



Washington Ladies Riding Club Association  
HANDBOOK

PARADE DRILL COMPETITION

**RIDERS:** Any number of riders allowed.

**TIME:** Time for a course **to be determined** for each competition location. Judging and time starts when the first rider crosses over the indicated cone or line marker, and stops when the last rider crosses over the indicated cone or line marker.

**EXPLANATION:** There are times in an actual parade performance when a team must mark **time** while a float or group in front of them is stopped. Teams may demonstrate **MULTIPLE** mark-time maneuvers within the allotted time allowed per Parade course. (January 15, 2000)

“Mark-time” maneuvers may include double wedding rings, rollbacks or similar circular movements. Teams are encouraged to continue to move forward, lateral, or in a circular motion. A Company Front is optional.

**EXECUTION OF DRILL:** Spacing, timing, alignment, coordination and briskness. Was the spacing consistent? Were lines straight and circles round? Was the pace even with no riders having to jog to make their position?

**ORIGINALITY AND VARIETY:** Teams must perform a **minimum of four (4)** different maneuvers. Were original and varied patterns used? A minimum number of repeated maneuvers?

**PATTERNS/CROWD APPEAL/THEME:** Were the patterns presented in an attractive manner? Were the maneuvers presented to the best advantage of the viewing audience? Crowd appeal may also include flags, if any. The theme of the drill should be reflected in the uniforms or costumes and accouterments (trappings/decorations) to accompany the costumes, along with music appropriate for emphasizing the theme.

**MANNERS AND PERFORMANCE OF HORSES:** Horses well mannered? No biting or kicking?  
Horses should not be penalized for having their ears back.  
Horses performed consistently without breaking gait, stood quietly, moved easily, and maintained a consistent pace.

**POOPER SCOOPER:** Each team to provide pooper scooper unit. Judging to be separate from the drill unit. (June 8, 2002 - Effective 2003 State Meet)



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**PARADE DRILL SCORE CRITERIA**

**EXECUTION OF DRILL:**

Alignment, -	100 Points
Spacing, -	100 Points
Timing and Coordination -	100 Points
Briskness-	50 Points

**ORIGINALITY and VARIETY:**

Originality -	30 Points
Variety -	30 Points

**PRESENTATION;**

Attractiveness -	25 Points
Crowd Appeal -	25 Points
Theme Uniforms/Costumes	15 Points

**HORSEMANSHIP/EQUITATION** 15 Points

**PERFORMANCE AND MANNERS OF HORSES:**

Manners -	15 Points
Performance -	15 Points

**DEDUCTIONS:** See Definition of Terms.

Deductions are for each occurrence or fraction.

General Impression	- 5 Points
Broken Equipment/Tack/Uniforms	- 10 Points
Fall Due to Collision	-100 Points
Fall of Horse and/or Rider	- 25 Points
Out of Bounds	- 10 Points
Over Allotted Time	- 10 Points
Re-Group	- 25 Points

**TOTAL POINTS POSSIBLE: 520**



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**COMPULSORY DRILL COMPETITION**

**RIDERS:** To be performed by eight (8) riders from each team.

**TIME:** Six (6) minutes maximum allowed from entry of first rider and exit of last rider.

**EXPLANATION:** Teams will perform an identical drill pattern using the same drill music. **LEADS AND BROKEN GAITS** will be given more attention than in any other drill.

**DEFINITIONS:** **Broken Gait** – A horse not being in the same gait as the others on the team.  
**Simple Lead Change** – Dropping to a trot for three (3) strides or less.

Emphasis will be placed on PERFORMING the drill EXACTLY as indicated on the drill diagram. Spacing, timing, and pace will also be closely watched. Shall include, but not be limited to one jogging phase. Whistles are optional. No flags allowed during performance of the drill. (October 20, 2007)

Arena size is **90' X 180'** (October 13, 2012) marked by six (6) cones, one in each corner and one in the center of each long side, to be centered in the arena from the out-gate.

**EXACTNESS OF EXECUTION:** This category deals only with the pattern, excluding spacing or timing. Was the drill pattern performed exactly as indicated on the drill diagram? If the pattern was not performed exactly as indicated, the team will be considered “off-course”. Judges may score from Zero (0) to Fifty (50) Points for correctness of execution.

**ALIGNMENT:** Lines should be straight, both vertical and horizontal, and properly aligned in the arena. *Examples:* *i.e.*, Circles should be evenly round and centered where indicated. Circles in a figure eight maneuver should be the same size.

