

STOCK HORSE OF WISCONSIN

FREESTYLE DRILL COMPETITION CRITERIA

- RIDERS:** Any number of riders are allowed (no minimum or maximum number required).
- TIME:** The drill shall be completed in under 12 minutes. Time will be taken from the first rider in to the last rider out of the arena. The head judge, in case of an accident or emergency, may allow a time out. Penalty for the overtime will be 2 points for each minute or fraction there of over the 12 minutes allowed.
- MUSIC:** Teams decide on their music choice (with appropriate lyrics). Points may be scored on how appropriate the music is to the maneuvers performed, as well as if the pace matches the horse's movements.
- EXPLANATION:** Primary emphasis is placed on the drill, team uniforms, tack, equitation and music.

JUDGING CRITERIA

EXECUTION (350 points)

Spacing, alignment, timing, coordination and briskness

Was the spacing consistent? Were the lines straight and properly aligned with circles that are evenly round and centered in the arena? Was the timing good with no rider racing or stopping to make position? Any missed holes or collisions? Were the connections between maneuvers good? Was the overall attitude of the team alert and their execution precise?

PERFORMANCE AND MANNERS OF HORSES (40 points)

Were the horses will mannered, with no bucking or kicking? Did the horses break gait? Were they suitable as a drill horse? Please note that there is no point deduction for horses with their ears pinned).

ORIGINALITY, VARIETY AND ATTRACTIVENESS OF PATTERNS (75 points)

Were original and varied patterns used, or were the same patterns repeated several times? Was there a variety of patterns (twos, fours, sixes, circles and line maneuvers mixed, echelons, pinwheels, etc.)? Were the patterns presented to the best advantage of the viewing audience?

SPECTACULARITY AND CROWN APPEAL (50 points)

Was the drill presented in a manner pleasing to the audience? Did the drill flow from one maneuver to another without a lot of set-up moves? Crowd appeal can include the manner in which flags (if carried) are presented, suitability of music to the maneuvers and the tempo of the drill to the music.

DEGREE OF DIFFICULTY (75 points)

A team that performs a more difficult drill will receive more credit than a team that performs relatively easy maneuvers. Rating the degree of difficulty is from 1 to 75, with 75 being extremely difficult. Difficulty is determined not only by the difficulty of the maneuver itself, but also by the speed at which it is ridden, the closeness of the spacing between riders during the maneuver and the lack of set-up maneuvers. Degree of difficulty can also be influenced by the correct flag protocol of the working flag(s) in contrast to posted non-working flag(s).

HORSEMANSHIP (30 points)

Equitation as adapted for drill team purposes (i.e. basic equitation position, hands and use or misuse of aids).

GENERAL IMPRESSION (30 points)

Horses are clean and in healthy working condition, tack and attire are clean, neat, uniform and in good repair.

PENALTIES (see score sheet for details)

Penalty points will be deducted in any of the penalty categories in which infractions occur.

EXECUTION (350 points)

- 100 points Spacing: The maintaining of a uniform distance between all of the horses throughout an entire maneuver. Spacing may vary in succeeding maneuvers, depending upon the requirements of the maneuver being performed.
- 100 points Alignment: Lines are straight, properly aligned both vertically and horizontally; circles are evenly round and centered in the arena. Are the pairs/fours even side to side? Do the riders track directly behind the rider in front of them?
- 100 points Timing and coordination: Does the team work together to perform the maneuvers with no missed holes, collisions, etc.?
- 50 points Briskness: Precise execution, alertness and overall attitude of the team.

PERFORMANCE AND MANNERS OF HORSES (40 points)

- 25 points Performance of horses: Way of going, no broken gaits.
- 15 points Manners of horses: Wall mannered, suitability as a drill team horse.

ORIGINALITY, VARIETY AND ATTRACTIVENESS OF PATTERNS (75 points)

- 25 points Originality: Original patterns used, method of presentation of patterns.
- 25 points Variety: Varied patterns used (pairs, fours, eights, echelons, pinwheels, etc.).
- 25 points Attractiveness of Patterns: Symmetry and definition of maneuvers; methods used for continuity in which one maneuver flows into another.

SPECTACULARITY AND CROWD APPEAL (50 points)

- 25 points Spectacularism: Precision not sacrificed for speed, but speed is noted due to increased difficulty. Liveliness and energy to compliment music and patterns is considered.
- 25 points Crowd Appeal: Drill performed in a manner pleasing to the audience; crowd appeal can include the manner in which the flags are presented and suitability of the drill music to the drill.

DEGREE OF DIFFICULTY (75 points)

- 75 points A team that performs a more difficult drill will receive more credit than one that performs relatively easy maneuvers. Rate the degree of difficulty from 1 to 75 points (75 most difficult). Difficulty is determined not only by the difficulty of the maneuver, but also by the speed at which it is ridden, the closeness of the spacing between riders during the maneuver and the lack of set-up maneuvers. Degree of difficulty can also be influenced by the correct flag protocol of the working flag(s) in contrast to posted non-working flag(s).

HORSEMANSHIP (30 points)

- 30 points Equitation as adapted for drill purposes such as basic equitation position, hands and the use of aids.

GENERAL IMPRESSION (30 points)

- 30 points Horses are clean and in healthy working condition – no penalty is assessed for teams of mixed colors; equipment is clean, neat, uniform and in good repair. Attire is clean, neat, uniform and in good repair.

TOTAL POSSIBLE SCORE – 650 POINTS

PENALTIES

Points are deducted for each occurrence

- 2 Broken tack and/or dropped flag: Tack shall include hats, leg bands, tail bows, pennants, etc. (anything that has fallen to the ground or makes it necessary to stop to repair). All equipment, tack and uniforms should be checked prior to entry into the arena.
- 10 Falls: Any fall as a result of a collision between two or more horses.
- 5 Falls: Any fall not as a result of a collision.
- 2 Over allowed time: Time allowed shall be no more than 12 minutes from entry of the first horse to exit of the last horse.
- 10 Regroup or off course: Regrouping will be done under extenuating circumstances such as a fall of a horse or rider, severe tack breakage or 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 two riders being out of line. Should a team be unable to continue for either circumstance, they may ask the timekeeper for permission to regroup. They may halt their drill and restart from any point in the drill for a one-time penalty of 10 points. Should they be unable to continue due to injury to a horse or rider, they may ask for permission to leave the arena and return at the end of the draw to complete their drill; time and all deductions will remain.

STOCK HORSE OF WISCONSIN (S.H.O.W.) MISSION STATEMENT

S.H.O.W. will supply a network of learning opportunities to develop the versatility of the stock horse and rider, as well as endorse activities and events allowing membership to apply acquired horsemanship skills.

STOCK HORSE OF WISCONSIN (S.H.O.W.) PURPOSE

S.H.O.W. will promote safe horsemanship and provide educational opportunities to all people interested in furthering their skills and relationship with their animal.