

**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)