

**2007 KMRR DRILL TEAM
COMPETITION SCORE SHEET**

TEAM _____

JUDGE _____ DRILL TIME _____

EXECUTION OF DRILL

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. 100 _____

Alignment: Lines are straight; riders are aligned when abreast and track when in columns; circles are round and centered. 100 _____

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

PERFORMANCE AND MANNERS OF HORSES

Performance of horses: Way of going, no broken gaits. 25 _____

Manners of horses: Well mannered, suitable as a drill horse; no kicking, biting, or bucking. 15 _____

ORIGINALITY AND UNIQUENESS OF PRESENTATION

Originality: Original pattern used; method used to present maneuvers. 25 _____

Variety: Different units used: single, pairs, fours, etc.; different patterns and maneuvers. 25 _____

Attractiveness of Patterns: Symmetry & definition of maneuvers; continuity & flow between maneuvers. 25 _____

DEGREE OF DIFFICULTY 100 _____

Difficulty of Maneuvers: Difficulty of maneuvers and overall drill to include: speed, closeness of spacing, lack of set-up maneuvers.

Speed: Speed at which maneuvers are performed, i.e. mostly walk, trot, canter, or gallop.

Flags: Number of riders carrying flags and size of flags. If American flags are carried, proper flag protocol must be followed.

Auditory Cues: Minimal use of whistle or verbal cues.

HORSEMANSHIP

Equitation & horsemanship as adapted for drill purposes, i.e., basic equitation position, hands, and the use of aids; riding true to discipline. 30 _____

SPECTACULARITY AND CROWD APPEAL

Spectacularity: Maneuvers performed at a faster pace while not sacrificing precision; music compliments the pace and maneuvers of the drill; manner in which the flags are presented. 25 _____

Crowd Appeal: Drill presented in a manner pleasing to an audience; can include the manner in which flags are presented and suitability of the drill music to the maneuvers. 25 _____

GENERAL IMPRESSION

Horses clean and in healthy working condition; equipment and uniforms clean, neat, uniform, and in good repair; riders have good attitude and smiles. 30 _____
No penalty for teams of mixed horse colors.

GROSS SCORE _____

PENALTIES (per occurrence)

Broken Tack or Dropped Equipment: Any piece of tack or adornment That requires the team to stop to fix it or any item that falls to the ground. Each item/occurrence is a 2 point penalty. <2> _____

Fall of Horse or Rider:
Fall as a result of a collision is a 100 point penalty. <100> _____

Fall not resulting from a collision is a 50 point penalty. <50> _____

Over/Under Allotted Time Constraints: Time of ride must be more than 8 minutes but no more than 12 minutes. Time is taken from first horse in to last horse out. A 2 point penalty each minute or fraction thereof over or under the limit. <2> _____

Off-Course/Regroup: <15> _____
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 15 point penalty assessed.

Regroup: 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 injury of horse or rider, they may request permission to leave the arena and complete their drill at the end of the draw. The time clock will not be re-set and a 15 point penalty assessed.

TOTAL PENALTIES _____

Judge's Signature

TOTAL SCORE _____
(625 points possible)