

# Mounted Drill Team Maneuvers

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## Single File Line or Column Of Ones

Single file line of riders with equal distance between each rider maintaining the same track.



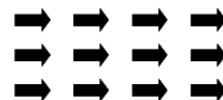
## Column Of Twos or Pairs

A column of pairs, side by side, with equal distance between each rider maintaining the same track.



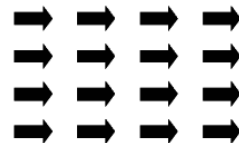
## Column Of Threes

A column of threes, side by side, with equal distance between each rider maintaining the same track.



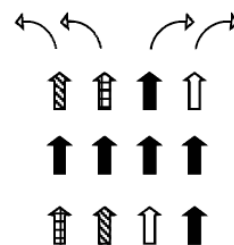
## Column Of Fours

A column of fours, side by side, with equal distance between riders maintaining the same track.



## Column Roll Back

Outside riders at the front of a column circle outwards to the rear of the column. The adjacent riders immediately follow and end up reversing positions with the first riders. The next set repeats the roll. The number of riders per set and rolling back may vary. When pairs roll back, they do not reverse their positions.



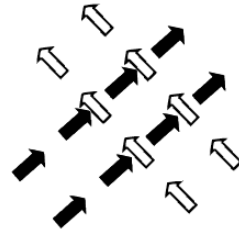
## Company Front or Single Line Abreast

Each rider, side by side, moving in the same direction.



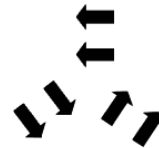
## Double Thread or Split

Columns of twos or pairs separated by a fixed distance cross with another column separated in the same fashion. Maneuver may be done in two or four separated columns.



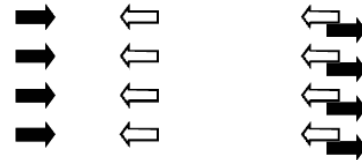
## Spoke

Two or more sets of riders in a closed plane curve traveling in the same direction with every set of riders equal distance from each other and equal distance from a fixed center. The number of sets, or riders per set may vary.



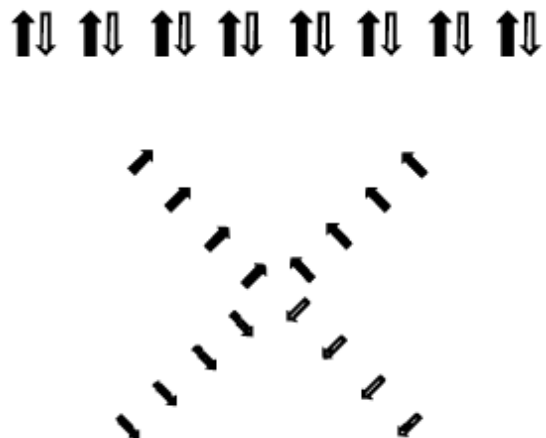
## Suicide Charge

Two lines of riders abreast approach and pass thru each other. Lateral spacing between riders may vary. This may be done with multiple lines.



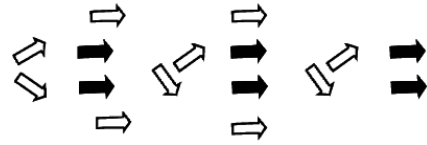
## Suicide Wheel

Riders in one line, alternately facing opposite directions, move forward into two distinct pinwheels with the four inside riders acting as pivots. These pinwheels will move in opposite directions with distance between each rider and cross thru each other at two points in the circle. Vary this maneuver by 2s, 4s, etc.



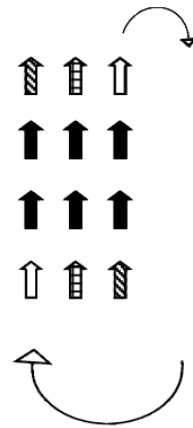
## Pole Bend

Columns of riders stand stationary as another column of pairs weave through the stationary pairs. The number of riders in the stationary sets, number of riders in the weaving sets may vary, and stationary sets may spread apart



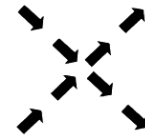
## Posse Roll

Sets of riders at the front of the column circle or roll back independently to the end of the column. Prior to falling in place at the end of the line, riders reverse order. The next set follows the first. The number of riders in the set, number of sets, and distance between sets may vary.



