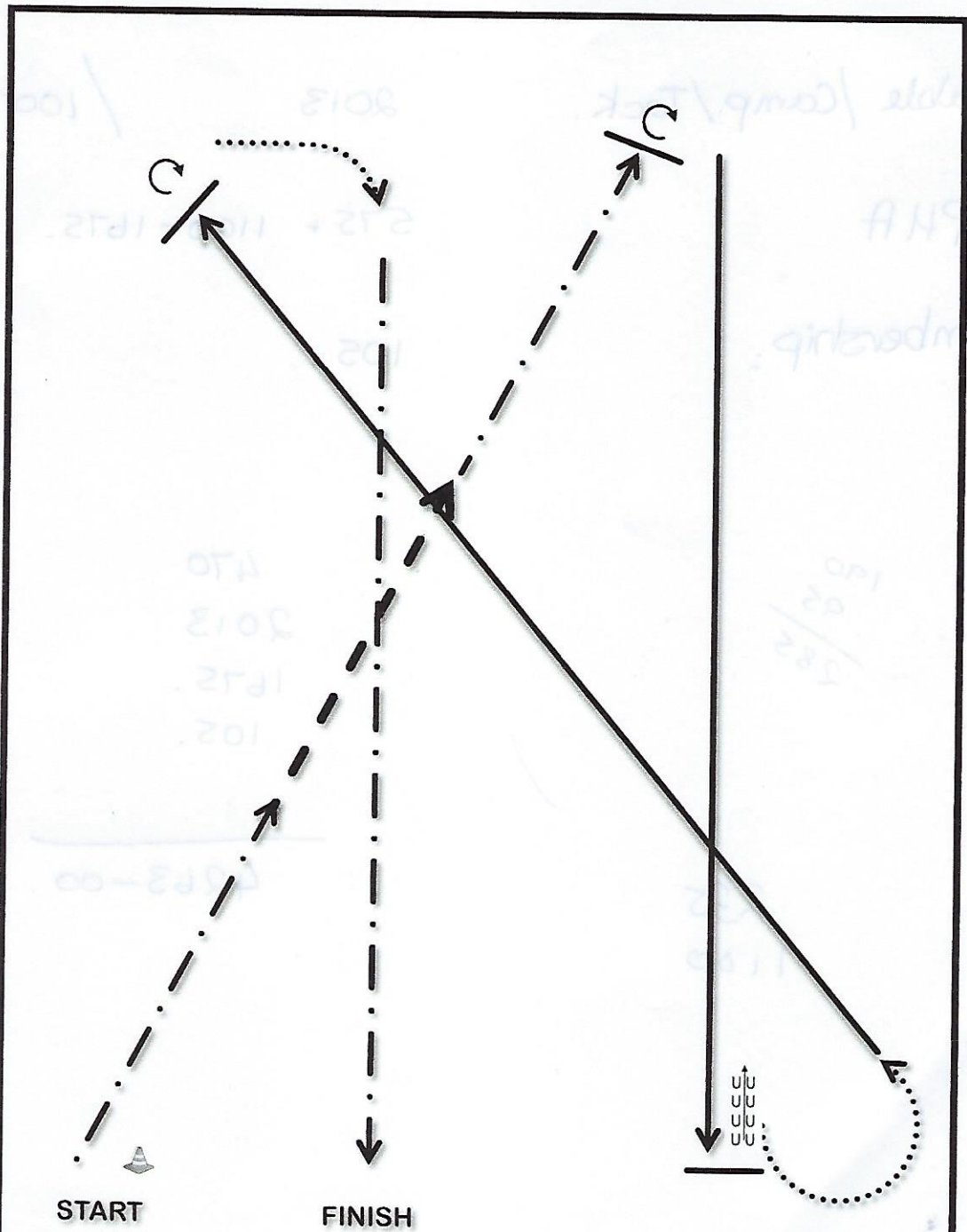


# Performance Pleasure Pattern #1



START

FINISH

1. Jog, extend jog, jog, stop
2. Turn right, lope RL
3. Stop, back, walk
4. Lope LL, stop
5. Turn right, walk
6. Jog to finish.

←.....	Walk	←.....	Jog	←.....	Extend Jog	←.....	Lope	←.....	Extend lope	=====	Back	nn	Side pass	↻	Turn	xx	Lead change
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### Performance Pleasure

Class Name: .....

Class # .....