**SPACING:** Consistency of spacing according to the instructions for each maneuver of the drill diagram.

**TIMING AND COORDINATION:** Smoothness of crosses and connections of maneuvers. Pace consistent throughout the drill with no rider racing or stopping to make position.

**BRISKNESS:** *NOT TO BE CONFUSED WITH SPEED!* Does the team show precise execution, alertness, and an overall attitude of teamwork.

**LEADS:** Horses in the correct lead for the maneuver. Simple lead changes allowed.

**HORSEMANSHIP AND EQUITATION:** 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. Equitation shall be stressed as adapted for drill purposes. Riders should sit their saddles in a relaxed, easy manner.

**BROKEN GAITS:** Were there any broken gaits (jogging during the loping phase or loping during the jogging phase)? Does not apply to pivot horses in cracks or pinwheels.

**MANNERS OF HORSES:** Were the horses well mannered, no biting or kicking?

**PERFORMANCE OF HORSES:** Way of going, suitability as a drill horse. Both spacing and gait are maintained. Standing straight and quiet, start at the signal, no “jigging” or shying.



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**COMPULSORY DRILL SCORE CRITERIA**

**EXACTNESS OF EXECUTION:** (Zero) 0 to 50 Points

**EXECUTION OF DRILL:**

Alignment -	100 Points
Spacing -	100 Points
Timing and Coordinating -	100 Points
Briskness -	50 Points

**LEADS:** 50 Points

**HORSEMANSHIP /EQUITATION:** 50 Points

**BROKEN GAITS:** 30 Points

**MANNERS OF HORSES:** 25 Points

**PERFORMANCE OF HORSES:** 25 Points

**DEDUCTIONS:** See Definition of Terms.

Deductions are for each occurrence or fraction.

General Impression	- 5 Points
Broken Equipment/Tack/Uniforms	- 10 Points
Fall Due to Collision	-100 Points
Fall of Horse and/or Rider	- 25 Points
Fielding less than 8 riders	- 10 Points
Out of Bounds	- 10 Points
Over Allotted Time (6 Min)	- 10 Points
Re-Group	- 25 Points

**TOTAL POINTS POSSIBLE - 530**



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TEAM OF FOUR DRILL COMPETITION

**RIDERS:** Each team will be allowed two (2) sets of Team of Four, each containing four different riders.

**TIME:** Four (4) minutes maximum.

**EXPLANATION:** The Team of Four Drill Competition will be performed to music of choice. **It will be the Judges' discretion as to emphasis of the drill, music, theme and any costumes used.**

**EXECUTION OF DRILL:** Spacing, alignment, timing, coordination and briskness. Was the spacing consistent? Were the lines straight and circles evenly round? Was the timing good with no rider racing or stopping to make her position? Were the connections between maneuvers good? Did the drill flow from one maneuver to another, without a lot of positioning 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. Rate degree of difficulty from 1 to 100, with 100 being the most difficult.

**THEME, COSTUMES, FLAGS:** Was the theme apparent? Were the costumes appropriate to the theme? If flags, or pennants, were carried were they appropriate to the theme? Were all of the above safe and hazard free?

**ORIGINALITY, VARIETY AND ATTRACTIVENESS OF PATTERNS:** Were original and varied patterns used throughout the drill, or was the same pattern repeated several times? Did the drill flow from one maneuver to another, without a lot of positioning maneuvers?

**SPECTACULARITY AND CROWD APPEAL:** Was the drill organized in a manner to please an audience? Were the patterns presented to the best advantage of the viewing audience? Were most of the maneuvers centered in front of the viewing audience? Crowd appeal may include the manner in which the flags, or pennants, are presented.

**SUITABILITY OF MUSIC:** Was the music appropriate to the theme? Did the music flow with the maneuvers.

**MANNERS OF HORSES:** Were the horses well mannered? No bucking or kicking? Horses should not be penalized for having their ears back.

**PERFORMANCE OF HORSES:** Way of going, suitability as a drill horse. Both spacing and gait are maintained. Standing straight and quiet, start at the signal, no "jigging" or shying.



