

WASHINGTON LADIES RIDING CLUB ASSOCIATION

HANDBOOK

"DRILL TEAM UNITY"



REV: 2025



Washington Ladies Riding Club Association
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Because one of the primary goals of the WLRCA is to promote drill teams, and in particular, competitive drill teams, we encourage you to use this Handbook as a resource for your team.

FOREWORD

This handbook was created by the joint efforts of Etta J Keller, Gail Williams, and Diane Thomas in 1989 following the Washington Ladies Riding Association State Meet and published in 1990. The goal was to create unity across member teams and foster collaboration. The articles and rules adopted by these ladies set a clear foundation for the Organization's success leading to its multiple decades history of success in promoting the sport of equestrian drill. With adaptations over time, the handbook remains materially intact thanks to the hard work of its original creators. Thank you Etta, Gail, and Diane!

Following its initial publication, the WLRCA handbook and bylaws have been amended to adapt to the growing and changing needs of the association and its members over time. Considerable efforts were made regarding flag protocol in 2001, then in 2006 by a committee to standardize score sheets. Additional efforts to review and update the handbook were made in approximately 2014. The most recent handbook updates were made in 2025 in an effort to align the handbook with current practices.



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WASHINGTON LADIES RIDING CLUB ASSOCIATION BYLAWS

NAME OF ORGANIZATION: Washington Ladies Riding Club Association, hereinafter referred to as WLRCA.

ARTICLE I

The Organization shall have non-profit status and no dividends shall be declared to members. Membership shall be open to all equestrian drill teams.

ARTICLE II

GOVERNMENT: The Organization's officials shall consist of President, Vice President, Secretary, Treasurer, and Publicity. The affairs of the Organization shall be conducted by the officers and by association member teams, allowing one vote per team when decisions are necessary. In case of a tie, the President shall cast the deciding vote. The term of office of the officers shall be from January 1, through December 31, with election of officers to be held at the annual Convention. All Association Officers support running general business of the association including but not limited to general meetings, administrative functions, and running the State Meet.

PRESIDENT: Shall exercise general supervision over WLRCA, and shall render a report annually at the close of her term. She shall preside at all meetings and shall appoint all committees, of which she shall be an ex-officio member.

VICE-PRESIDENT: Shall perform the duties of the President in the event of the President's absence or disability.

SECRETARY: Shall have the custody of all papers, records, and documents pertaining to WLRCA. She shall keep a record of minutes, issue all notices, and prepare the correspondence. She shall distribute minutes to each team within thirty (30) days following the meeting.

TREASURER: Shall have control of the financial accounts and make receipts and disbursements, and shall perform all other duties assigned to her. She shall prepare a financial report at the end of the current year. Shall also file with DOR and SOS yearly as required making sure all taxes and tax forms are distributed to judges, etc.

PUBLICITY: Shall make every reasonable effort to create unity amongst association members and teams, distributing information through channels including social media. Publicity will be responsible for sharing association news, promoting events and developing yearly themes. This role is crucial for enhancing member engagement and ensuring that relevant news is effectively communicated.

See Appendix for Officer election procedures and limitations.

ARTICLE III

ACCEPTANCE OF MEMBERS: All applications for membership shall be in writing. Both Team and Individual membership shall be allowed. Individual members will have no voting privileges, and will not be allowed to hold association office.



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ARTICLE IV

PURPOSE: The purpose of the Organization shall be to offer recreational opportunities and for the development of physical and mental capacities, and to promote the health, happiness, and social relations of its members. It shall incorporate competitive events for the member clubs at the Annual State Meet.

ARTICLE V

MEETINGS: Meetings shall be held at a time and place the Organization may specify. The Association shall meet no less than four (4) times a year, and more often as the need arises. Notices of meetings shall be in writing to each team stating the date, time and place.

ARTICLE VI

DUES: Yearly Dues to be established by the Association at the yearly convention for the following year. Yearly Dues to be paid prior to, or on the date, of the Convention. Non-paying teams will not be allowed to vote on any issues. State Meet Entry fees to be established by June 1st and payable prior to the State Meet. Non-member teams may enter and participate at the State Meet, however, will not be in contention for the State Meet Overall High Point award. Teams may apply for Association membership prior to the June meeting.