**Penalties**, an exhibitor should be penalized in the pattern independent of the maneuver score and deducted from the final score as follows:

- 1 Point:**
- Break of gate at any pace for up to 2 strides
  - Each hit of or stepping on a log
  - Split pole in lope over
- 3 Points:**
- Wrong lead
  - Break of gate from more than 2 strides
  - Additional lead changes anywhere in the pattern (except when correcting an incorrect lead or extra change)

- 5 Points:**
- Failure to complete any maneuver
  - Blatant disobedience, including kicking, bucking & rearing
  - Holding the saddle, Loss of control, Loss of rein
- Disqualification:**
- Failure to display correct number
  - Abusing or excessive schooling in pattern
  - Fall by horse or rider
  - Off pattern, includes knocking over or wrong side of cone, never performing designated gait or lead.
  - 2 hands on a bridled horse

**Begin run with a manoeuvre score of 70      +3 to -3 in increments      0 as an average score      Style, Presentation & Suitability**  
 1 Developing, 2 Good, 3 Very Good, 4 Excellent, 5 Outstanding

Begin run with a score of 70      Tie Breaker 1: .....      Tie Breaker 2: .....      Tie Breaker 3: .....

	Manoeuvre Description	Jog	Ex Jog	Jog, Stop	Right turn	Lope RL	Stop	Back	Walk	Lope LL	Stop, Right turn	Walk, Jog	SP&S	Penalty Total	Score	Placing
	<b>Penalty</b>															
	Manoeuvre															
	<b>Penalty</b>															
	Manoeuvre															
	<b>Penalty</b>															
	Manoeuvre															
	<b>Penalty</b>															
	Manoeuvre															
	<b>Penalty</b>															
	Manoeuvre															

Judges Signature: .....

# in Class: .....

Time Finished: .....

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## **Introduction to Judging and Riding the Performance Pleasure Class**

The NPHA is proudly hosting the first Performance Pleasure Class. The AQHA are considering the class to be included in the next rule book in 2026.

Rules and scoring for this event are included with the score sheet for pattern 1.

### **What is the Performance Pleasure Class?**

A Class for individual performance by competitors to show what a pleasure their horse is to ride, having true and correct paces in the Walk, Jog and Lope. Horses would be asked to show in a Western Pleasure standard, on a predesignated pattern, which will show of their soft and flowing paces paired with other elements such as but not limited to, extensions of the jog and lope, turns, stops, simple and or flying changes and poles. Judges will be asked to score this event, using a specially designed template where the paces and all elements of the pattern will be scored.

The ideal Performance Pleasure horse has a free-flowing, rhythmical stride of reasonable length in keeping with the horse's conformation.

The horse should cover a reasonable amount of ground with little effort, they should be soft, balanced, comfortable, and willing throughout the pattern.

The horse should carry his head and neck in a relaxed and natural position, with his poll level with or slightly above the level of the withers. He should not carry his head behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving the resistant appearance.

The horse's frame should be consistent though out the pattern.

The horse should be responsive and smooth throughout the transitions.

Turns and back should be correct, soft, and rhythmical.

Extensions should show a lengthened stride and the same flowing motion.

Horses can be shown on a loose / draped rein or a soft contact.

### **The Aim of the Performance Pleasure event**

- Give every horse the equal opportunity to be judged.
- Give Judges time to assess and score the horses' movement, transitions, and other elements of the pattern.
- Improve the general standard of movement by removing the comparison of pace and class flow.
- Offer a gateway class into other events, such as Western Horsemanship, Western Riding and Trail
- To get enthusiasm and confidence back into the Western Pleasure
- To give riders the opportunity to learn and improve their horse by viewing the score sheet.
- To increase entries by allowing riders to enter multiple horses.
- Give spectators a beautiful event to watch and appreciate.

## **Performance Pleasure**

### **Available to Junior and Senior class divisions.**

The Performance Pleasure class is designed to evaluate the western pleasure horse's movement and ability to complete a designated pattern with correct paces, style, smooth transitions, while maintaining balance and self-carriage.

The ideal Performance Pleasure pattern will show 3 correct, soft paces that exhibit rhythm, soundness, grace, and balance, while exhibiting obedience and consistency throughout the pattern.

There will be 3 set patterns.

Each Judge will be asked to set the pattern prior to the commencement of the show.

### **Class Procedures**

- a) Exhibitors will enter the arena from the gate one at a time.
- b) Each competitor will leave the arena at the end of their pattern.

### **Patterns**

Each pattern will contain Walk, jog, and lope on the left and right lead and back.

Other elements that may be expected in patterns to include, but are not limited to, Turns and pivots, simple and or flying changes, side pass, extensions of the jog and lope and poles can be expected in the patterns.