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**TEAM OF FOUR SCORE CRITERIA**

**EXECUTION OF DRILL:**

Alignment -	<b>100 Points</b>
Spacing-	<b>100 Points</b>
Timing and Coordination -	<b>100 Points</b>
Briskness -	<b>50 Points</b>

**DEGREE OF DIFFICULTY:**

Rate degree of difficulty from 1 to 100, with 100 being the most difficult.	<b>100 Points</b>
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**THEME, COSTUMES, FLAGS:** 40 Points

**ORIGINALITY:** 30 Points

**VARIETY:** 25 Points

**ATTRACTIVENESS OF PATTERNS:** 25 Points

**SPECTACULARITY AND CROWD APPEAL:** 20 Points

**SUITABILITY OF MUSIC:** 20 Points

**MANNERS OF HORSES:** 20 Points

**PERFORMANCE OF HORSES:** 20 Points

**DEDUCTIONS:** See Definition of Terms.

Deductions are for each occurrence or fraction.

General Impression	<b>-5 Points</b>
Broken Equipment/Tack/Uniforms	<b>-10 Points</b>
Fall Due to Collision	<b>-100 Points</b>
Fall of Horse and/or Rider	<b>- 25 Points</b>
Out of Bounds	<b>- 10 Points</b>
Over Allotted Time (4 minutes)	<b>- 10 Points</b>
Re-Group	<b>- 25 Points</b>

**TOTAL POINTS POSSIBLE - 650**



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**FREE-STYLE DRILL COMPETITION**

**RIDERS:** Any number of riders allowed.

**TIME:** Twelve (12) minutes maximum.

**EXPLANATION:** The Free-Style Drill Competition will be performed to the music of choice. **Emphasis will be place on the drill**, not on uniforms, tack, matching of horses, equitation or leads.

**EXECUTION OF DRILL:** Spacing, alignment, timing, coordination and briskness. Was the spacing consistent? Were the lines straight and circles evenly round? Was the timing good with no rider racing or stopping to make her position? Were the connections between maneuvers good? Were there any collisions?

**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. 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). Rate degree of difficulty from 1 to 100, with 100 being the most difficult.

**ORIGINALITY:** Were original and varied patterns used throughout the drill, or was the same pattern repeated several times. Did the drill flow from one maneuver to another, without a lot of positioning maneuvers?

**VARIETY:** Were a variety of patterns used with few repeats. Were the transitions smooth?

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

**SPECTACULARITY AND CROWD APPEAL:** Was the drill organized in a manner to please 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.

**HORSEMANSHIP AND EQUITATION:** 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. Equitation shall be stressed as adapted for drill purposes. Riders should sit their saddles in a relaxed manner.

**MANNERS OF HORSES:** Were the horses well mannered? No bucking or kicking? Horses should not be penalized for having their ears back.

**PERFORMANCE OF HORSES:** Way of going, suitability as a drill horse. Both spacing and gait are maintained. Standing straight and quiet, start at the signal, no “jigging” or shying.



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**FREE-STYLE DRILL SCORE CRITERIA**

**EXECUTION OF DRILL:**

Alignment -	<b>100 Points</b>
Spacing -	<b>100 Points</b>
Timing and Coordination -	<b>100 Points</b>
Briskness-	<b>50 Points</b>

**DEGREE OF DIFFICULTY:** Rate degree of difficulty  
from 1 to 100, with 100 being the most difficult. **100 Points**

**ORIGINALITY:** **50 Points**

**VARIETY:** **50 Points**

**ATTRACTIVENESS OF PATTERNS:** **30 Points**

**SPECTACULARITY AND CROWD APPEAL:** **30 Points**

**HORSEMANSHIP/EQUITATION:** **30 Points**

**MANNERS OF HORSES:** **30 Points**

**PERFORMANCE OF HORSES:** **30 Points**

**NEUTRAL DEDUCTIONS:** See Definition of Terms.

Deductions are for each occurrence or fraction.

General Impression	- <b>5 Points</b>
Broken Equipment/Tack/Uniforms	- <b>10 Points</b>
Fall Due to Collision	- <b>100 Points</b>
Fall of Horse and/or Rider	- <b>25 Points</b>
Out of Bounds	- <b>10 Points</b>
Over Allotted Time (12 minutes)	- <b>10 Points</b>
Re-Group	- <b>25 Points</b>

**TOTAL POINTS POSSIBLE - 700**





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**SHORT PROGRAM DRILL COMPETITION**

**RIDERS:** Any number of riders allowed.

**TIME:** Not less than four (4) minutes (minimum), and no more than six (6) minutes (maximum).

**EXPLANATION:** Music of choice. Emphasis will be on how appropriate the music was to the maneuvers performed, and the pace of the horses set by the music.