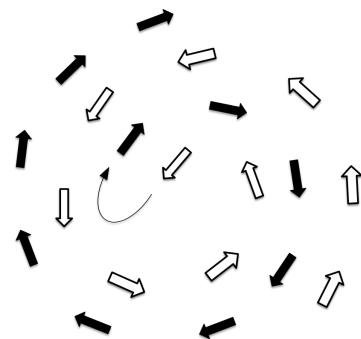
## Single File Cross

Single file lines crossing ahead of or behind each on-coming rider. Riders may approach from any angle.



## Spiral or Peel The Apple

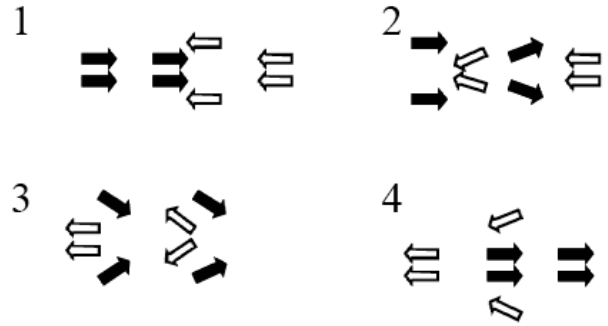
A single file line formed into one large circle. The lead rider gradually moves to the center of the circle essentially decreasing the size. Once near the center, the lead rider reverses the direction of the circle and passes the following riders on the outside. Spacing between riders should be consistent.





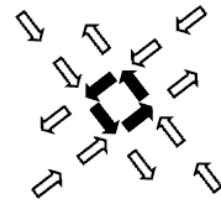
## Basket Weave

Columns approach from opposite directions and weave back and forth by passing thru each other. One column separates while the other column rides thru and then vice-versa until all sets have passed. The number in the columns may vary.



## Box Cross

Four columns of one or more riders cross directly behind the riders in front of them forming a box. This maneuver may be done in single file, 2s, 4s, etc.



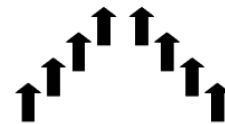
## Charro

A column of riders is passed through by another set of riders. The number of riders in the columns and in the sets may vary.



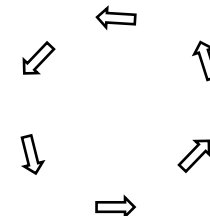
## Chevron, Wedge or "V"

Any number of riders form a moving point, wedge, or "V". One or two riders may lead and spacing should be consistent in the oblique lines.



## Circle

A closed plane curve with every rider equal distance from a fixed center. Riders may be in single file, pairs, or any combination.



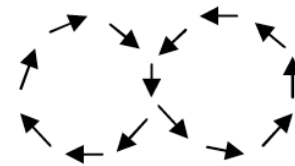
## Liberty Gate or Donut

A single line abreast splits in half with each newly formed set circling away from the other. The riders which were on the ends of the original line become pivots for their respective sets. Each set must complete at least a 360 degree turn.



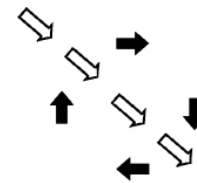
## Mock Figure Eight

Riders form two different circles which connect but do not overlap. Riders do not change circles. This maneuver may be done in single file, 2s, etc.



## Null & Void

Independent circle(s) crossed by a column(s) passing in front of or behind each approaching rider. This maneuver may be done in single or multiple columns, multiple circles, or 2s, etc.



## Oblique

Two or more riders with diagonal spacing. Lateral alignment may be from nose to knee or nose to hip. It may be done in 2s, 4s, 6s, etc.



## Pinwheel or Single Spoke

Two columns of riders in a closed plane curve with every set of riders equal distance from a fixed center point. May be done in singles, 2s, 4s, and 8s.



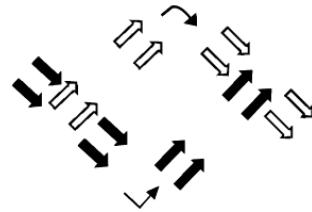
## Crack The Whip

Riders in a single line abreast circle in one direction as a unit using one side of the line as a pivot point.