### **Overall Appearance of Horse and rider**

Appropriate western attire must be worn.

Any clean, tidy legal western equipment is acceptable.

### **Performance Pleasure Horse Appearance and Performance**

The ideal Performance Pleasure horse has a free-flowing, rhythmical stride of reasonable length in keeping with his conformation.

The horse should cover a reasonable amount of ground with little effort, and be balanced, soft moving, and look comfortable, relaxed, and willing.

The horse should carry his head and neck in a relaxed and natural position, with his poll level with his wither. His head should be level with his nose either Infront of the vertical or on the vertical, being consistent with the collection required.

The horse should show a bright expression with his ears alert.

The horse should be responsive and smooth through transitions.

The horse can be shown on a loose rein or with light, soft contact.

Extensions should show a lengthened stride and the same flowing motion.

Turns and back should be correct, soft, and rhythmical, with the horse guided smoothly and willingly.

THE WALK should be a natural 4 beat gait. The horse should move straight and true with a reasonable length of stride in keeping with the horse.

THE JOG is a 2 beat diagonal gait that is even, straight and balanced showing self-carriage, with a reasonable length of stride in keeping with the horse.

THE LOPE is a rhythmical 3 beat gait. It should be balanced even and showing self-carriage, with a reasonable length of stride in keeping with the horse.

THE TURN should be as specified either on the forehand or the haunches. It should be completed with correctness and flow. The horse should accept a soft contact in the bridle and maintain a level topline. The emphasis should be on a soft responsive turn.

SIMPLE LEAD CHANGE may be done through the walk or jog, the horse should stay consistent throughout.

FLYING LEAD CHANGE should be executed with balance. Consistent pace before during and after the change. Horses should change back to front or at the same time.

POLES will be spaced as per pattern. Jog poles to be spaced between 91cm to 107cm. Lope poles to be between 183cm to 213cm.

SIDE-PASS should be executed with slight forward motion and front and back legs crossing over.

EXTENSIONS at the Jog and Lope should show an obvious difference, showing a lengthened stride with an increased pace.

TRANSITIONS to be soft and responsive with the horse being willing and accepting of the rider's aids.

THE BACK should be soft and willing with the horse moving rhythmical but not rushed. The horse should guide back from light contact.

**Scoring** will be from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, according to each pattern. Each maneuver will be scored from +3 to -3 with ½ point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties and should reflect the quality and purity of pace, consistency, obedience, and self-carriage.

+3 Excellent

+2 Very Good

+1 Good

0 average or correct,

-1 Poor

-2 Very Poor

-3 Extremely Poor

There will be an additional score from 1-5 for Style, Presentation, and Suitability.

To be scored

1 Developing

2 Good

3 Very Good

4 Excellent

5 Outstanding

#### Penalties.

An exhibitor should be penalized in the pattern independent of maneuvers scores and deducted from the final score as follows:

##### 1 point

- Break of gate at any pace for up to 2 strides
- each hit or stepping on a log or cone.
- split pole in lope over

##### 3 points

- wrong lead
- break of gate for more than 2 strides
- additional lead changes anywhere in the pattern (except when correcting an extra change or incorrect lead)

##### 5 points

- failure to complete any maneuver.
- blatant disobedience, including kicking, pawing, bucking, and rearing.
- holding the saddle
- loss of rein
- loss of control

##### Disqualification

- failure to display correct number.
- abusing or excessive schooling in pattern.
- A Fall by horse or rider
- Use of illegal equipment
- Off pattern, includes knocking over or wrong side of cone, never performing designated gait or lead.
- 2 hands on a Bridled horse

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**A Maneuver score will be reflected on correctness, ie a 4-beat walk, 2 beat jog, 3 beat lope will start on a 0. credit will then be given to:**

- Cadence
- Self-Carriage
- Responsive, smooth transitions
- Maintaining softness throughout paces
- Maintaining softness throughout maneuvers
- True extensions with lengthened stride
- Consistency in frame
- Eye appeal
- Pleasant attitude and willingness to please
- A loose/draped rein

**Faults to be scored according to severity and reflective in the negative maneuver score.**

- Excessive speed at any pace
- Excessive slowness at any pace
- Head carried too high.
- Head carried too low.
- Stumbling
- Excessive gapping, head tossing.
- Jogging with broken diagonals
- Lack of rhythm
- Over canted at the lope (where the outside hind foot is further to the inside of the arena, than the inside front foot) (4tracks)