

## KMRR DRILL COMPETITION SCORE CRITERIA

### EXECUTION OF DRILL:

- a) **Alignment and Spacing:** Correct alignment in maneuvers (i.e. straight lines, round circles), as well as quality, shall be used as a basis in determining the number of points awarded in this category. Spacing refers to the maintaining of a uniform distance between all horses throughout an entire maneuver. This distance may be varied in succeeding maneuvers.
- b) **Horsemanship:** Evaluate the skill level of the riders. Riders should have the proper seat for their particular riding discipline. Each rider should be focused on the team as a unit rather than on themselves. Riders should have proper posture and capable riding abilities. They should use proper leg cues and rein aids. Do the riders properly execute turns and changes to transition? Are they in control of their horses? Do the riders hit their horses with the reins or use excessive spurring?
- c) **Horse Performance:** The horses should be well mannered. Negative behaviors include: head tossing, biting, bucking and kicking. ***Horses will not be penalized for having their ears back or wringing of tails.***
- d) **Timing/Coordination/Continuity:** The drill should flow smoothly, with all riders working together to form an overall continuity between and during maneuvers. Are the connections between maneuvers good? Is the drill “centered” with the designated area or the whole arena for viewing ease of the audience?

### OVERALL APPEARANCE:

- a) **Overall Impression of Team:** Entry of the team should be evaluated; the entrance should make a good impression and be appealing to the judges and the audience. Throughout the drill performance how does the drill as a whole flow and does it appeal to the audience? What is the final impression of the team as it leaves the arena? Is the exit from the arena orderly and in continual flow of the drill? Was the exit original or unique in any way?
- b) **Crowd Appeal:** Drill performed in a manner pleasing to an audience. Crowd appeal can include the manner in which the flags, if any, are presented and the suitability of the drill music. Was the performance entertaining to you and the audience? Did the team smile and seem to be enjoying themselves as a unit? Does the music and the performance match in pace and rhythm of the drill patterns?
- c) **Pattern Originality, Variety and Attractiveness:** Are original and varied patterns presented? Is the drill presented to the best advantage of the viewing audience? Points should be awarded on the basis of drill variety (single file, pairs, fours, eights, ex.). Evaluate the variety of ways in which the drill is performed. Attractiveness of pattern means the symmetry and definition of each maneuver, in addition to the transitions between the maneuvers.
- d) **Degree of Difficulty:** Evaluate the difficulty of the maneuvers used and the precision with which they are performed. Did the team execute unique drills? Performance of drill should be brisk with continuing forward motion. Speed shall be noted because it is more difficult to do a maneuver well if it is done at a faster tempo. Precision shall not be sacrificed for speed.

Speed is to be considered only as an added point of spectacle. The team should also be evaluated on their preciseness, alertness and overall attitude.

- e) **Uniformity:** Attractiveness and distinctiveness of the team as a whole will carry a point value in the scoring. Does the team have overall eye appeal? There will be no points added or deleted for lack of matching of horses and/or equipment. Varied degrees of differences in uniform and tack may be noted by the judges, but will not be deducted in points.

**NEUTRAL ADDITIONS/DEDUCTIONS:**

- a) **Flags/Pendants:** Carrying flags is to be considered as an added point of spectacle and difficulty. Judging consideration should include the manner in which the flags are carried as well as maintaining proper flag protocol.
- b) **Broken Tack/Uniforms:** Riders are not to lose a hat or part of their costume.
- c) **Fall of Horse or Rider:** if a rider(s) fall due to a collision with another rider, 10 points shall be deducted for the fall. If the fall is note the result of a collision, only 5 points shall be deducted.
- d) **Over-Time:** A maximum of 12 minutes for the complete drill will be allowed. Time will be taken form the first rider in to the last rider out of the arena. Penalty for the overtime will be 2 points for each minute or fraction there of over the 12 minutes allowed.
- e) **Re-Group:** Re-grouping will be done ONLY under extenuating circumstances, such as a fall of either horse or rider or both, collision of two horses and riders, critical tack breakage or a medical emergency. Off-course is defined as a major part of the team being out of position or having lost its organization as opposed to one or toe riders being out of line. If a team becomes unable to continue for any of these circumstances, the Drill Master may ask the Judges for permission to re-group and halt their drill and re-start the drill from any point in the drill for a one-time penalty of 10 points. Should they be unable to continue, they may ask for permission to leave the arena and return at the end of the draw to complete their drill. In this case, time and all deductions would remain as during the original performance.