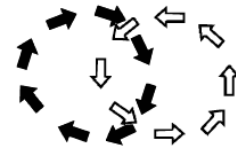
## Diamond Cross

Two lines, crossing ahead of or behind each oncoming set of rider(s), proceed to a certain point, then turn 90 degrees to cross again. This maneuver may be done in single file, 2s, 4s, etc., and approach from different directions.



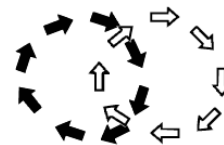
## Double Wedding Ring

Riders in two independent interlocking circles both circling in opposite directions. Riders do not change circles.



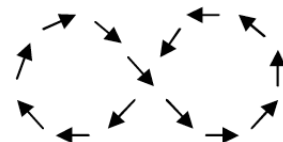
## Egg Beater

Riders in two independent interlocking circles both circling in the same direction. Riders do not change circles.



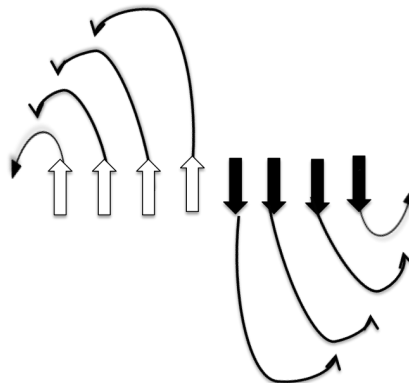
## Figure Eight

Riders form two different circles which connect but do not overlap. Riders change circles every revolution. This maneuver may be done in single file, 2s, etc.



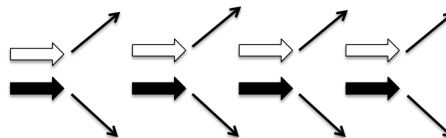
## Pinwheel or Single Spoke to Circle

Two columns with any number of riders facing in opposite direction. The outside riders on both ends of the line increase speed and ride to the inside arch of the circle. All riders in the Spoke follow until the circle is complete. Also done in reverse order; Circle to Pinwheel and/or Single Spoke. Circle divides in half, with two lead riders of each line becoming the pivot. Remaining riders follow to form the Pinwheel and/or Spoke.



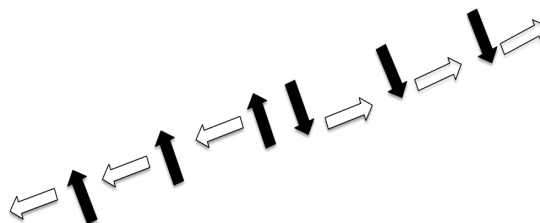
## 45 Degree Turn To Wall

Column of riders turning away or into each other at a 45 degree slant.



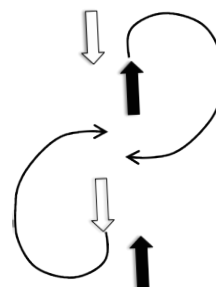
## Opposite Direction Double Charro

Two single file lines of riders, traveling in opposite direction are passed thru by two parallel lines also traveling from opposite direction. All parallel riders pass thru both lines at the same time.



## 270 Degree Single Line Turn

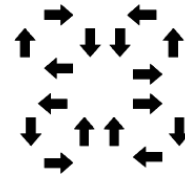
Two single file lines approach from opposite directions, riders roll a 270 degree turn, passing the rider directly behind them, crossing both lines.





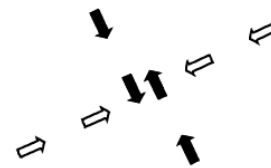
## Four Leaf Clover

Riders in four closed plane curves equal distance from a fixed point. This maneuver may be done single file, 2s, etc; interlocking, meshing, or with a box cross.



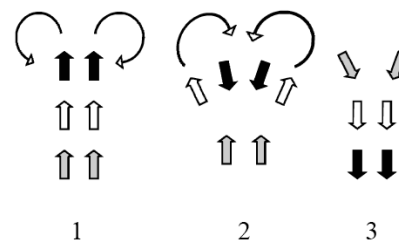
## Four Way Cross

Four columns cross alternately. One set from two opposite columns pass by each other then one set from the two remaining columns pass each other behind the set from the other columns crossing alternately until all sets have crossed. This maneuver is not a Box Cross. It may be done in single file, 2s, etc.



## Heart

The first set in a column separate and form a set in the reverse direction. The remaining sets separate and ride outside of the first set then turn in and form sets following the first set. The number of riders may vary in the sets.



