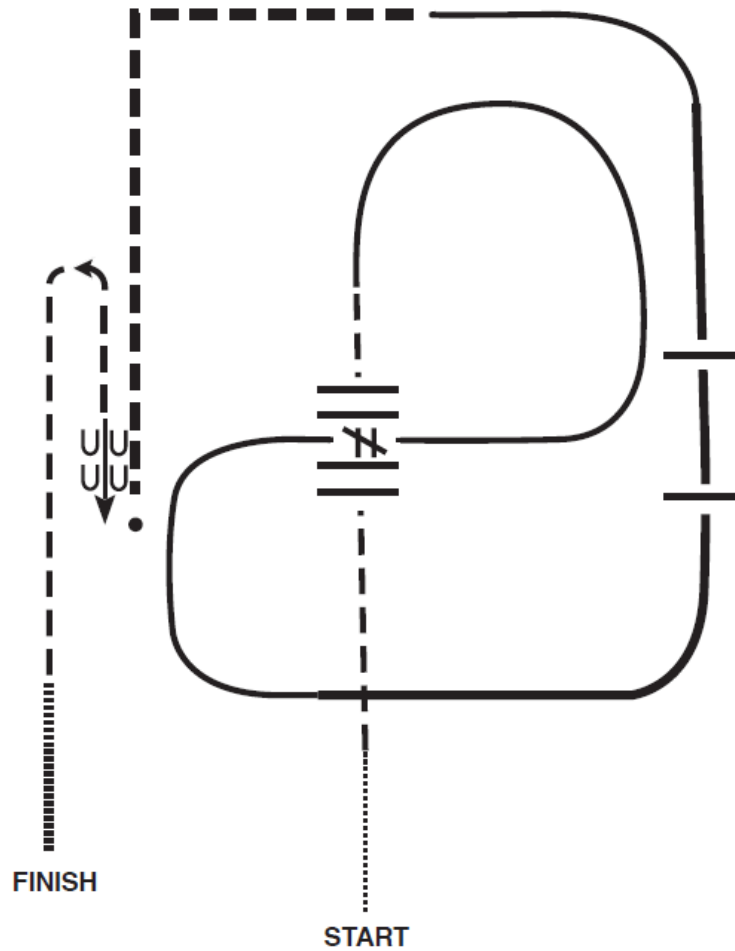
English Versatility - Pattern 3



1. Walk with Forward Energy
2. Trot Tracking to Right
3. Trot Four Poles
4. Leg Yield Right
5. Trot Half Circle to Left
6. Left Lead Canter Large Circle
7. Canter Across Diagonal Changing Leads in Center (Simple or Flying)
8. Right Lead Canter
9. Canter Two Rails, Cavalettis, or Small Jumps to top of pattern
10. Break to a Forward Trot Around End and Across Diagonal
11. Trot Up Center Line
12. Stop and Back
13. Walk Forward 180 Forehand Turn Left
14. Sitting Trot to exit

Walk
Jog/Trot	-----
Lope/Canter	=====
Extended Trot	=====
Leg Yield	
Change Lead	≠
Gate	⌋⌋⌋
Back	←←←
Judge	ⓐ
Marker	○
Sidepass	↔↔↔