**CRITERIA:** The same as a Free Style Drill with the required twelve maneuvers being scored individually.

**MANEUVERS: Teams will be judged on:**

How the maneuvers are incorporated into a smooth working drill  
Lines and Circles  
Suitability of music to maneuvers performed  
Spacing, Timing, Pace  
Uniqueness and originality in presentation of the drill  
Performance of all maneuvers in both categories (A & B)

**A. REQUIRED MANEUVERS - SIX (6) - the same every year**

**ALL REQUIRED MANEUVERS MUST BE COMPLETED.**

**EACH maneuver to be scored from zero (0) to ten (10) points based on execution.**

Single file thread (with one cross)  
A Change of Pace (trot portion/lope portion)  
A Circle  
A maneuver by Pairs  
A maneuver by Fours  
A Single Line Abreast OR Company Front

**B. ADDITIONAL MANEUVERS - SIX (6) - drawn by lot each year**

**ALL ADDITIONAL MANEUVERS MUST BE COMPLETED.**

**EACH maneuver to be scored from zero (0) to ten (10) points based on execution.**

See the listing for the current year.

Draw alternates each year between the WLRCA and the OWDTA.

Teams may use set up maneuvers to connect A & B maneuvers. There is no penalty for extra maneuvers, as long as the team did not go over the allotted time. The team may "stop", however this is not considered a "change of pace."

Maneuvers may be performed in a variety of ways allowing for originality. A maneuver will be considered completed, when 51% of the team performs the maneuver. (WLRCA January 1996)

Each team participating is required to submit (in triplicate) a list of their maneuvers in the order they appear in their drill. Each Judge will be given a copy.



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**SHORT PROGRAM SCORE CRITERIA**

**INCORPORATION OF REQUIRED MANEUVERS INTO DRILL:**

**A. Six Required Maneuvers:**

All six completed

**0 to 10 Points EACH**

**B. Six Additional Maneuvers:**

All six completed

**0 to 10 Points EACH**

**POSSIBLE - 120 Points**

**EXECUTION OF DRILL:**

Alignment -

**100 Points**

Spacing -

**100 Points**

Timing and Coordination -

**100 Points**

Briskness -

**50 Points**

**DEGREE OF DIFFICULTY:** Rate degree of difficulty from  
1 to 100, with 100 being the most difficult.

**100 Points**

**ORIGINALITY:**

**25 Points**

**UNIQUENESS OF PRESENTATION:**

**25 Points**

**SPECTACULARITY AND CROWD APPEAL:**

**25 Points**

**HORSEMANSHIP/EQUITATION:**

**15 Points**

**MANNERS OF HORSES:**

**10 Points**

**PERFORMANCE OF HORSES:**

**10 Points**

**DEDUCTIONS:** See Definition of Terms.

Deductions are for each occurrence or fraction.

General Impression - **5 Points**

Broken Equipment/Tack/Uniforms - **10 Points**

Fall Due to Collision - **100 Points**

Fall of Horse and/or Rider - **25 Points**

Out of Bounds - **10 Points**

Over/Under Allotted Time (4 - 6 minutes) - **10 Points**

Re-Group - **25 Points**

**TOTAL POINTS POSSIBLE - 680**



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**IMPROMPTU DRILL COMPETITION**

**NUMBER OF RIDERS:** Any number of riders allowed. Teams will be formed from a random drawing of all participating riders, and assigned to a participating Drill Advisor/Master.

**TIME:** Time allowed shall be not more than five (5) minutes (maximum) allowed for completion of the drill. Time will be taken from first horse in to last horse out.

**MUSIC:** Music of choice. Points will be scored on how appropriate the music was to maneuvers performed and the pace the horses set versus the pace of the music.

**MANEUVERS:**

**A:** Maneuvers for the Impromptu Drill Competition will be drawn Friday preceding the beginning of the competition. The WLRCA Officers will conduct the draw. The Impromptu Drill Competition will be held Sunday morning.

**B:** Ten (10) maneuvers shall be drawn.

**C:** Each competing team may submit up to three (3) maneuvers. Maneuvers must be able to be performed by a minimum of eight (8) riders. Duplicate maneuvers submitted will be eliminated. If additional maneuvers are needed, they will be drawn at random from the list in the current WLRCA Handbook. Maneuvers drawn may not be the same as the current list of Additional Maneuvers for the Short Program Drill.

**D:** Teams may use additional maneuvers to connect the required maneuvers in setting up their drill. No penalty will be given for the extra maneuvers as long as the team does not go over the allotted time limit of five (5) minutes.

**EXPLANATION SHEET:** Each team participating is required to submit a list of their maneuvers (required and additional) in the order they appear in their drill. They must submit a copy for each judge.