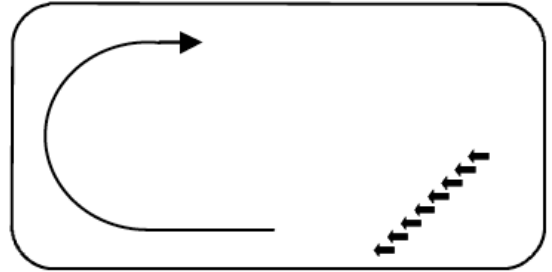
## Herringbone

Two lines of riders canted at 45 degree ride through a duplicate line from the opposite direction. This maneuver may be done in multiple lines and any number of sets of riders



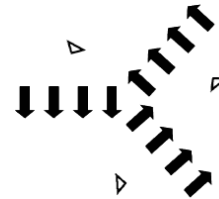
## Arena Sweep

Any number of riders in an oblique traveling the perimeter of the arena. Riders must travel a distance equal to or greater than half the circumference of the arena.



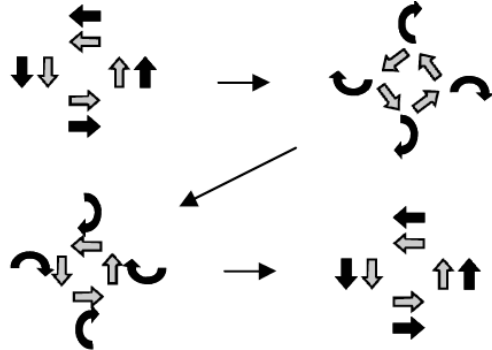
## Three Spoke

Three columns of riders in a closed plane curve with every set of riders equal distance from a fixed center point and from each other. This maneuver may be done in singles, 2s, 4s, and 8s.



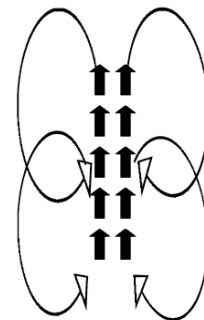
## Tornado

Four sets form a box cross. The outside riders from each set independently circle out and the inside riders circle in forming one circle. The riders then form back up with their original set and complete the box cross. The number of riders in the sets may vary.



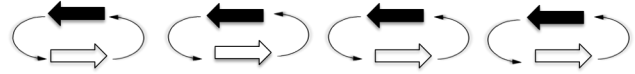
## Touch & Go

The front set of riders in a column split and circle back. They briefly form up with a middle set in the column and then circle back to form up with the original set at the end of the column. The number of riders per set may vary.



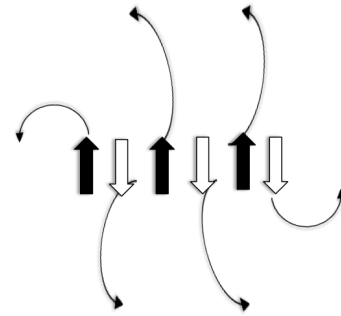
## Do-Si-Do

Riders in two lines approach from opposite directions, turn 180 degrees around each other, riding back the direction they came. Spacing between riders may vary. The maneuver may be done in sequence or simultaneously as a group.



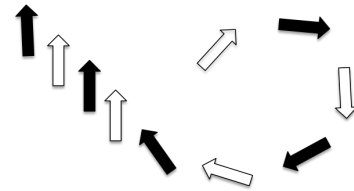
## Suicide Charge To Circle

Two parallel lines of riders approach each other head on. Once the two lines have passed thru, the two outside riders roll 180 degrees to start a circle. Remaining riders pass thru continuing to form the outer edges of the circle.



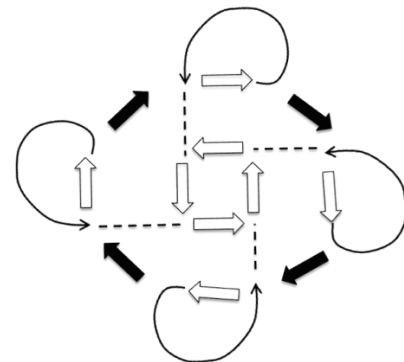
## Circle To Arena Sweep

Riders in a closed plane curve, at an equal distance from a fixed center point follows a lead rider away from the circle. All remaining riders follow suite, cutting the curve to form an oblique. When all riders are in the oblique formation, begin the Arena Sweep.



