



Washington Ladies Riding Club Association
HANDBOOK

WLRCA SCORING SYSTEM

SCORE SHEETS: Judges will be expected to complete all score sheets with individual category scores and comments for each team participating per event. Score sheets will be returned only to the participating team, and shall not be made public information

CRITERIA SHEETS: Judges have the option of using a criteria sheet to make their calculations. These sheets are **OPTIONAL** and will **NOT** be used by the Association for any scoring determinations.

OVER-ALL HIGH POINT: Teams earn scores in four (4) events which count toward the Over-All High Point: Parade, Compulsory, Free-Style and Short Program. The team with the highest total score from these four events will receive the WLRCA OVER-ALL HIGH POINT FLAG. (October 17, 2009)

TIE BREAKING CRITERIA

In the case of a tie the categories of ALIGNMENT and SPACING, which appear on ALL score sheets, will be used. The total points of all three judges in these categories will be used to break any tie and determine the winner. If there is still a tie, DEGREE OF DIFFICULTY category will be used. (October 17, 2009)

DEDUCTIONS

GENERAL IMPRESSION: Penalty when equipment is NOT clean, neat, in good repair, and uniform. Uniforms NOT clean, neat, in good repair and uniform. Horses NOT clean and in healthy working condition. There is no penalty for teams of mixed colors. Saddles, bits, and boots excluded as to type and style, however will be judged for cleanliness.

-5 Points for each type

BROKEN EQUIPMENT/TACK/UNIFORMS: Shall include any parts of the tack, uniform, costume, or decorations that were seen falling to the ground, and/or broken in such a manner as to require the rider to hold or necessitate stopping to repair.

- 10 Points for each occurrence

FALL DUE TO A COLLISION: Shall be any PHYSICAL CONTACT between two or more horses, the wall or gate where the horse(s) or rider(s) fall. Deduction shall apply to the collision and fall only, no matter how many horses or riders fall. Shall NOT apply to rider(s) dismounting to assist another fallen rider.

- 100 Points for each occurrence

FALL OF A HORSE/RIDER: Shall be any fall of horse or rider not caused by a collision. Shall NOT apply to rider(s) dismounting to assist another fallen rider.

- 25 Points for each occurrence

If a flag rider falls, points will be deducted for the greater fault: -25 points for the fall of the rider, not to include - 10 points for the fall of the flag.

FIELDING LESS RIDERS: The Compulsory, and Team of Four drills may be ridden with less than eight (8), or four (4), riders, but teams doing so will automatically lose points

-10 Points if penalty pertains



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TIME LIMIT: The time will begin from the entry of the first rider crossing over the indicated cone or line marker, and stops when the last rider crosses over the indicated cone or line marker. An official timekeeper will enforce this rule.

-10 Points for each minute or fraction over

OUT-OF-BOUNDS: A rider shall be considered out-of-bounds when one or more horse hooves TOUCHES or crosses over the indicated sides of the marked perimeter in any existing arena, street/road, or area marked by cones and/or lime. Shall also apply to any rider leaving the arena thru the gate during the performance.

-10 Points for each occurrence

RE-GROUP: Will apply when a team has lost its organization and MUST stop to RE-GROUP to be able to continue. Does not apply to an individual rider that leaves the formation (gets lost) and returns to their position. Does not apply when riders involved in a fall return to their position in the maneuver and the group continues. Does not apply if a team has lost its organization and elects to leave the arena before completion of the drill.

- 25 Points for each occurrence

SHOULD A TEAM BE UNABLE TO CONTINUE they may ask the official timekeeper for permission to leave the arena and return at the end of the draw for that particular event. TIME AND ALL DEDUCTIONS WILL REMAIN.

- No Point deduction

RE-RIDE: Re-rides MUST be requested in a timely manner and granted ONLY with approval by the board. Requests for a Re-Ride MUST include a detailed explanation for the request.

- No Point deduction

CIRCUMSTANCES BEYOND A TEAM'S CONTROL: Interference on the arena floor, i.e.; dogs, music, spectator problems, etc. the Team moves to the end of the draw.

- No Point deduction

STOPPING/STARTING: May occur at any point when a drill has stopped. Examples would be when a rider falls, is able to right herself and continue at the team's discretion. Time will continue to run, unless the Team Captain requests the time be stopped.