**JUDGING CRITERIA:** Teams will be judged on:

How maneuvers are incorporated into a smooth working drill--to include all required maneuvers performed; at 5 points per maneuver included;  
Execution of the drill--to include alignment, spacing, timing, coordination, and briskness;  
Performance and manners of horses;  
Originality and uniqueness of presentation;  
Spectacularity and crowd appeal--to include flag usage and presentation, suitability of music to maneuvers performed, and pace of the drill to the music.

**PRACTICE OF IMPROMPTU DRILL:** Practice of a team's Impromptu Drill will be limited to practice on "human" foot only, except for the "on deck" time immediately prior to the performance of the drill.



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**IMPROMPTU DRILL SCORE CRITERIA**

**INCORPORATION OF REQUIRED MANEUVERS INTO DRILL:**

**10 Required Maneuvers: 5 Points for each maneuver performed -**  
**POSSIBLE 50 points**

**EXECUTION OF DRILL**

Alignment -	<b>100 Points</b>
Spacing -	<b>100 Points</b>
Timing and Coordination -	<b>100 Points</b>
Briskness -	<b>50 Points</b>

**DEGREE OF DIFFICULTY:** Rate degree of difficulty  
from 1 to 100, with 100 being the most difficult. **100 Points**

**ORIGINALITY** **30 Points**

**UNIQUENESS OF PRESENTATION** **30 Points**

**SPECTACULARITY AND CROWD APPEAL** **30 Points**

**MANNERS OF HORSES** **10 Points**

**PERFORMANCE OF HORSES** **10 Points.**

**DEDUCTIONS:** See Definition of Terms.

Deductions are for each occurrence or fraction.

General Impression	<b>- 5 Points</b>
Broken Equipment/Tack/Uniforms	<b>- 10 Points</b>
Fall Due to Collision	<b>-100 Points</b>
Fall of Horse and/or Rider	<b>- 25 Points</b>
Over Allotted Time (5 minutes)	<b>- 10 Points</b>
Out of Bounds	<b>- 10 Points</b>
Re-Group	<b>- 25 Points</b>

**TOTAL POINTS POSSIBLE - 630**



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**HERDSMANSHIP**

Herdsmanship is to evaluate each team in the manner they care for their horses and equipment. Each team is responsible for the care and cleanliness of their own horses and equipment. The members may assist each other. Several of the categories to be judged are: cleanliness and grooming of the horse, securing gate, tying horse (if applicable), cleanliness and arrangement of stall signs and team decorations. Also to be taken into consideration is the cleanliness of the barn alley, the tack room and any tack boxes or other team owned equipment. Each team should be careful to check the stalls for protruding nails, splinters, and other objects that might cause injury to the horse before placing the animal in the stall.

**HERDSMANSHIP SCORE CRITERIA**

**HORSE**

Secure and properly tied (if applicable)	<b>10 Points</b>
Halter & Lead Rope displayed for safety purposes	<b>10 Points</b>
Clean and comfortable	<b>10 Points</b>
Evidence of feeding and watering (Hay nets and blankets optional)	<b>10 Points</b>
<b>TOTAL POSSIBLE:</b>	<b>40 Points</b>

**GENERAL TEAM AREA**

(This is the area outside the stall area)

Area clean, neat and orderly	<b>10 Points</b>
Orderliness and safety	<b>10 Points</b>
<b>TOTAL POSSIBLE:</b>	<b>20 Points</b>

Comments:



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**STALL DECORATIONS**

Stall Decorations are a team's personal choice. Judges' should be aware of the team's theme and color coordination

**STALL DECORATION SCORE CRITERIA**

**STALLS, ALLEY & TACK**

Clean and orderly: feed, tack & equipment stored **10 Points**

**THEME AND COLORS**

Team's Theme and color coordination throughout **10 Points**

Stall signs, team flag and decorations in place **10 Points**

Display effects, judge's personal choice **10 Points**

**TOTAL POSSIBLE 40 Points**

Comments:

*This criteria is suspended effective 2003. Stall Decorations are now voted on by participating teams.*



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**POOPER-SCOOPER UNIT**

Pooper-scooper unit theme is a team's personal choice.

**POOPER-SCOOPER SCORE CRITERIA**

**DID THEY DO THE JOB?**

In a timely manner, efficiently

**10 Points**

**GENERAL IMPRESSION**

Is the theme coordinated with the Parade Unit?

Does the group perform for crowd appeal?

**10 Points**

**TOTAL POSSIBLE**

**20 Points**

Comments: