

2025-2026
SOUTHEAST MOUNTED DRILL TEAM ASSOCIATION
OPEN AND 4-H MOUNTED DRILL TEAM RULES

We at Southeast Mounted Drill Team Association are dedicated to the growth of both the rider and team as a whole by providing a fair and competitive environment.



Show Season runs September 1 through August 31

2025 - 2026 SEMDTA Competition Dates

All Shows are 2 days: Saturday and Sunday
Patriot, Green, Wild Card and Intermediate (Saturday)
Novice and Advanced (Sunday)

September 19-21, 2025 - Tiger, GA - Rabun Arena

November 14-16, 2025 - Tiger, GA - Rabun Arena

February 20-22, 2026 - Statesboro, GA - Bulloch Co Ag Center

April 17-19, 2026 - Tiger, GA - Rabun Arena

June 19-21, 2026 - Gainesville, GA - Chiccoppee Woods (**SE Regional Championship**)

Updated July 2025

CLASSES

(Must have a minimum of 2 teams in a Class)

A minimum of four (4) minutes and a maximum of six (6) minutes is allowed for all classes

FREESTYLE: Any number of riders allowed. Music of choice. Points will be scored on how well the music fit the maneuvers performed and the pace the horses set. Primary emphasis shall be placed on the drill, uniforms, tack, equitation and music.

THEME: Any number of riders allowed. Music of choice. Patriotic costumes are only allowed in the Patriot Class. Points will be scored on how well the music fit the maneuvers performed and the pace the horses set as well as the appropriateness of the music and costume to the theme of the drill. Safe props are allowed to enhance your Theme. Props must be set up during your courtesy lap. ***(Green and Novice Division only: no flags or props may be carried by riders!)***

PATRIOT: Any number of riders allowed. Team must utilize patriotic costumes, content and music. Flags are not mandatory; however, if flags are not utilized, this will affect the team's degree of difficulty and patriotic content scores. Teams that enter this class will be required to participate in the Opening Ceremony on Saturday morning (all teams at once), We will begin our competition on Saturday with Patriot immediately following the Opening Ceremony.

QUADS: Team of four (4) riders. Quad teams will be considered part of your full team (must be same full team, same Division). If a team of 10 chooses to bring in four additional, different riders for Quad Classes, only the team of 10 will be eligible for awards, not the added riders.

WILD CARD: Any number of riders allowed. No restrictions on ages of riders. No restrictions on experience (Green, Novice, Intermediate and Advanced). ***Your full team has to participate for the extra ranking points. This class will not be judged and is strictly for fun (cones, egg and spoon race, ride a buck, etc.).*** Casual dress (no fancy costumes needed). Two ranking points will be awarded to teams in each Division that participates.

DIVISIONS

(Must have a minimum of 3 teams to win buckles and must compete in Quad and Full team classes)

GREEN: Walk Trot Only. No restrictions on ages of riders. Rider is considered Green for up to two (2) years. A Coach may decide if they want to move their Green team up after one year of competition. May have only (1) experienced rider in the Green Division. No flags or props. ***There will be a 15 point deduction for carrying flags or props per Judge.*** If a Green team rider rides in any other Division, they are no longer eligible to ride in the Green Division, including classes within the same show season.

NOVICE: Must demonstrate walk, trot and canter. No restrictions on ages of riders. No flags or props. ***There will be a 15 point deduction for carrying flags or props per Judge.*** Rider is considered Novice for up to two (2) years. A Coach may decide if they want to move their Novice team up after one year of competition. If a Novice team rider rides in any other Division, they are no longer eligible to ride in the Novice Division, including classes within the same show. When your team moves up, they must compete in Intermediate for 1 (one) year before going to the Advanced Division.

INTERMEDIATE: No Gait Restrictions. No restrictions on ages of riders. Riders are allowed to carry flags or props. There will be required maneuvers (see page 9). ***An Intermediate team rider cannot ride in the Advanced Division (Quad and Full Teams).***

ADVANCED: No Gait Restrictions . No restrictions on ages of riders. Riders are allowed to carry flags or props. There will be required maneuvers (see page 9) for your Theme and Freestyle drills. ***An Advanced team rider cannot ride in the Intermediate Division (Quad and Full Teams).***

RULES AND INFORMATION

Show Manager Has Final Decision Over all Rules

1. **Google Account:** You must have a Google (Gmail.com) email for us to grant you access to the practice sheet and Judges audio critiques. If you do not already have a Google account, go to Google drive and follow the steps to create one. Once you have set up the account, please send your new Gmail to SEMDTADirector@gmail.com for us to grant you access.
2. **Order of Go:** Once all entries are received Coaches will be notified via email that the Agenda, Order of Go, RV Assignments, Stall Assignments and Tack Stall Assignments have been posted on our website. *The Order of Go will remain the same for the show season.*
3. **Entry Forms:** Each team with a different name **must** have separate entry and release forms. Do not combine multiple teams onto one form. Any team without all of the proper signatures will not be allowed to compete, and no refunds will be given. **Signatures on our release forms are good for one calendar year. When you get a new rider, it is your responsibility as the Coach to have the new rider sign a release form and submit it.** All forms and full payment must be received by the entry deadline. **NO EXCEPTIONS!** Late penalties will be enforced. Any entries or payments received after the deadline will receive a 25 point deduction per Judge and per class entered (see score sheet).
REMINDER: Please make sure you are consistent throughout the year with your team name(s), in the Classes and Divisions entered to allow for accumulation of points towards the Regional Championship.
4. **Arena Practice Time:** A Google Practice Sheet is utilized for Coaches to schedule practice. We will have a practice sheet for Friday and Saturday. Practice is limited to 30 minutes per Head Coach (for your full and quad teams). Please be courteous and respectful of your fellow Coaches by exiting at the end of your arena time if someone is waiting. Show Management will not be playing music during arena time and the announcer booth will not be open.
To Sign Up for Practice:
 - a. Sign into your Google Account.
 - b. Go to Drive (under the dots on the far right side).
 - c. Go to Shared (will show you any files or folders that SEMDTA has shared with you).
 - d. Double click on Practice Sheet.
 - e. Fill in your team name AND Coaches name in the time slot you would like.
 - f. You do not have to save, just exit.
 - g. Times taken will show up on the SEMDTA website.
5. **Warm-Up Arena:** This arena is for warm-up **ONLY!!!!**
 - a. No standing horses in warm-up arena
 - b. No practicing of routine in warm-up arena
 - c. No socializing on horses (standing at rail) in warm-up arena
 - d. No photos taken in warm-up arena
 - e. Once you have warmed up your horses, exit the arena!!
6. **Ribbons, Awards and Buckles:** Ribbons will be given out for first through sixth placings only. Other placings will be announced but will not receive a ribbon. If you have 10 riders on your team and bring in an additional 4 different riders just for your Quad Classes, you will not receive 14 ribbons, awards or buckles, you will only receive 10.

7. **SE Regional Division Champion:** The team with the highest accumulation of ranking points in Quad and Full Team Classes in each Division; Green, Novice, Intermediate and Advanced (**for all five shows**) will be announced as our SEMDTA SE Regional Division Champion team and buckles will be given out to each rider in each Division. In order to receive buckles you must compete in 4 of the 5 SEMDTA competitions for the series. An additional award will be given to the Overall SEMDTA SE Regional Advanced Division Champion.
8. **General Scoring:** SEMDTA uses the ranking system to determine placings for all classes.

RANKING POINTS								
Example: there are 3 teams in a class								
	Judge 1 Score	Judge 1 Placing	Ranking Points	Judge 2 Score	Judge 2 Placing	Ranking Points	Overall Total Ranking Pts	Overall Placing
Theme								
Team A	585	1	3	530	2	2	5	1st
Team B	581	3	1	550	1	3	4	2nd
Team C	583	2	2	510	3	1	3	3rd

Ties will be broken by Overall Total points and then if still tied will be based off the Judges scoring starting with Execution of Drill (spacing, timing and alignment), Degree of Difficulty and then Horsemanship. Score sheets will be given out immediately following the competition.

9. **Coach of the Season:** Each season we will select one team's Coach to be the SEMDTA Coach of the Season. Throughout the show season, their leadership skills, integrity, timely submission of entry fees and forms, good sportsmanship, being a good role model, among other attributes.
10. **Flag Protocol:** Proper flag protocol and flag carriage must be maintained at all times during competition. All flags must have tops; must be balls or caps (no eagles, spikes, or spears due to safety concerns and insurance) during competition.
11. **Whistle:** Use of the whistle for maneuver changes during competition is at the discretion of each Head Coach.
12. **Re-Ride:** Will be requested by the Coach and will be at the discretion of the SEMDTA Director and Judges based upon uncontrollable circumstances (equipment failure related to the venue where competition is being held, severe storm, dog inadvertently running into arena, etc.).
13. **Arena:** You should look over the riding surface for dropped items before you enter for competition. Courtesy laps are a good time to inspect the arena floor. Any item in the arena at the end of your ride may receive the proper deductions. No cones or boundary markers are allowed **in the arena**.
14. **Courtesy Lap:** Each team may take a courtesy lap around the arena before your drill. Immediately following your courtesy lap, the team should line up at the gate and be ready to enter for their performance. You should give a thumbs up to the Announcer Booth when you are ready to begin your routine, ***please remember we cannot start the routine until the Judges say they are ready.***
15. **Gate:** Each team must have your own person to work the gates. For safety reasons gates must be closed during all classes.

16. **Pets: ABSOLUTELY NO PETS** will be allowed in the competition arena or stands at any time regardless if they are on a leash or just someone holding their pet. In all other areas, pets must be secured at all times. If pets are seen in the arena or stands, the show may be stopped until they are removed. If your pet displays disruptive behavior in other areas on the property such as continuous barking, etc., you will be asked to remove your pet from the area. **No Exceptions!**
17. **Children and Spectators: SAFETY!** Everyone must stay in or behind seating areas. Absolutely no one is allowed on or beside arena railing! The show will be stopped until safety is resumed.
18. **Barn Aisles: SAFETY!** Aisles must be kept clean and clear. Each team must assign a responsible adult to maintain cleanliness and organization of their stall area at all times. Tables, food, and empty chairs must be in a tack stall. Aisles must be swept and free of trash, hay, and empty chairs. **Any items found making an area unsafe will be removed. ABSOLUTELY NO RIDING IN THE BARN OR AISLES - this includes horses, bicycles, scooters, skateboards, roller blades, or any other transportation device. If a team rider(s) is caught riding in the barn, there will be a 25 point deduction per Judge per class (this will be strictly enforced)!**
19. **SOCIALIZING:** We want everyone to have a good time and enjoy socializing, however, there will be no loud music, music with profanity or disorderly conduct anywhere on the grounds. **Quiet hour is after ten.** This does not mean you have to stop socializing, just please be considerate of your fellow competitors.
20. **Coggins and Health Certificates:** Negative Coggins is required for all horses. If you are coming from another State, you will need to have a Health Certificate plus your Negative Coggins for the competition. The Coach needs to have a copy of ALL documentation in their possession.
21. **Absolutely no smoking in barns, arenas, restrooms, etc.** Venue rules apply at all times. There will be no exceptions to this rule.
22. **RV and/or Tent Parking:** There will be an RV/Tent chart posted on our website that will be updated as payments are received (first come, first served). No RV/Tent spots will be reserved or held until payment is received. Horse trailers are allowed to reserve an RV/Tent spot as long as someone is staying in them and are using power. No unoccupied horse trailers are allowed in the RV/Tent spots. Absolutely no trucks or cars are to be parked beside an RV/Tent spot. If you do not park correctly, you will be asked to move and reposition.
23. **Unacceptable Behavior:** SEMDTA has standards of behavior for riders, parents, Coaches and spectators at all events. This includes professionalism, respect, sportsmanship and courtesy to everyone. This means before, during and after a competition. The person or persons can be removed and not allowed to attend future competitions. **This will be strictly enforced!**
24. If anyone has an issue at any time during the competition weekend, you will need to come to the show office and report the issue to the Show Manager and they will handle the issue. Absolutely no one is to go and try to handle the issue on their own.
25. **Time:** Will be announced after each team's drill. Official Time Keeper's announced ride time is final!
26. **At no time is anyone allowed in the office except the Head Coach!**
27. **JUDGES DECISION IS FINAL!!!!**