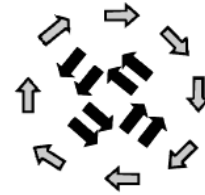
## Circle With Box Center

Riders in a closed plane curve, each equal distance from a fixed center point. Alternating riders roll back and cross thru the center of the circle, to form a Box.



## Wagon Wheel

Two or more sets of riders in a closed plane curve traveling in the same direction with every set of riders equal distance from each other, equal distance from a fixed center, and a separate circle of riders outside of the spoke traveling any direction. The number of spokes and riders in sets may vary



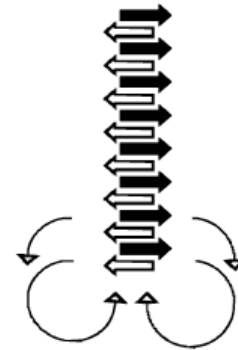
## Weave

Two columns of riders approach from opposite directions and weave thru each other. This maneuver may be done in single file, 2s, 4s and multiple columns from both directions.



## Zipper

Riders form one stationary line, alternately facing opposite directions. The two end riders on the same end move forward and complete a 270 degree turn to pair up and travel thru the remaining riders. Remaining riders will follow the original two riders. Riders from the near or far end may begin the zipper.



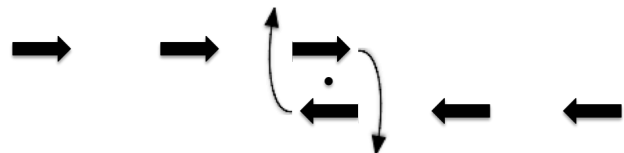
## Interlocking Single Line Abreast

Two single file lines, approaching from opposite directions, mesh into one single line abreast.



## 90 Degree Turn On Center

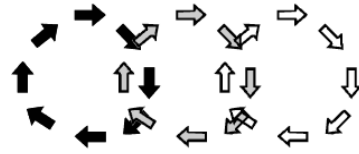
Two single file lines, turning 90 degrees around a designated point.





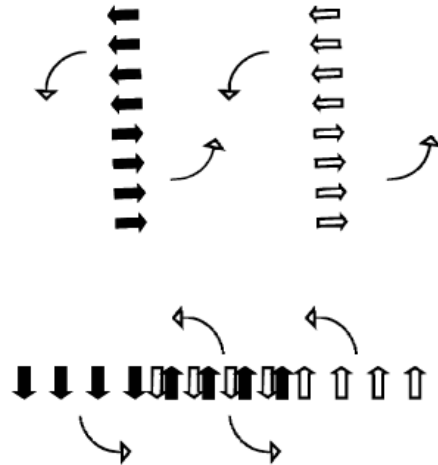
## Interlocking Circles

Multiple circles overlapping or interlocking. The number of circles may vary and rider per set.



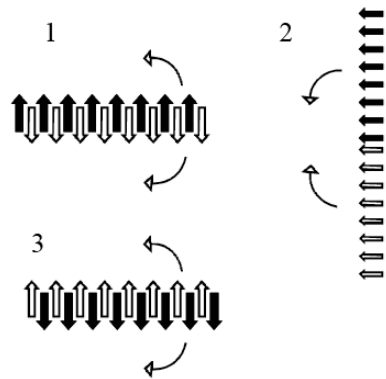
## Interlocking Fan

Two pinwheels, with distance between each rider, circle in the same direction. Half of each pinwheel will cross with the other pinwheel momentarily forming a single line abreast. During the cross, inside riders are alternately facing opposite directions and outside riders remain in the same direction.



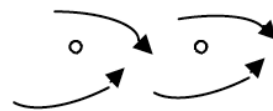
## Itsy Bitsy Spider

Two lines abreast, facing opposite directions, mesh together. The end riders on the same end of each line begin opposite circles. The lines complete 180 degree turns and come back to form one line. The pivot riders now become swing riders and begin circles in the other direction. A minimum of two 180 degree turns is required. The number of riders in each line may vary.



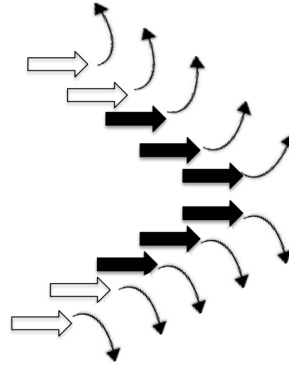
## Lace The Boot

Two lines traveling in the same direction weave through each other around an imaginary point. The maneuver may be done in single file, 2s, 3s, etc.