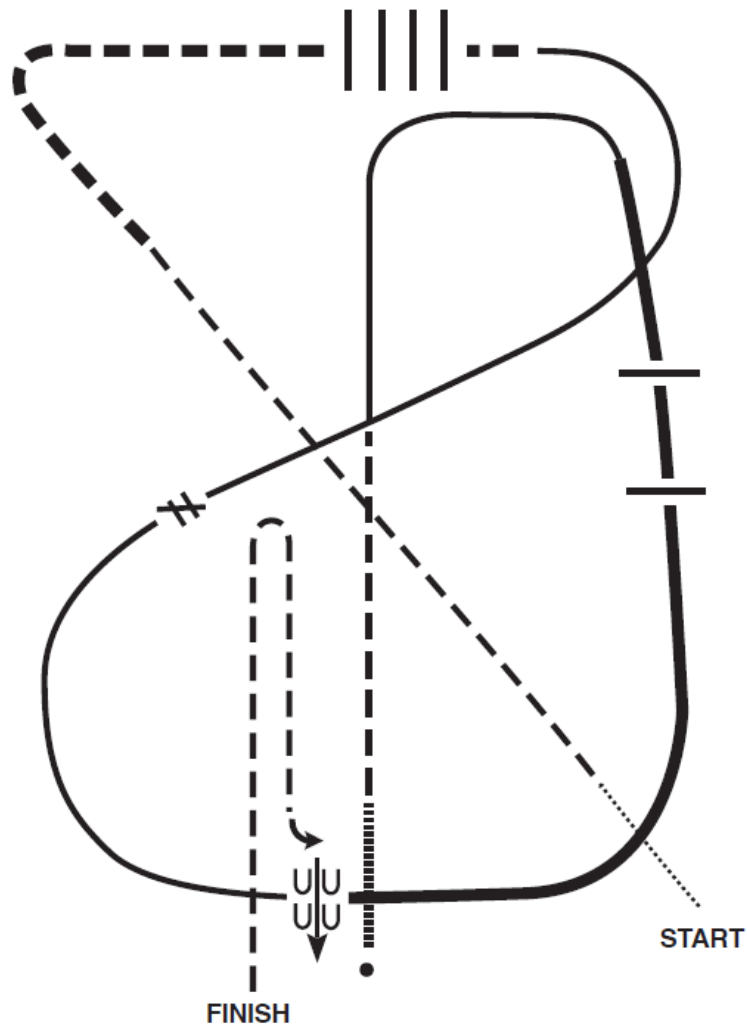
English Versatility - Pattern 4



1. Forward Walk from Gate
2. Trot Up Center
3. Trot 4 Poles 3'3"
4. Canter Right Lead
5. Canter Across Center
6. Change Leads (Simple or Flying)
7. Build to Hand Gallop on Left Lead
8. Hand Gallop Two Rails/Cavalettis or Small Jumps
9. Collect Canter
10. Extended Trot
11. Halt and Back
12. Forehand Turn Right
13. Sitting Trot
14. Extended Walk to Exit

Walk
Extended Walk	
Jog/Trot	----
Lope/Canter	—
Hand Gallop	=====
Extended Trot	=====
Leg Yield	
Change Lead	≠
Gate	—
Back	←←←
Judge	ⓐ
Marker	○
Sidepass	←←←

English Versatility - Pattern 5



1. Forward Walk from Gate
2. Trot Diagonal Line Building to Extended Trot
3. Extended trot
4. Extended Trot over Four Poles
5. Collect Trot and Canter Right Lead Around top
6. Right Lead Diagonal Line and Change Leads (Simple or Flying)
7. Left Lead Canter Building to Hand Gallop at center
8. Hand Gallop over two Rails, Cavalletis or Small Jumps
9. Collect and Canter Down Center
10. Sitting Trot Down Center Line
11. Walk
12. Halt and Back
13. Forehand Turn Right
14. Trot to Exit

Walk
Jog/Trot	-----
Lope/Canter	—————
Hand Gallop	=====
Extended Trot	=====
Leg Yield	
Change Lead	≠
Gate	—
Back	←←←
Judge	●
Marker	○
Sidepass	←←←

CONTROL # SC-247 – New Rule - The summary of the rule is to add the Western Versatility Pattern class for horses three years of age and over.

ORIGINATOR’S JUSTIFICATION FOR CHANGE AND IMPACT IF NOT PASSED:

We feel adding a Western Versatility Pattern class will help our breeders have another class to market their horses and showcase their talents. We feel this class will benefit the breeders, trainers and exhibitors. The purpose of this class is to demonstrate the versatility of the western performance horse. Horses will be allowed to cross all other classes except the ranch division.

ORIGINATOR’S INTENT FOR CHANGE:

We would like to offer this class as a pilot program for the 2025 APHA World Show, APHA Eastern Championships, APHA Western Championships and Euro Paint with it becoming a standard class in 2026 if this rule change proposal passes.

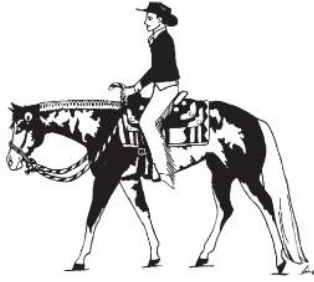
RULE BOOK CHANGE RECOMMENDATION:

SC-247. Western Versatility Pattern

For horses three years of age and older. This class may be offered in the Open (Junior and Senior), Amateur, Youth, and Walk-Trot divisions.

- A. 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.**
- B. Western Attire and Tack: See rule SC-235 & SC-240. Exception: Horses, of all ages, may be shown in a snaffle bit with one or two hands on the reins.**
- C. 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.**
- D. 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.**
- E. 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.**
- F. 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.**

- G. **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. Below is an example of the ideal head set.



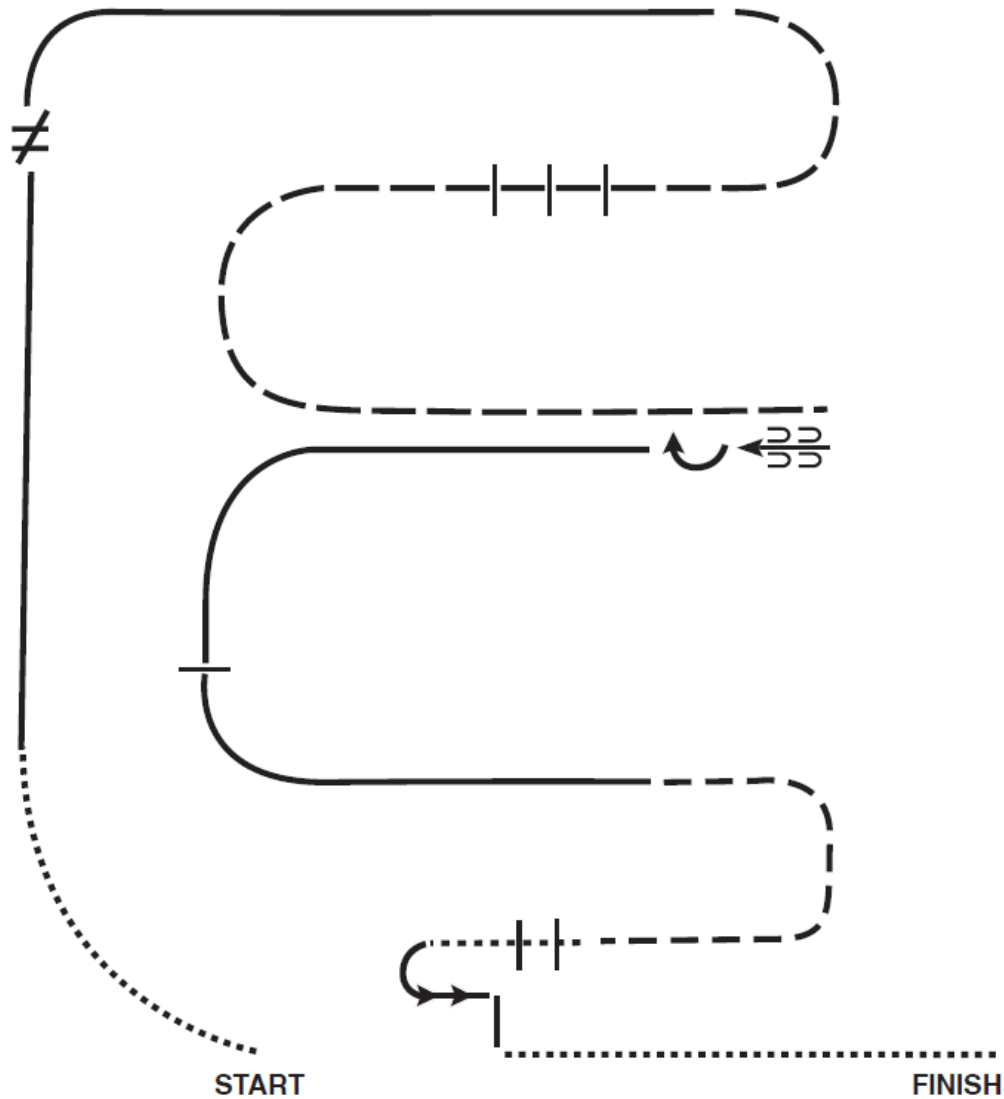
H. **CLASS REQUIREMENTS:**

1. 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.
 2. 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.
 3. Pole Distances:
 - a. Walk overs: 20"-24"
 - b. Trot Overs: 3'-3'3"
 - c. Lope overs: 6'-6½'
 4. 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.
 5. Patterns will consist of 10 to 15 maneuvers.
 6. The maneuvers may be arranged in various combinations with final approval by the judge.
 7. One of the suggested five patterns may be used, however a judge may utilize a different pattern as long as all required maneuvers and three or more optional maneuvers are included.
 8. No time limit.
- I. **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:
1. One-half point
 - a. Each tick of log, pole, cone, plant or obstacle
 2. One-point penalties
 - a. Over-bridled (per maneuver)
 - b. Out of frame (per maneuver)
 - c. Break of gait at walk or jog for 2 strides or less
 - d. Wrong lead or out of lead for 2 strides or less
 - e. Each hit, bite or stepping on a log, pole, cone, plant or any component of the obstacle.
 - f. Both front or hind feet in a single-strided slot or space at a walk or jog,
 - g. Skipping over or failing to step into required space
 - h. Split pole in lope-over
 - i. Failure to meet the correct strides on jog over and lope over log obstacles
 - j. Loss of forward motion during transitions
 - k. Quick, short vertical strides (per maneuver)

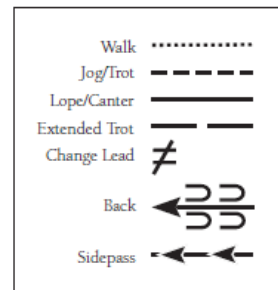
3. **Three-point penalties**
 - a. Break of gait at walk or jog for more than two strides
 - b. Break of gait at lope, except when correcting an incorrect lead
 - c. Wrong lead or out of lead for more than 2 strides
 - d. Knocking down an elevated pole, cone, barrel, plant, obstacle or severely disturbing an obstacle
 - e. Out of lead or cross-cantering more than two strides when changing leads, jogging more than three strides when making a simple lead change,
 - f. Jogging three or more strides in a lope departure from a stop or walk.
 - g. Over canted at the lope— (Outside hind leg consistently carried further in than inside front leg) per maneuver
 - h. 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.
 - i. Loss of cadence at any gait per maneuver
 - j. Over flexing or straining neck in head carriage so the nose is carried behind the vertical per maneuver
 - k. Opening mouth excessively per maneuver
 - l. A back that is poor, reluctant or with hesitation
 - m. Excessive nosing out per maneuver
 - n. Excessive movement of the topline at the lope per maneuver
 - o. Head Carried too low (tip of ear consistently below the withers)
 - p. Head Carried too high (tip of ear consistently above the withers)
 - q. Excessive slowness at any gait, loss of forward momentum
4. **Five-point penalties**
 - a. Blatant disobedience (kick, bite, buck, rear, etc)
 - b. Each refusal of a maneuver or obstacle.
 - c. Use of either hand to instill fear or praise
 - d. Holding the saddle horn
 - e. Spurring in front of the cinch
 - f. 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.
 - g. A horse which appears sullen, dull, lethargic, intimidated, emaciated, drawn or overly tired
5. **DISQUALIFICATIONS**
 - a. Eliminate or adding maneuver
 - b. Incomplete maneuver
 - c. Off pattern
 - d. Repeated blatant disobedience
 - e. Third cumulative refusal, balk, or evading an obstacle by shying or backing over entire course
 - f. Failure to ever demonstrate correct lead and/or gait as designated
 - g. Failure to complete obstacle, ie: Dropping rope gate and not picking it up
 - h. Fall of horse or exhibitor
 - i. Excessive schooling, pulling, turning, or backing anywhere on course
 - j. Use of two hands except with snaffle or hackamore, more than one finger between reins or any fingers between romal reins.
 - k. Use of romal other than outline in SC-240C
 - l. No attempt to perform an obstacle
 - m. Equipment failure that delays completion of pattern
 - n. Excessively or repeated touching the horse on the neck to lower the head

- o. 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**
- p. Failure to follow the correct line of travel between obstacles.**
- q. Illegal equipment**
- r. Willful abuse**
- s. Lameness**
- t. Unsportsmanlike conduct**

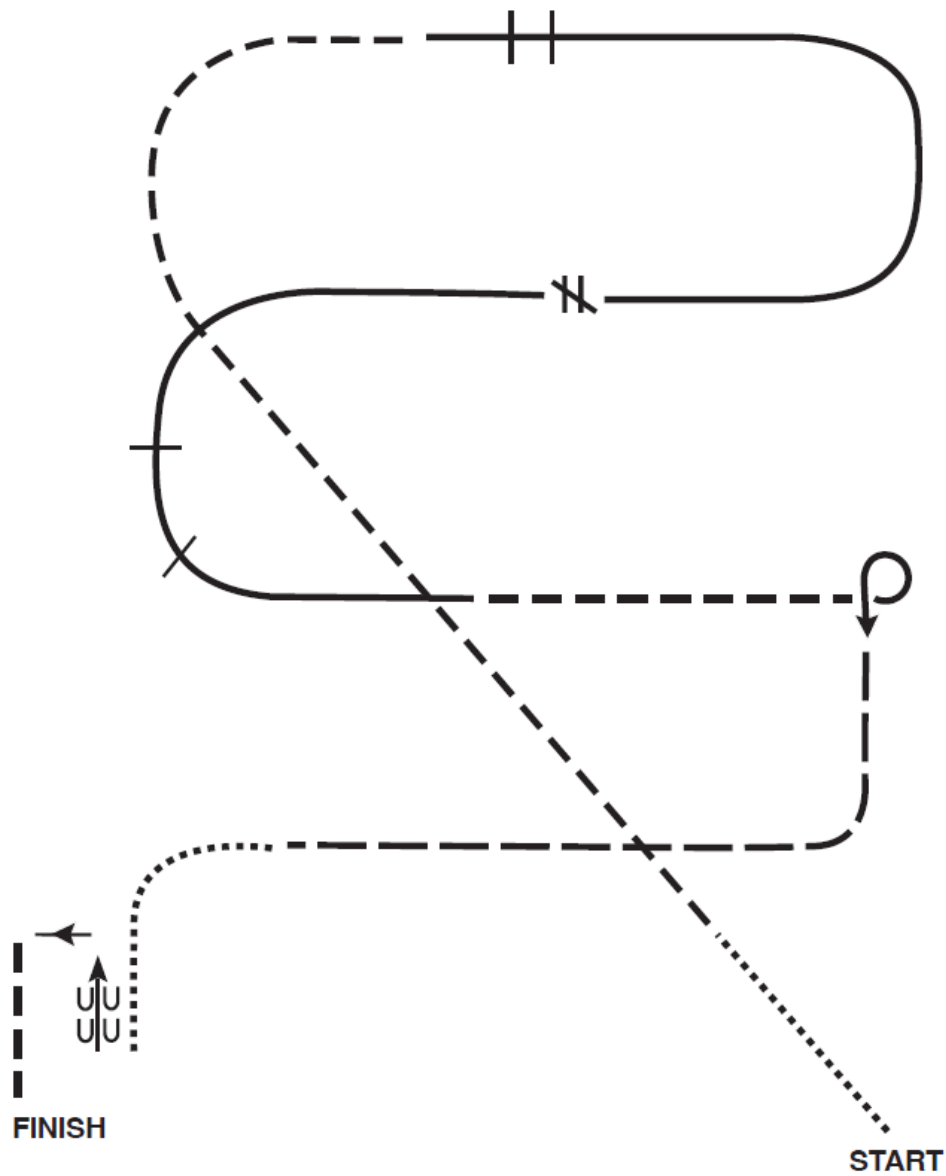
Western Versatility - Pattern 1



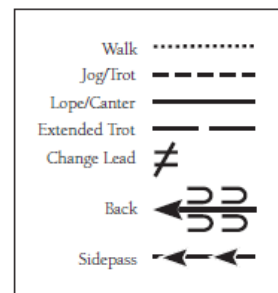
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|-------------------------------|-----------------------------------------------|
| 1. Walk | 9. 180 Turn Right |
| 2. Left Lead | 10. Left Lead Lope |
| 3. Simple change through Walk | 11. Lope over One Pole |
| 4. Right Lead | 12. Jog |
| 5. Jog | 13. Walk over Two Poles |
| 6. Jog three poles | 14. 180 Turn Left |
| 7. Extended jog | 15. Sidepass Right Over Pole and Walk to Exit |
| 8. Stop and Back | |



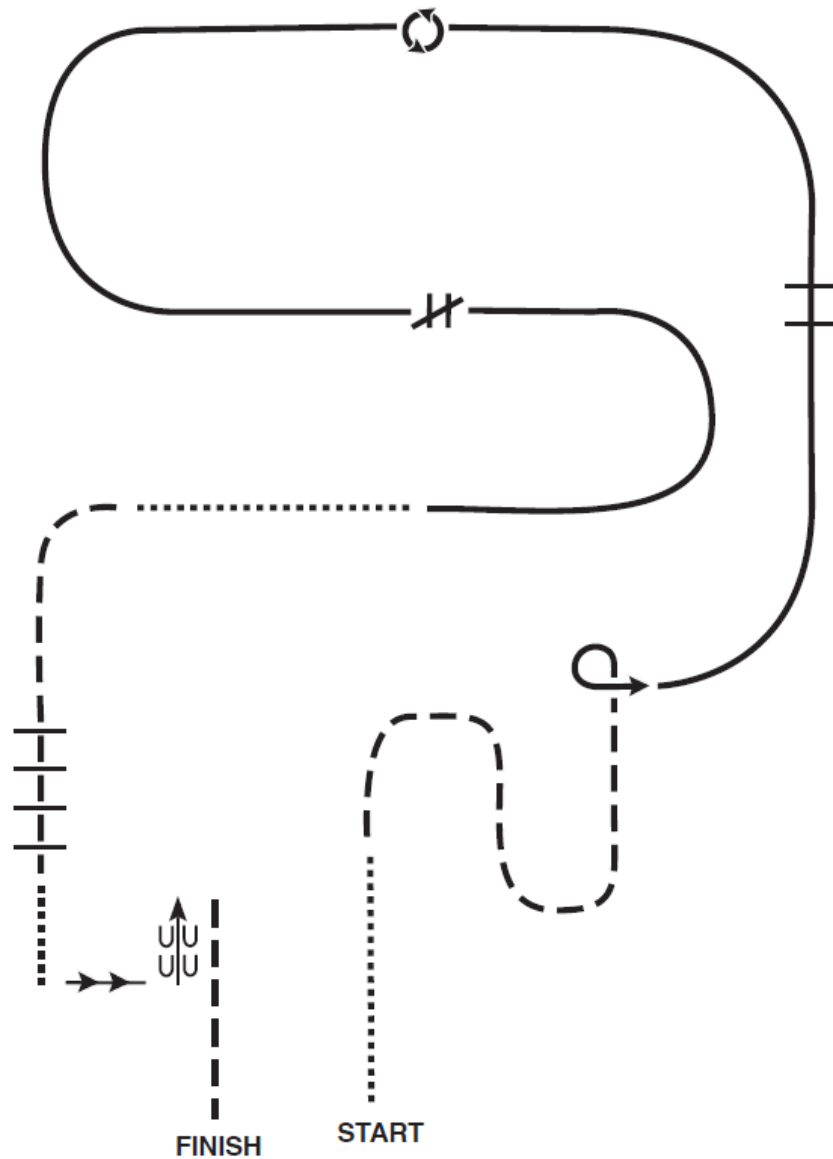
Western Versatility - Pattern 2



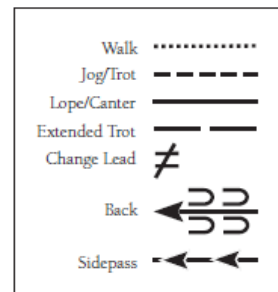
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|-----------------------------------|------------------------------|
| 1. Walk | 8. Stop 270 Left |
| 2. Jog Diagonal Line | 9. Extend Jog |
| 3. Right lead Over Two Poles | 10. Walk |
| 4. Lead Change (Simple or Flying) | 11. Stop and Back |
| 5. Left Lead | 12. Sidepass Right Over Pole |
| 6. Lope Over Two Poles | 13. Jog to Exit |
| 7. Jog | |



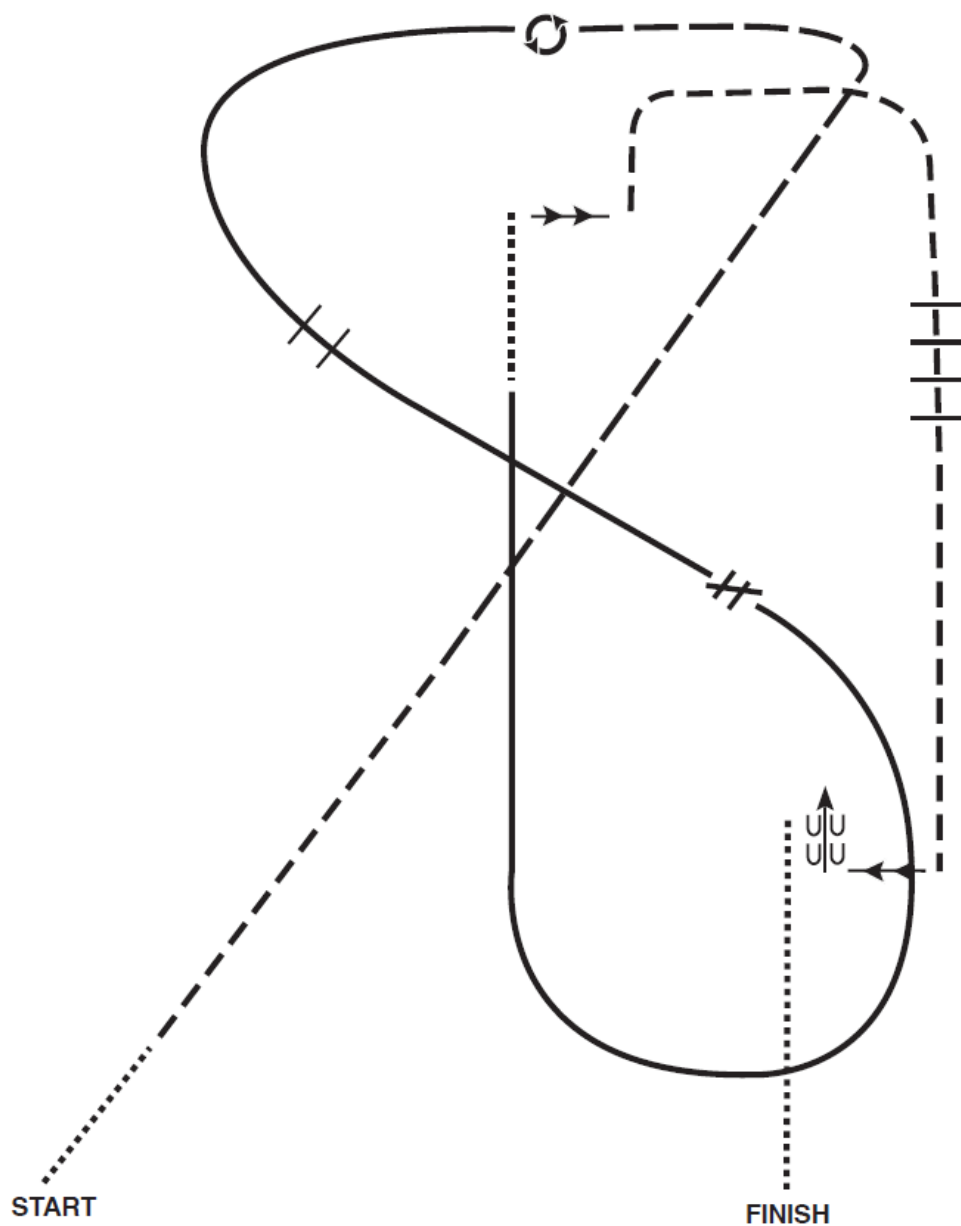
Western Versatility - Pattern 3



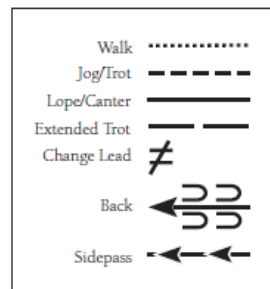
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|-----------------------------------|------------------------|
| 1. Walk | 9. Walk |
| 2. Jog serpentine | 10. Jog |
| 3. Stop 270 turn left | 11. Jog four Poles |
| 4. Left Lead | 12. Walk |
| 5. Lope over Two Poles | 13. Sidepass Pole Left |
| 6. Stop and 360 Left | 14. Back |
| 7. Left Lead | 15. Jog to Exit |
| 8. Lead Change (Simple or Flying) | |