DISQUALIFICATION

- A. **No** pyrotechnics are allowed at any competition anywhere on the property.
- B. **No person** on foot allowed in the arena at any time except for Emergency. Only people allowed in arena for an Emergency is Coach, parents of rider and appointed medical personnel. The other exceptions are show officials when necessary. Anyone else entering the arena except for the above mentioned will be cause for the team to be disqualified.
- C. **Immediately** following your courtesy lap, the team should line up at the gate and be ready to enter for their routine. Failure to do so will be cause for disqualification.
- D. **A rider** may not leave the arena and return during a routine. Team will be disqualified.
- E. **Flag Protocol:** Teams will be disqualified using any flag top other than ball or cap during regular competition.
- F. **A TEAM** will be disqualified and no score given if they do not perform the maneuvers in order as listed on their required maneuver forms (Intermediate and Advanced).

RULES FOR PROTESTS

A Grievance Committee will be designated by the SEMDTA Director. This committee will act upon protests arising out of matters pertaining to rules and eligibility. A grievance or protest must be made in writing and presented by the Coach only, accompanied by a \$100 cash fee during or immediately upon conclusion of the drill in question. Protests made by anyone other than a Coach will be considered invalid. The rider and/or riders and the reasons for the protest being filed must be designated (Division, Team Name, Riders). **Protestor's name will not be made public.** If the protest is upheld by the Grievance Committee, the deposit will be refunded to the Coach. If the protest is overruled, the deposit shall be forfeited to the Competition fund. The decision of the Committee is final. The Grievance Committee will not reverse the placing of the class if the protest is found to be invalid. If protest is found to be valid, placements will be adjusted accordingly. ***No protests, questions, or discussions regarding decisions of the show will be accepted or held after the awards ceremony.***

MUSIC AND INTRODUCTION RULES

1. Late music/introductions will receive a 25 point deduction per class entered.
2. Time does not permit for us to check all of your music to see what has changed from one show to the next. **PLEASE ONLY SEND CHANGES!!!!**
3. Due to rider turnover during the season, it is **STRONGLY** suggested that you omit riders names in your introductions. Come up with interesting and exciting write ups for your introductions.
4. It is **STRONGLY** suggested that you change your music each show season to avoid repetition.
5. Coaches must submit team introductions and music files through the SEMDTA website.
 - a. Visit semdta.org
 - b. Click on **SHOWS**
 - c. Click on current show date
 - d. Click on Class Introductions & Music Uploads
 - e. Fill in your name, phone number, and email
 - f. Select your team, the class, and division
 - g. Attach the class introduction file (pdf or doc)
 - h. Attach the class music (mp3): these can be found on the internet as MP3 music
 - i. Click Submit
6. **ABSOLUTELY NO SYMBOLS OR NUMBER SIGNS (#) CAN BE IN ANY FILE NAME.**
7. Introduction files must be in word or PDF format, typed, double-spaced, 12 point, Arial font. A header at the top should have the class name and team's full name. **Do not put the class number on the header!**

Example: Quad Theme Youth/4-H
Madison Co 4-H Cowboys & Angels Varsity
8. The files you upload via Class Introductions & Music Uploads should be saved with the Class Name first followed by your Team Name, i.e., **Quad Freestyle Open - Madison Varsity** (Hint: Check the show's Entry Form or Order of Go to get correct Class names). If you have a lengthy team name, please abbreviate.
9. No changes will be made in music or introduction files after we have received them and/or current show's deadline.
10. Once music and introduction files are received, the announcer will use them all season long. When or if you want to make a change, new music and/or introduction files must be emailed by the deadline entry date of a future show. **Please do not send all of your music or introduction files if there are no changes. Only send the music or introduction you are changing!!**
11. Absolutely no profanity and no bleep out for profanity!

FREESTYLE INTERMEDIATE CLASS EXPLANATION

A freestyle drill with 10 required maneuvers. Required maneuvers (6) will be the same every year. Additional required maneuvers (4) for the 2025-2026 season. All required maneuvers must be completed. Each maneuver will be scored from 0 to 15. The maneuvers may be done in any order. ***You must submit a new maneuver form for each show by the entry deadline date. You must list the required maneuvers WITH THE EXACT SAME NAME AS THEY ARE LISTED BELOW!***

Teams may use set up maneuvers to connect A and B (below). No penalty for extra maneuvers as long as the team does not go over the allotted time. Each team is required to submit in duplicate a list of your maneuvers in the order that they appear in your drill along with your entry and release forms. *Maneuver forms can be found on the SEMDTA website (SEMDTA.org) under Resources.* Each Judge will be given a copy.

A TEAM will be disqualified and no score given if they do not perform the maneuvers in order as listed on your maneuver form. It is the Coaches responsibility to know if the maneuvers are being done in order, not the Show Manager/Office.

A. Required Maneuvers:

1. Circle
2. Crack the Whip
3. Any Maneuver by Pairs
4. Any Maneuver by Fours
5. Single File Cross
6. Company Front

B. Additional Required Maneuvers:

1. Arena Sweep
2. Do-Si-Do
3. Figure Eight
4. Chevron

FREESTYLE ADVANCED CLASS EXPLANATION

A freestyle drill with 10 required maneuvers. Required maneuvers (6) will be the same every year. Additional required maneuvers (4) for the 2025-2026 season. All required maneuvers must be completed. Each maneuver will be scored from 0 to 15. The maneuvers may be done in any order. ***You must submit a new maneuver form for each show by the entry deadline date. You must list the required maneuvers WITH THE EXACT SAME NAME AS THEY ARE LISTED BELOW!***

Teams may use set up maneuvers to connect A and B (below). No penalty for extra maneuvers as long as the team does not go over the allotted time. Each team is required to submit in duplicate a list of your maneuvers in the order that they appear in your drill along with your entry and release forms. *Maneuver forms can be found on the SEMDTA website (SEMDTA.org) under Resources.* Each Judge will be given a copy.

A TEAM will be disqualified and no score given if they do not perform the maneuvers in order as listed on your maneuver form. It is the Coaches responsibility to know if the maneuvers are being done in order, not the Show Manager/Office.

A. Required Maneuvers:

1. Circle
2. Any Maneuver by Fours
3. Null and Void
4. Any Maneuver by Pairs
5. Pinwheel
6. Suicide Charge

B. Additional Required Maneuvers:

1. Shoot the Moon
2. Box Cross
3. Diamond Cross
4. 45 Degree Turn to Wall

THEME ADVANCED CLASS EXPLANATION

A Theme drill with 10 required maneuvers. Required maneuvers (6) will be the same every year. Additional required maneuvers (4) for the 2025-2026 season. All required maneuvers must be completed. Each maneuver will be scored from 0 to 15. The maneuvers may be done in any order. ***You must submit a new maneuver form for each show by the entry deadline date. You must list the required maneuvers WITH THE EXACT SAME NAME AS THEY ARE LISTED BELOW!***

Teams may use set up maneuvers to connect A and B (below). No penalty for extra maneuvers as long as the team does not go over the allotted time. Each team is required to submit in duplicate a list of your maneuvers in the order that they appear in your drill along with your entry and release forms. *Maneuver forms can be found on the SEMDTA website (SEMDTA.org) under Resources.* Each Judge will be given a copy.

A TEAM will be disqualified and no score given if they do not perform the maneuvers in order as listed on your maneuver form. It is the Coaches responsibility to know if the maneuvers are being done in order, not the Show Manager/Office.

A. Required Maneuvers:

1. Circle
2. Any Maneuver by Fours
3. Liberty Gate
4. Any Maneuver by Pairs
5. Pinwheel
6. Chevron

B. Additional Required Maneuvers:

1. Touch & Go
2. Null and Void
3. Charro
4. Egg Beater