

# 2008 WESTERN STATES DRILL TEAM COMPETITION SCORE SHEET

Freestyle Program

TEAM: \_\_\_\_\_  
 JUDGE: \_\_\_\_\_

**Spacing:** The maintaining of a uniform distance between all horses throughout an entire maneuver. Spacing may vary in succeeding maneuvers depending upon the requirements of the maneuver being performed. 100 Points \_\_\_\_\_

**Alignment:** Lines straight, properly aligned, both vertically and horizontally, circles evenly round and centered in the arena. Are the pairs/fours even side to side? Do the riders track directly behind the horse in front? 100 Points \_\_\_\_\_

**Timing & Coordination:** How the team members work together to perform the maneuvers. No missed holes, collisions, etc. 100 Points \_\_\_\_\_

**Briskness:** Precise execution, alertness and overall attitude of the team. 50 Points \_\_\_\_\_

**PERFORMANCE AND MANNERS OF HORSES**

**Performance of Horses:** Way of going, no broken gaits. 25 Points \_\_\_\_\_

**Manner of Horses:** Well-Mannered, suitability as a drill horse 15 Points \_\_\_\_\_

**ORIGINALITY, VARIETY AND ATTRACTIVENESS OF PATTERNS**

**Originality:** Original Patterns Used; also method of presentation of patterns 25 Points \_\_\_\_\_

**Variety:** Varied patterns used i.e.: pairs, fours, eights, oblique, pinwheels, etc. 25 Points \_\_\_\_\_

**Attractiveness of Patterns:** Symmetry and definition of maneuvers: also methods used for continuity in which one maneuver flows into another. 25 Points \_\_\_\_\_

**SPECTACULARITY AND CROWD APPEAL**

**Spectacularity:** Precision not to be sacrificed for speed, but speed to be noted because it is more difficult to perform a maneuver well at a faster tempo. Also liveliness and energy to complement music and patterns. 25 Points \_\_\_\_\_

**Crowd Appeal:** Drill performed in a manner pleasing to an audience; crowd appeal can include the manner in which the flags are presented and suitability of the drill music to maneuvers. 25 Points \_\_\_\_\_

**Degree of Difficulty:**

A team that performs a more difficult drill should get more credit than one that performs relatively easy maneuvers. Rate degree of difficulty from 1 to 75, with 75 being the most difficult. Difficulty is determined not only by the maneuvers itself, but also by the speed which it is ridden, and the closeness of the spacing between riders during the maneuver and the lack of "set up" maneuvers. 75 Points \_\_\_\_\_

**Horsemanship**

Equation as adapted for drill purposes, i.e., basic equation position, hands and the use of aids. 30 Points \_\_\_\_\_

**Flag Carriage:**

Proper observation of American Flag protocol: The American Flag(s) shall lead and/or be kept on the right always when in rows, columns or single file. Colors may be posted during maneuvers but when a team is in formation, the American Flag(s) shall be duly honored by being kept to the right. Each team must carry at least one (1) American Flag. 35 Points \_\_\_\_\_

**Manner in which the flags are carried:** Shafts perpendicular, forearm parallel to the ground, elbows should be flexed at a right angle, the emblem should be pointed forward: flags kept free and not allowed to wind around the pole. 15 Points \_\_\_\_\_

**GENERAL IMPRESSION:** Horses clean, in healthy working condition: no penalty for teams of mixed colors: equipment clean, neat, uniform and in good repair: uniforms clean, neat and in good repair. 30 Points \_\_\_\_\_

(700 Points Possible)

**TOTAL** \_\_\_\_\_

**BROKEN TACK AND/OR DROPPED FLAG:** Tack will include hats, leg bands, tail bow, pennants, etc., anything that has fallen to the ground, or makes it necessary to stop to repair it. (minus 5 points/occurrence) -5/occur Points \_\_\_\_\_

**FALL OF HORSE OR RIDER**

Fall as result of collision between 2 or more horses (minus 100 points) -100 Points \_\_\_\_\_

Fall not resulting from a collision (minus 25 points) -25 Points \_\_\_\_\_

**OVER ALLOTTED TIME:** Time allowed shall be 12 minutes from entry of first horse to exit of last horse. (minus 10/each minute or fraction thereof over) -10/ea minute Points \_\_\_\_\_

**DRILL TIME:** \_\_\_\_\_

**OFF COURSE:** Should the majority of a team be out of position, a drill master may elect to stop the team as well as the time clock and re-group. The Team may not start over but they can proceed from a point where last in proper position. The time clock will not be re-set and a 50 point penalty assessed. (minus 50 points) -50 Points \_\_\_\_\_

**RE-GROUP:** In the case of a fall of horse or rider, severe tack breakage, or medical emergency, a drill master may elect to re-group; or, should they be unable to continue at the present time due to the injury of horse or rider, they may request permission to leave the arena and re-start at the end of the draw. The time clock will not be reset and a 50 point penalty assessed. (minus 50 points) -50 Points \_\_\_\_\_

**PENALTY POINTS** **TOTAL** \_\_\_\_\_

**TOTAL SCORE** \_\_\_\_\_

**PENALTY POINTS** \_\_\_\_\_

**GRAND TOTAL FREE DRILL** \_\_\_\_\_

Signature of Judge: \_\_\_\_\_