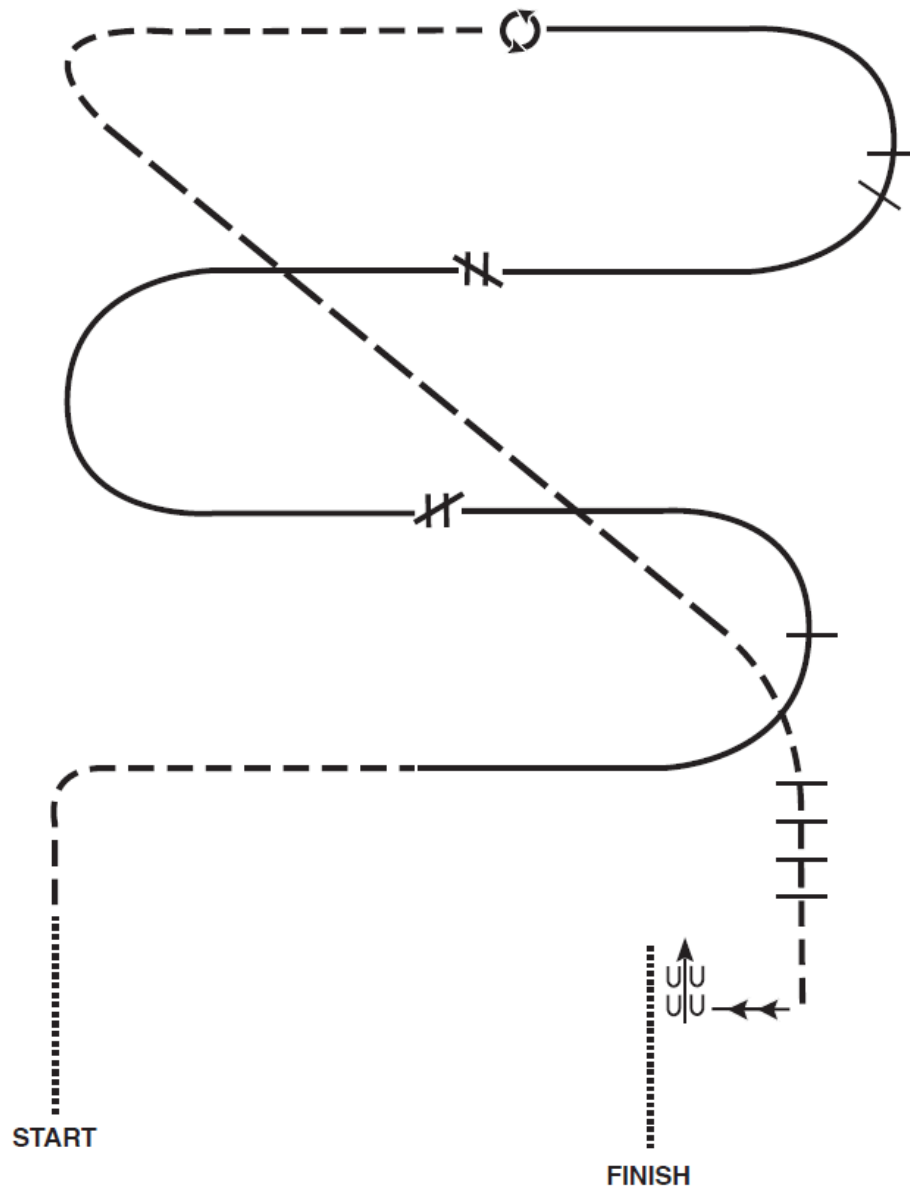
Western Versatility - Pattern 4



- | | |
|------------------------------------|-------------------------|
| 1. Walk | 9. Break to Walk |
| 2. Jog | 10. Sidepass Right |
| 3. Extended Jog | 11. Jog |
| 4. Stop 360 Left | 12. Jog over Four Poles |
| 5. Left Lead | 13. Sidepass Pole Left |
| 6. Lope Two Poles | 14. Back |
| 7. Change Leads (Simple or Flying) | 15. Walk to Exit |
| 8. Lope Right Lead Up Center | |



Western Versatility - Pattern 5



- | | |
|-----------------------------------|------------------------------------|
| 1. Walk | 9. Lope Two Poles |
| 2. Jog | 10. Stop 360 Left |
| 3. Left Lead Lope | 11. Jog |
| 4. Lope Over One Pole | 12. Extended Jog Diagonal Line |
| 5. Lead Change (Simple or Flying) | 13. Collect Jog and Jog Four Poles |
| 6. Right Lead | 14. Sidepass Right Over Pole |
| 7. Simple Change | 15. Back Exit at Walk |
| 8. Left Lead | |