- No Point deduction



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GLOSSARY OF DRILL TERMS

ALIGNMENT: Vertical and horizontal alignment of the riders in the maneuvers, as well as the vertical and horizontal alignment of the maneuvers on the field. Lines should always be straight whether in single file, squads, columns or company front.

ATTRACTIVENESS OF PATTERNS: Symmetry and definition of maneuvers, also the attractiveness of method used for transitions in which one maneuver leads to another.

BRISKNESS: NOT TO BE CONFUSED WITH SPEED. Precise execution, alertness, and overall attitude of the team.

BROKEN GAITS: Any horse in a gait that is an exception of the team majority.

COORDINATION AND TIMING: How team members work together in the performance of their maneuvers; no missed holes, collisions, etc. A well-coordinated team will move as a unit, and be smooth in its maneuvers. This includes the ability of the team to foresee the necessity to adjust its speed to the maneuver without breaking gait.

CROWD APPEAL: Pleasing to an audience. Were most of the maneuvers centered in front of the viewing audience? Crowd appeal may include the manner in which the flags, if any, are presented and also the suitability of the drill music to the maneuvers.

DEGREE OF DIFFICULTY: Consistency and accuracy of identifiable maneuvers; taking into account overall balance of presentation, transitions and the pace at which they are executed. Speed should be noted because it is more difficult to do a maneuver well when it is done at a faster tempo. It is also more difficult to do some diagrammatically simple maneuvers well. (NOTE: Precision shall not be sacrificed for speed.)

DISQUALIFICATION: There shall be no disqualification of any drill performance. Teams shall be scored with any and/or all deductions that may apply.

EQUITATION: Equitation shall be stressed, adapted for drill purposes. Riders should sit their saddles in a good, easy manner. Generally riders to have only one hand on the reins. Novice teams MAY occasionally have ALL riders use two hands. Position in the saddle should be erect, with the seat flat in the saddle.

FLAG & PENNANT CARRIAGE: Judging shall also include the manner in which the flags, or pennants, are carried. The shafts must be perpendicular, forearm parallel to the ground, elbows should be flexed at a right angle. Flags should be kept free and not allowed to wind around the pole.

FLAG POSITION: (See Flag Protocol Section) When presented, the American flag shall lead and/or always be kept to the RIGHT of other flags when in rows, columns or single file, the emblem should be pointed forward. The colors may be posted during maneuvers, however when a team is information, the American Flag should be duly honored by being kept to the right or in the lead of other flags.



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HORSEMANSHIP: Look at the basic HORSEMANSHIP of the GROUP as a whole. Is the general horsemanship good? Are the riders in control of their horses? Look at the whole group, not just concentrating on one rider to see how many times they are at fault. Hitting the horses with the reins, or excessive spurring, is to be penalized.

MANNERS OF HORSES: Horses should be well behaved, no biting or kicking. They should not jump or shy, and should work freely and easily at all times. They should stand straight and quietly in line and not start until the signal is given.

MARK-TIME: Examples of a "mark-time" maneuver are double wedding ring or similar circular movement. The maneuver must continue to move, be it in a forward, lateral, or circular motion. (See Parade Drill Competition)

ORIGINALITY: Original patterns or method of presentation.

PERFORMANCE OF HORSE: Way of going and suitability as a drill horse. Both spacing and gait are to be maintained. The team will be penalized for loss of gait unless change of pace is obviously a part of the maneuver. Horses being in the correct lead. Simple lead changes are allowed.

SPACING: Maintenance of a uniform distance between all horses throughout an entire maneuver. Distance may be varied as long as spaces are equal.

SPECTACULARITY: Refers to the sharp execution of maneuvers. Teams should be alert, wide-awake, and at attention at all times. Was the drill organized in a manner to please an audience?