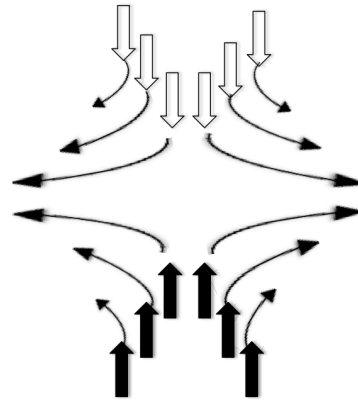
## Chevron With Center Break

Riders roll out from both sides of the maneuver. All riders may roll out at once by single file, by pairs, or in groups.



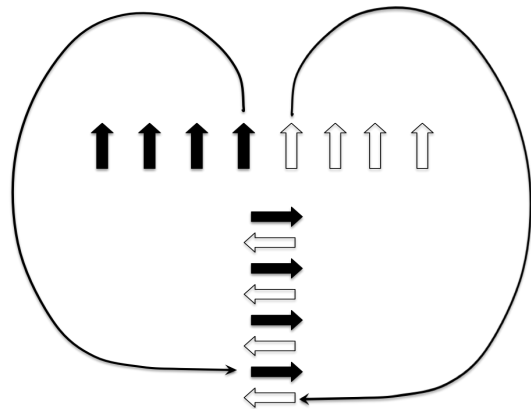
## Half Team Sweeps To Chevrons

Two half team Sweeps meet in a Chevron formation, one from each side of the arena, forming two Chevrons approaching head-on. Lead riders separate and sweep away from their original Chevron to meet lead riders from on-coming Chevron, forming Chevrons in opposite directions.



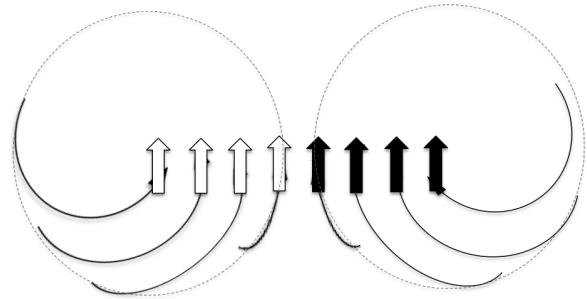
## Liberty Gate or Donut To Suicide Charge

Both halves of a Liberty Gate and/or Donut begins a circular motion revolving 270 degrees to face each other, the lines open laterally and riders pass thru the oncoming line to perform a Suicide Charge.



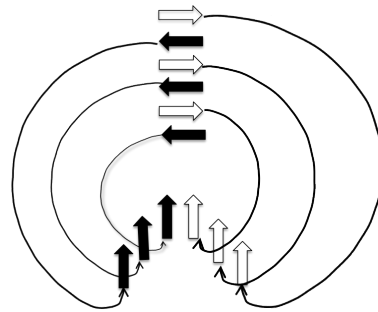
## Figure Eight To Company Front

Riders change circles by riding one circle, then the other intersecting circle. Lead riders meet as pairs. Riders in each circle follow, cutting the curve and move up to form a Company Front.



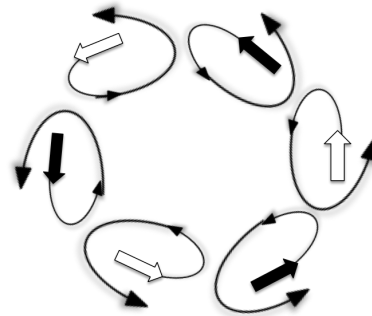
## Suicide Wheel To Chevron

Two parallel lines come together, with every other rider in opposite direction. Center riders are moving pivots, as the outside riders rotate both halves of the line forward in a circular motion. At a given point, lines separate and fold back into a Chevron formation.



## 360 Degree Turns

Columns of pairs, 3s, 4s, etc., turning 360 degrees. Spacing and/or maneuver may vary.



## Circle Break

Riders in a closed plane curve, each at an equal distance from a fixed center point break in half, following each leader of the half, across the center of the circle. Riders pass left to left when circling clockwise, right to right if going counter clockwise.