SUGGESTED SCORING:

100 Points	Excellent (Perfect; no improvement possible (rarely given)
90 Points	Very Good (Hard to fault, but not quite perfect (rarely given)
80 Points	Good (Outstanding; lovely to watch (occasionally given)
70 Points	Fairly Good (Performed nicely, movement above average)
60 Points	Satisfactory (Movement and precision okay)
50 Points	Sufficient (Okay, neither good or bad, noncommittal score)
40 Points	Insufficient (Performed but lacking in precision)
30 Points	Fairly Bad (No precision, follow the leader type drill)
20 Points	Bad (No precision, bad spacing & timing)
10 Points	Very Bad (No precision, extremely easy maneuvers)

UNIFORMITY: Tack, uniforms and equipment shall be of like style, however, may use multiple colors, etc.

VARIETY: Means the number of maneuvers of different types performed by a team. The pattern should not be all circles or all lines. A team moving from one maneuver to another without repeating should receive credit for variety.



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WASHINGTON LADIES RIDING
CLUB ASSOCIATION

STATE COMPETITION
SCHEDULE OF EVENTS

THURSDAY

1:00 pm Sign up for Thursday Practice times
5:00 pm Captains Meeting
6:00 pm Arena practice (20 minutes per team - sign up)

FRIDAY

8:00 am Arena practice (20 minutes per team - order of the draw)
1:00 pm Judges/Captains meeting
2:00 pm SHORT PROGRAM DRILL COMPETITION
5:00 pm **Grand Entry** - On horseback
8:00 pm COMPULSORY DRILL COMPETITION

SATURDAY

8:00 am Arena practice (20 minutes per team - order of the draw)
2:00 pm Judges/Captains meeting
3:00 pm FREE-STYLE DRILL COMPETITION
7:00 pm TEAM OF FOUR DRILL COMPETITION

SUNDAY

5:00 am Arena Practice (20 minutes per team - sign up optional)
8:00 am Judges/Captains meeting
9:00 am PARADE DRILL COMPETITION
1:00 pm **CLOSING CEREMONIES & AWARDS** - On horseback



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STATE COMPETITION GUIDELINES

ARENA PRACTICE: Suggested time 20 minutes per team. Any member team may use the arena for the “allotted” time to practice events. Thursday is optional first come-first serve sign up. Friday, Saturday and Sunday mornings are by Order of the Draw.

CAPTAINS’ MEETING: Prior to the State Meet on Thursday is a brief Captains’ meeting. This opportunity is to discuss the upcoming events, turn in Short program explanations and music receive information and make last minute preparations.

GRAND ENTRY/PRESENTATION OF COLORS/RETIRE FLAGS: Friday on horseback. Association Officers will post the Colors. All member teams will retire the Championship Flags won at the previous State Competition.

CLOSING CEREMONY & AWARDS: Weather permitting, this is a formal ceremony on Sunday for WLRCA member teams to be on horseback to receive awards. Full dress uniforms are suggested, but not required.

SILENT AUCTION: Each team is requested to donate a wrapped gift item to be awarded following the silent auction, as a fund raising opportunity for the association.

HOST TEAM SOCIAL: The Host Team may be responsible for setting up some kind of “social” event for participants on Saturday, e.g. brunch, BBQ dinner, potluck or dance.

JUDGES’ MEETINGS: A meeting with the Judges’ will be held prior to each day’s events to discuss any special circumstances or questions. Attendance is not required, however, teams are strongly encouraged to send at least one representative.

OPEN DRILL COMPETITION: This competition is open to non-member teams, mixed (men & women), junior, or posse groups. This competition will be a Free-Style Drill Competition.

SPECIALTY DRILLS: For exhibition only, as time permits. Any specialty drills, other than a free-style drill that a team would like to perform for the enjoyment of the audience. Costumes are optional.



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SHOW OFFICIALS AND DUTIES

ANNOUNCER

Announce clearly the teams and events. Keep the events running as close to on time as possible. Play the music for each team performance. Entertain the audience between teams.

TIMER(S)

Time each team as the first rider enters until the last rider exits the arena. Give the time to the announcer for the judges' information. Keep an accurate record of the times for the Secretary.

JUDGES (3)

Mark score sheets accurately. Critique teams in an objective, positive manner in accordance with the established criteria. Maintain criteria score sheets, if desired. Speak clearly into microphone for the recording. (See Drill Judge Guidelines for more detail) Honorary judges/guests will score for Herdsmanship.

JUDGES' SECRETARY/SCRIBE (3) (8/30/98)

Assist judge as directed. Maintain paperwork and have score sheets ready.

LINE JUDGES

Volunteers from member teams to watch for horses out-of-bounds on Parade and Compulsory drill.

SHOW SECRETARY

Prepare score and criteria sheets for each event, each judge. Verify addition on score sheets. Record scores and determine results for the award ceremony. Prepare awards/flags for closing ceremony. Work with the Event Coordinator to facilitate smooth operations.

EVENT COORDINATOR

- 1) Coordinate with the Facility Event Coordinator/Maintenance crew to ensure that the grounds are maintained to WLRCA satisfaction. Work with them regarding any problems that may arise.
- 2) Run the practice schedules (WLRCA officers are expected to assist with music and timing. They will make themselves available.) The coordinator is not expected to "be there" during all practice schedules.
- 3) Attend judges meetings with team representatives. Be available to assist teams with problems. It is not expected that the event coordinator be "in the office" or "at the arena" at all times, however please let an officer know where you can be located.
- 4) Assist the judges with set up at their place of viewing. Provide extension cords, recorders, clipboards, pencils, pens, score sheets and supplies as needed. Each judge will have an assigned secretary to assist with organization. A digital recorder will be provided for each judge.
- 5) Check with the teams who volunteered for various arena duties to ensure that they can perform their task satisfactorily. Recruit volunteers as needed.
- 6) Assist the announcer, as necessary. Have music in order and ready. Assist to keep the event on time.
- 7) Assist with flags for Grand Entry and Closing Ceremonies. Make sure teams are able to enter the arena in order of the draw.



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TEAM DUTIES – Volunteer

Parade Drill – Mark route, have line judges available
Compulsory Drill – Mark arena, have line judges and gate person available.
Team of Fours, Short Program, Free-Style – Gate person(s) needed.

EQUIPMENT & SUPPLIES

Cones
Flag Stand or holder (retired flags)
Lime & spreader
National Anthem (tape and/or singer) Canadian optional
PA system
Stopwatches for timers
Digital recorders w/batteries for Judges
Extension cords
Umbrellas and/or rain cover for judges
Seat cushions
One cooler for each judge and secretary
Schedule of Events & Order of the draw
Score sheets for all events (including Stall Decorations and Herdsmanship)
Sportsmanship Ballots (1 each participating team)
Clip boards

AWARDS

Championship Flags – All Drill Events
Plaque for each participating team (shows placing in all drill events)
Stall Decoration awards
Herdsmanship awards
Sportsmanship Trophy (Traveling)
Impromptu Competition Drill Advisor & Team awards



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STATE MEET HOST TEAM DUTIES

Many of these duties are performed by the WLRCA Secretary with help from the host team. We have not provided a program for several years. Shirts are designed and purchased arranged by the WLRCA Publicity Officers. Social Events are primarily planned by the Association Officers, or individual clubs.

1) BEFORE State Meet

- a) Assign Stalls, Camping & Parking Areas
- b) Gather information for the Greeting Committee
- c) Print Program (work with WLRCA Secretary)

2) PERSONNEL

- a) Greeting Committee - directs participants to camping/barn areas
- b) Publishes & Distributes Programs
- C) General Information - maps, information guides, etc.

3) EQUIPMENT

- a) Signs/markers for stalls and camping areas
- b) Miscellaneous equipment for any social activity.
- c) Tables, Chairs, etc. as needed.

4) PROGRAM

Printed by the host team to include:

- a) Schedule of events
- b) Introduction of State Officers & Officials
- c) List participating team members
- d) Special Thanks, etc.
- e) Sample Score criteria
- f) Placing grids to show winners, etc.
- g) Advertising

5) PHOTOGRAPHER:

- a) Still photographer
- b) Video photographer - VIDEO CONTRACT - Letter of Expectations: The suggestion was made for video purchases to have our contract include a statement regarding pre-orders, deposits, list order of team draw, team names and show credits. (1/20/96)

6) SOUVENIR SHIRTS

- a) Design & produce souvenir T-shirt, tank tops, sweatshirts for sale.

6) HOST TEAM SOCIAL - Optional. Can be a dinner, lunch, social hour at the arena, etc.