ARTICLE VII

DISCIPLINE: Any member of the Organization who shall conduct themselves in a manner not representing the WLRCA or their respective team at meetings, or the State Meet, or who may do anything calculated to disturb the harmony of the Organization, shall be reprimanded by the Captain of their drill team. Any request for formal discipline shall be in writing and shall be submitted to the Officers.

If a rider, riders, family members, spectators, or others associated with WLRCA are acting in a disruptive manner, or in a way that disrupts the flow of the competition, meeting, event etc. it should be brought to that team's leadership for disciplinary action. At this time the issue is considered managed unless it continues to be a problem. If the problem persists, a written complaint should be submitted to the Association Officers who will speak with the offending member. This will not be brought to the general meeting as discussion or used to further disrupt an event.

In the case of the issue being centered around a coach or captain with no higher power on the team, the Officers will be involved immediately. Once resolution is decided by the Officers (including but not limited to: mediation, discussion of behaviour, removal of intoxicated person, youth put to bed, etc. at the discretion of the Association Officers not involved with the issue or complaint) the subject will then be considered managed and no further discussion necessary. If the issue needs further resolution, a 14 day time limit on the response will be incurred.

If Association Officers are involved (making the claim, the subject of a claim or BOTH), BOTH of the members involved will be contacted AFTER the event for a discussion regarding any further action. In this case, uninvolved Officers must take the lead on any resolution.



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ARTICLE VIII

COMMITTEES: There shall be no standing or permanent committees until the need for them arises.

ARTICLE IX

STATE MEET: The purpose of holding State Meet is to promote good fellowship, sportsmanship, and to provide competitive events among the member teams. The State Meet is to be held during July of each year. Membership shall submit for consideration recommendations for location, judges, and rules for the State competitive event. Association Officers in good faith will negotiate with third parties on behalf of the Organization to contract judges satisfactory to membership. Location and rule finalization shall be determined by majority vote of Membership. The Association and its Officers shall handle all details of management of the State Meet with each member team paying its share of the expenses. Discrepancies on any drill activity or score sheet, shall be submitted in writing to the Association Officers, and signed by two team members, within 10 days following the State Meet Competition.

See Appendix for detail of state meet processes (entries, judges, awards, follow up).

ARTICLE X

These Bylaws or amendments, thereto, may be adopted by a majority vote of the Membership.

ARTICLE XI

Upon the dissolution of the Organization by majority vote of the Membership, any remaining funds shall be distributed equally among the member teams, or shall be donated to a charitable organization of their choice.



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APPENDIX I: OFFICER TERM LIMITS AND SUCCESSION
APPENDIX TO ARTICLE II

SECTION I: TERM LIMITS

- 1.1** Each Officer shall serve a max term of two consecutive (2) year terms for 4 years.
- 1.2** Upon completion of their term, Officers may be nominated and voted into a different position within the organization, but cannot serve the same position for more than two consecutive terms in a row.
- 1.3** To facilitate successful transitions of Officers, the positions elected shall rotate each year. Unless special circumstances apply in the event of a vacancy, election of Officers shall take place on the following schedule at the Fall meeting:

Odd Number years: Vice President, Treasurer
Even Numbered Years: President, Publicity, Secretary

SECTION II: SUCCESSION AND HARDSHIP VOTING

- 2.1** In the event that no suitable candidate is available to fill an Officer position, the current Officer may be re-elected through a hardship vote.
- 2.2** A hardship vote requires a majority approval from the current voting membership.
- 2.3** The re-elected Officer may serve an additional term of two (2) years under this provision.

SECTION III: IMPLEMENTATION

- 3.1** This bylaw shall be effective immediately upon adoption by the membership, including any existing Officer terms served consecutively.
- 3.2** All current Officers shall be subject to these term limits and succession rules.



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**APPENDIX II: TEAM REPRESENTATION ON THE OFFICERS GROUP
APPENDIX TO ARTICLE II**

SECTION I: TEAM REPRESENTATION LIMITS

- 1.1** No more than two (2) members from the same team shall serve as Officers simultaneously during any term.
- 1.2** This limitation is intended to promote diversity and ensure broad representation across the Organization.

SECTION II: EXCEPTION FOR FULL CAPACITY

- 2.1** In the event that no suitable candidates are nominated or willing to run for office from other teams, an exception may be made.
- 2.2** This exception allows for more than two (2) members from the same team to serve as Officers for a period not exceeding one (1) year.
- 2.3** Such an exception requires a majority vote from the current voting members to be enacted.

SECTION III: IMPLEMENTATION

- 3.1** This bylaw shall be effective immediately upon adoption by the membership.
- 3.2** All current and future officers shall adhere to these representation limits and exception rules.



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APPENDIX III: STATE MEET PROCEEDINGS
APPENDIX TO ARTICLE IX

SECTION I: ENTRIES

1.1 Entries for the State meet must be made prior to the June meeting. All horses competing will need a stall on premises. Tying to trailers for the duration of the day, or overnight, is prohibited.

SECTION II: JUDGES

2.1 Judges for the State meet will be contracted by the Association Officers in good faith following recommendations by Membership. All efforts will be made to hire judges that have not judged other events sanctioned by WLRCA or any co-sponsored high point or buckle series events for the current year, however this is not a RULE. Judges that may take on other contracts after the time of signing the WLRCA contract will not be removed or reprimanded. We will request that in the future this is not a practice they participate in. The Officers will partner with other associations to increase visibility of judges hired and minimize the likelihood of hiring the same judge repeatedly.

2.2 Officers and team leadership should interact with judges as appropriate. Personal or small group interaction should be limited, avoiding discussion of their style of judging or how they felt about certain styles of riding.

2.3 A review of the judges will be made after the state meet and provided back to the association after the data has been collected, analyzed and pared down.

SECTION III: AWARDS

3.1 Awards will be provided based off of the budget presented to the membership at the Fall meeting. The prizes and awards will change from year to year.

SECTION IV: FOLLOW UP

4.1 After each State meet a survey will be sent out to the riders that participated asking for feedback. The entirety of survey responses will be provided to the Association Officers for review. This Survey should provide information about how the meet went, any desired changes and why. It will then be brought to the membership to promote changes as needed and growth as the sport grows and changes.



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GENERAL RULES
(Adopted by the WLRCA)

- A. The American Flag will be presented at Grand Entry.
- B. Strap on spurs only. No slip-on or strapless spurs allowed at State Meet.
- C. Dogs will be allowed at State Meet subject to payment of a non-refundable deposit per dog and a signed permission form.
- D. No one ON FOOT will be allowed inside the perimeter of the riding field/arena/fence during the drill event competition, except in the event of an emergency.
- E. JUDGES: Any person missing two consecutive Judges' Clinics will be dropped from the WLRCA judges list.
- F. Electronic Communication Devices will NOT be allowed at State Competition to communicate between riders, competitors, coaches, etc. during an active competitive performance.
- G. CLOSING CEREMONIES: Generally, announce all placings for each event subject to time constraints and number of entries. Overall High Point Champions allowed victory lap.
- H. Teams participating in WLRCA activities, including the State Meet, may be all-gender, adult, youth, or mixed teams.
- I. Anyone under the age of 18 while riding at the State Meet must wear an ASTM approved helmet.
- J. Teams exiting the arena will have the right of way.



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COMPETITION CRITERIA

During the annual Washington Ladies Riding Club Association (WLRCA) competition the following drill events are included:

PARADE DRILL COMPETITION – An event in which teams are judged on how they perform freestyle maneuvers in a parade setting, at a walk –usually in an arena marked off to simulate a street. There is no time limit for the Parade event.

COMPULSORY DRILL COMPETITION – An event in which a drill having a set pattern and prescribed spacing and music would be performed by a maximum of eight (8) riders.

FREESTYLE DRILL COMPETITION – An event in which anything goes, no requirements other than it must be performed within a specified time limit (minimum of six (6) and a maximum of ten(10) minutes) and no outside items, such as jumps, may be brought into the arena.

TEAM OF FOUR DRILL COMPETITION – A mini-freestyle of four (4) riders with a maximum time limit of four (4) minutes. Themes and costumes allowed and encouraged.

SHORT PROGRAM DRILL COMPETITION - An event in which twelve required maneuvers, or types of maneuvers, are put together in a free-style format, and within a specified time limit (minimum of four (4) minutes and maximum time limit of six (6) minutes). Six maneuvers, or types of maneuvers, remain the same every year. Six additional maneuvers, or types of maneuvers, will be drawn every year.

The **IMPROMPTU DRILL COMPETITION** MAY be included, however is NOT part of the event Overall High Point Championship. An event in which a list of ten maneuvers, or types of maneuvers, are drawn the first day of the Competition and each group performs a drill in a freestyle format, with a maximum time limit of five (5) minutes.

The Event **OVERALL HIGH POINT CHAMPIONSHIP** includes the following events: Parade, Compulsory, Freestyle and Short Program.

Championship flags are awarded at closing ceremonies for EACH event as well as the Overall High Point. These flags are carried by the yearly champion and then released back to the Association at the beginning of the next annual competition.



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PARADE DRILL COMPETITION

RIDERS: Any number of riders allowed.

TIME: There is no time limit.

EXPLANATION: An event in which teams are judged on how they perform freestyle maneuvers in a designated parade location. The parade event is performed at a walk, and often includes (but is not required to include) mark-time maneuvers such as wedding rings, rollbacks, or similar circular movements. Themes or costumes are encouraged.

SCORING CRITERIA: All competitive events are scored based on execution of fundamental drill principles. These scored categories include **Alignment, Spacing, Timing/Coordination, Manners of Horses, Performance of Horses,** and **applicable Time Limit.**

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

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

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

SPECTACULARITY/CROWD APPEAL: 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.

THEME/UNIFORMS/COSTUMES: 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.

HORSEMANSHIP/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.



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PARADE DRILL SCORE CRITERIA

EXECUTION OF DRILL:

Alignment -	100 Points
Spacing -	100 Points
Timing/Coordination -	100 Points
Briskness-	50 Points
	TOTAL 350 Points

ORIGINALITY and VARIETY:

Originality -	30 Points
Variety -	30 Points
	TOTAL 60 Points

PRESENTATION:

Attractiveness of Patterns -	25 Points
Spectacularity/Crowd Appeal -	25 Points
Theme/Uniforms/Costumes -	25 Points
	TOTAL 75 Points

**HORSEMANSHIP/EQUITATION
PERFORMANCE AND MANNERS OF HORSES:**

	15 Points
Manners of Horses-	15 Points
Performance of Horses-	15 Points
	TOTAL 45 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
Re-Group	- 25 Points

TOTAL POINTS POSSIBLE: 530



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COMPULSORY DRILL COMPETITION

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

TIME: There is no time limit

EXPLANATION: Teams will perform an identical drill pattern as written, using the same drill music. A compulsory drill will be choreographed or selected every two-years and presented at the Fall Convention.

Spacing, timing, and pace will be closely watched. Shall include, but not be limited to one jogging phase. Whistles are optional. No flags allowed during performance of the drill.

Arena size is **90' X 180'** 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. Lime, flour, etc. may be used to enclose the arena area.

SCORING CRITERIA: All competitive events are scored based on execution of fundamental drill principles. These scored categories include **Alignment, Spacing, Timing/Coordination, Manners of Horses, Performance of Horses,** and **applicable Time Limit.**

REQUIRED & DRAWN MANEUVERS: 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 Zero (0) to Five (5) points for correctness of execution. Maneuvers listed on the score sheet are to be determined by the Compulsory Committee upon selection of biennial pattern.

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

LEADS will be given more attention than in any other drill. Horses should be in the correct lead for the maneuver. Simple lead changes allowed.

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.

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.



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COMPULSORY DRILL SCORE CRITERIA

REQUIRED & DRAWN MANEUVERS: (Zero) 0 to 50 Points
(0 to 5 points each)

EXECUTION OF DRILL:

Alignment -	100 Points
Spacing -	100 Points
Timing/Coordination -	100 Points
	TOTAL 300 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
Re-Group	- 25 Points

TOTAL POINTS POSSIBLE: 480



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TEAM OF FOUR DRILL COMPETITION

RIDERS: Each team of four will contain four (4) 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.** Quad entries at the State Meet may be limited to first come, first served depending on the number of teams entered and time available. This will be communicated to entering teams as known.

SCORING CRITERIA: All competitive events are scored based on execution of fundamental drill principles. These scored categories include **Alignment, Spacing, Timing/Coordination, Manners of Horses, Performance of Horses,** and **applicable Time Limit.**

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.

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

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: 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 original and varied patterns used? A minimum number of repeated maneuvers?

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: SPECTACULARITY/CROWD APPEAL: 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.

SUITABILITY OF MUSIC: How appropriate was the music to maneuvers performed and the pace the horses set versus the pace of the music?



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TEAM OF FOUR SCORE CRITERIA

EXECUTION OF DRILL:

Alignment -	100 Points
Spacing-	100 Points
Timing/Coordination -	100 Points
Briskness -	50 Points
	TOTAL 350 Points

DEGREE OF DIFFICULTY:

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

ORIGINALITY: 30 Points

VARIETY: 25 Points

ATTRACTIVENESS OF PATTERNS: 25 Points

SPECTACULARITY/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	-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 (4 minutes)	- 10 Points
Re-Group	- 25 Points

TOTAL POINTS POSSIBLE: 650



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FREESTYLE DRILL COMPETITION

RIDERS: Any number of riders allowed.

TIME: Over six (6) minutes, Under ten (10) minutes maximum.

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

SCORING CRITERIA: All competitive events are scored based on execution of fundamental drill principles. These scored categories include **Alignment, Spacing, Timing/Coordination, Manners of Horses, Performance of Horses**, and applicable **Time Limit**.

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.

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

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 in their saddles in a relaxed manner.



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FREESTYLE DRILL SCORE CRITERIA

EXECUTION OF DRILL:

Alignment -	100 Points
Spacing -	100 Points
Timing/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: **50 Points**

VARIETY: **50 Points**

ATTRACTIVENESS OF PATTERNS: **30 Points**

SPECTACULARITY/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	- 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
Under/Over Allotted Time (6-10 Minutes)	- 10 Points
Re -Group	- 25 Points

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: Draw a "set" of maneuvers each year utilizing the rotating 13 sets, eliminating the last 3 years' selections from the options.

Each team participating is required to submit a judge's criteria sheet and score sheet including a list of their maneuvers in the order they appear in their drill, with required and additional maneuvers marked for judging. Each Judge will be given a copy.

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

SCORING CRITERIA: All competitive events are scored based on execution of fundamental drill principles. These scored categories include **Alignment, Spacing, Timing/Coordination, Manners of Horses, Performance of Horses,** and **applicable Time Limit.**

REQUIRED & DRAWN 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.

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."



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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.

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.

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

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?

UNIQUENESS OF PRESENTATION: Similar to Variety, but used in drills with required (drawn) maneuvers. When teams perform a set number of maneuvers, how did these maneuvers flow together to make one cohesive drill performance? The pattern should not be all circles or all lines. A team moving from one maneuver to another without repeating should receive credit for unique of presentation.

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, easy manner.



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SHORT PROGRAM SCORE CRITERIA

INCORPORATION OF REQUIRED MANEUVERS INTO DRILL:

A. Six Required Maneuvers:

0 to 10 Points EACH

B. Six Additionally Drawn Maneuvers:

0 to 10 Points EACH

TOTAL 120 Points

EXECUTION OF DRILL:

Alignment -

100 Points

Spacing -

100 Points

Timing/Coordination -

100 Points

Briskness -

50 Points

TOTAL 350 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/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

RIDERS: Any number of riders allowed.

TIME: Time allowed shall be not more than five (5) minutes (maximum) allowed for completion of the drill.

EXPLANATION: An event in which a list of ten maneuvers, or types of maneuvers, are drawn the first day of the Competition and each group performs a drill in a freestyle format, with a maximum time limit of five (5) minutes. Themes and costumes are encouraged.

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. Teams that violate this rule will be disqualified from the Impromptu competition.

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.

SCORING CRITERIA: All competitive events are scored based on execution of fundamental drill principles. These scored categories include **Alignment, Spacing, Timing/Coordination, Manners of Horses, Performance of Horses,** and **applicable Time Limit.**

MANEUVERS:

A: Maneuvers for the Impromptu Drill Competition will be drawn at the first meeting of the competition. The WLRCA Officers will conduct the draw.

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: Submitted/drawn maneuvers must not match the current year's Short Program Additionally Drawn maneuvers.

E: 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.

Each team participating is required to submit a judge's explanation and score sheet including a list of their maneuvers in the order they appear in their drill, with Required and Additionally Drawn Maneuvers marked for judging. Each Judge will be given a copy.

DEGREE OF DIFFICULTY: Consistency and accuracy of identifiable maneuvers; taking into



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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.

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

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?

UNIQUENESS OF PRESENTATION: Similar to Variety, but used in drills with required (drawn) maneuvers. When teams perform a set number of maneuvers, how did these maneuvers flow together to make one cohesive drill performance? The pattern should not be all circles or all lines. A team moving from one maneuver to another without repeating should receive credit for uniqueness of presentation.

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.

SUITABILITY OF MUSIC: How appropriate was the music to maneuvers performed and the pace the horses set versus the pace of the music?



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IMPROMPTU DRILL SCORE CRITERIA

INCORPORATION OF REQUIRED MANEUVERS INTO DRILL:

0 OR 50 points for completion of all required (drawn) maneuvers

POSSIBLE 50 points

EXECUTION OF DRILL

Alignment -	100 Points
Spacing -	100 Points
Timing and Coordination -	100 Points
Briskness -	50 Points
	TOTAL 350 Points

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**

SUITABILITY OF MUSIC **30 Points**

MANNERS OF HORSES **30 Points**

PERFORMANCE OR HORSES **30 Points**

DEDUCTIONS: See Definition of Terms.

Deductions are for each occurrence or fraction.

General Impression	- 5 Points
Horse/tack/uniform NOT Clean	- 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 (5 minutes)	- 10 Points
Re-Group	- 25 Points

TOTAL POINTS POSSIBLE: 680



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NON-JUDGED EVENTS

At each State Meet, the Association may elect to host non-judged spirit events to further foster competitive sportsmanship. These events are to be voted on by association teams, and an overall winner will be selected for the year's title of champion. Any awards for these events may be purchased from the Event budget, if it allows. These events may include, but are not limited to: Herdsmanship, Sportsmanship, Stall Decorations.

HERDSMANSHIP

Herdsmanship is to evaluate each team in the manner they care for their horses and equipment. Several of the categories to be considered are: cleanliness and grooming of the horse, securing gate, tying horse (if applicable), and the cleanliness of the barn alley, the tack room and any tack boxes or other team owned equipment.

STALL DECORATIONS

Stall Decorations are a team's personal choice. Voters should consider the stall area theme and color coordination throughout, as well as stall signs, flags, and decorations in place throughout the team's stall area.

SPORTSMANSHIP

Sportsmanship considers a team that demonstrates integrity, respect, and positive conduct. Voters should look for groups that display teamwork, courtesy toward all competitors and officials, encourages competitors, and promotes good horsemanship.



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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.

OVERALL HIGH POINT: Teams earn scores in four (4) events which count toward the Overall High Point: Parade, Compulsory, Freestyle and Short Program. The team with the highest total score from these four events will receive the WLRCA OVERALL HIGH POINT FLAG.

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.*

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 or under

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 Association Officers. 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.

CRITIQUE: a critical analysis or evaluation of a subject. The art, or act, of making judgments, analysis of qualities and comparative worth. A critic is one who practices the art of criticism. The art form used is oral recording.

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.

DIVISIONS: Short Program and Freestyle will have a small team and large team division for competitions. Teams competing with 12 or more will compete as large teams; 11 or less riders compete as small teams. All other programs will have no division.

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.



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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 in formation, the American Flag should be duly honored by being kept to the right or in the lead of other flags.

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 away, 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.

NOVICE DIVISION: Teams may enter Short Program and Freestyle as a Novice Team if they have over 60% new riders and/or horses across the entirety of the competitive team (not each individual program). A separate award will be presented for teams competing in the Short Program and Freestyle Novice Division. Novice Division will not be delineated by size.

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)

TIME LIMIT: The allotted time for a particular event, which may include a minimum and/or maximum allowable time. 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.



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

UNIQUENESS OF PRESENTATION: Similar to Variety, but used in drills with required (drawn) maneuvers. When teams perform a set number of maneuvers, how did these maneuvers flow together to make one cohesive drill performance? The pattern should not be all circles or all lines. A team moving from one maneuver to another without repeating should receive credit for uniqueness of presentation.

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
TENTATIVE SCHEDULE

THURSDAY

4:00 pm Officer Meeting
5:00 pm Captains Meeting
7:00 pm Social Event

FRIDAY

6:30 am Arena practice (20 minutes per team - order of the draw)
12:30 pm Judges/Captains meeting
1:00 pm **Grand Entry** - On horseback
2:00 pm SHORT PROGRAM DRILL COMPETITION
6:00pm Compulsory Arena setup
7:30 pm COMPULSORY DRILL COMPETITION

SATURDAY

6:45 am Arena practice (20 minutes per team - order of the draw)
12:00 pm Judges/Captains meeting
1:00 pm FREESTYLE DRILL COMPETITION
5:45 pm TEAM OF FOUR DRILL COMPETITION
7:45 pm Parade Arena setup
Time TBD Additional Social Activity

SUNDAY

7:45 am Arena Practice (20 minutes per team - sign up optional)
10:15 am Judges/Captains meeting
11:00 am PARADE DRILL COMPETITION
2:00 pm **CLOSING CEREMONIES & AWARDS** - On horseback unless
otherwise agreed on



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STATE COMPETITION GUIDELINES

ARENA PRACTICE: Suggested time 20 minutes per team. Any team entered into the competition may use the arena for the “allotted” time to practice events. Friday, Saturday and Sunday morning practices are conducted 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 WLRC 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.

SPECIALTY DRILLS: For exhibition only, as time permits. Any specialty drills, other than a freestyle 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 the microphone for the recording. (See Drill Judge Guidelines for more detail)

JUDGES' SECRETARY/SCRIBE (3)

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.

OFFICER DUTIES

- 1) Prepare score and criteria sheets for each event, each judge. Verify addition on score sheets.
- 2) Record scores and determine results for the award ceremony. Prepare awards/flags for closing ceremony. Facilitate smooth show 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, Freestyle – Gate person(s) needed.

Practice Support – run music and keep time for team practices (20 minute practices and practices ahead of performance)

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)



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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, purchased and 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.

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.



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CONVENTION GUIDELINES

Date: To be determined. Usually the last meeting of the year in October or November.

Host: Voluntary. Often the team which won the Over-All High Point Championship.

Facility: One large room where we can have lunch at a hotel, country club, or restaurant,

Equipment:

Registration Table
Head Table
Display Tables
Name Tags
Podium

Agenda:

9:00 Officer Meeting
10:00 Flag Presentation
10:15 Speaker
11:30 Speaker
12:30 Lunch
1:30 Meeting and election of officers
4:00 Adjourn

Items Teams need to bring:

Team Flag & Display items
Gift for exchange
Photo Contest Pictures



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ANNUAL CALENDAR GUIDELINES

JANUARY

Follow up from Convention
Contract with Judges selected for upcoming State Meet
Contract with facility for upcoming State Meet
Select dates for ALL meetings and convention
Annual notice of non-profit status with Secretary of State Planning
for Judges Clinic (Every two years or as necessary) Planning for
Compulsory Committee – every two years

MARCH

Determine High Point Series competition event dates
Order awards and special gifts

JUNE

Visit State Competition Facility
Draw for order of competition at State Competition
Teams volunteer for State Competition duties

AUGUST/SEPTEMBER

State Meet wrap up meeting

OCTOBER/NOVEMBER

Vote on any changes of Association Bylaws, Handbook, etc.
Election of Officers
Bids for upcoming State Competition or year after Select
judges for upcoming State Competition



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WLRCA HIGH POINT SERIES

EVENT HOST: Event host is not required to be a member of the WLRCA, however must:

- A. Submit competition date prior to April 1 of each drill year
- B. Offer a Freestyle drill event
- C. Pay a \$15.00 sanction fee to the WLRCA
- D. Use WLRCA rules and score sheets
- E. Hire two (2) recognized, approved drill judges
- F. Send results to the WLRCA Secretary
- G. May offer other drill events and charge appropriately.
- H. The WLRCA state Competition will NOT be included in sanctioned events.

PARTICIPATING TEAMS: Participating teams are NOT required to be members of the WLRCA.

A series entry fee of \$25.00 must be paid by April 1st, prior to a team receiving any points from a Series Competition. The Series fee is in addition to any entry fees.

INCENTIVE FOR WLRCA MEMBER TEAMS: At the June WLRCA meeting three team names will be drawn from the High Point Series entries. In order of that draw the teams will be allowed to select their place in the WLRCA State Meet Draw for ride order.

Participating teams receive placing points as listed below. This is intended to equalize the weight of judges' points by the number of teams participating.

- 1st - 50 points
- 2nd - 45 points
- 3rd - 40 points
- Etc.

WLRCA SECRETARY: will be responsible for:

- A. Keeping a current point tally of series participants
- B. Provide a current list of participating teams and their points, upon request

The WLRCA will keep 10% of the series fees collected with the remaining 90% to be paid out to the top team at convention. Pay out depends on the number of teams participating in the series (minimum of three (3)). Championship Flag awarded at convention to be carried by winning team for the year.



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FLAG PROTOCOL

The United States Flag is always to the right or ahead when in columns or rows or in single file. Colors may be posted during maneuvers, but shall be honored when the team is in formation by being kept to the right or ahead of the other flags.

<p>Club Assn State US</p> <p>↑ ↑ ↑ ↑</p> <p>↑ ↑ ↑ ↑</p> <p>↑ ↑ ↑ ↑</p> <p>Flags in descending order –US Flag on right of column.</p>	<p>State US</p> <p>↑ ↑</p> <p>Club ↑ ↑ Assn</p> <p>↑ ↑</p> <p>↑ ↑</p> <p>↑ ↑</p>	<p>↖ ↗ ↘ ↙</p> <p>↓ ↓ ↓ ↓</p> <p>↓ ↓ ↓ ↓</p> <p>Assn Club US Sta</p> <p>Column of 4's divide to 2's - Flag on right.</p>
<p>Club → ↓ ↓ ↓ ↓</p> <p>Assn → ↓ ↓ ↓ ↓</p> <p>State → ↓ ↓ ↓ ↓</p> <p>US → ↓ ↓ ↓ ↓</p> <p>Oblique 3's flags ahead and to the right</p>	<p>Club → ↓ ↓ ↓ ↓</p> <p>Assn → ↓ ↓ ↓ ↓</p> <p>State → ↓ ↓ ↓ ↓</p> <p>US → ↓ ↓ ↓ ↓</p> <p>Oblique 4's - flags on left, but ahead of the rest of their four</p>	<p>Assn US</p> <p>↑ ↑ ↑ ↑ ↑ ↑ ↓ ↓ ↓ ↓ ↓ ↓</p> <p>State Club</p> <p>Pinwheel turning clockwise flags on inside (right) of line</p>
<p>US Assn</p> <p>↓ ↓ ↓ ↓ ↓ ↓ ↑ ↑ ↑ ↑ ↑ ↑</p> <p>Club S</p> <p>Pinwheel turning counter-clockwise - flags on outside of lines</p>	<p>State US</p> <p>Club Assn</p> <p>↑ ↑ ↑ ↑</p> <p>↑ ↑ ↑ ↑</p> <p>US Flag on right and ahead of association flag in chevron</p>	<p>US State</p> <p>↖ ↗ ↘ ↙</p> <p>Assn Club</p> <p>↖ ↗ ↘ ↙</p> <p>U S flag crosses first in three</p>



Washington Ladies Riding Club Association

HANDBOOK

WLRC FLAG PROTOCOL GUIDELINES

Workshop 09/22/01

Mission Statement:

The **Washington Ladies Riding Club Association (WLRCA)** promotes education and respect for Flag Protocol, and offers the following *guidelines* as they may apply to equestrian mounted drill teams, and the equine community.

Values:

The following *guidelines* are to be applied as choices for creativity and respect, rather than unconditional rulings. We take pride in offering them as a learning tool for partnership, serving both the equestrian drill team community, and the viewing public.

The WLRCA strives to recognize the sensitivity, diversity, and emotional aspects surrounding flag protocol, and furthermore acknowledges that equestrian (mounted) flag protocol MAY be debatable, however, our underlying premise is to honor and respect the flag.

Honor Point:

The United States Flag:

The United States flag is considered a living thing, the union being the honor point.

The right arm is the sword arm and therefore the point of danger; hence, the right is the place of honor. The edge of the flag which is toward the staff is the heraldic dexter or right edge. The union of the flag, and the flag itself when in company with other flags, is always given the honor point, i.e. the marching right, the flag's own right, or an observer's left.

Flag Type/Style:

- **Standard Flag(s)** – plain with no additional fringe and/or a cord application.
- **Ceremonial Flag(s)** – additional GOLD fringe, AND multiple cords applied.
- **Historical Flag(s)** – respective of a time and/or period application.

Flag & Pole Size:

An easy way to remember relative flag pole/shaft size, is to apply simple addition:

- 3 x 5 flag translated $3 + 5 = 8$ meaning an 8' pole
- 4 x 6 flag translated $4 + 6 = 10$ meaning a 10' pole

It is strongly suggested that the flag be ABOVE the rider's head in order for the rider to see at all times and for the flag to be clear of the rider's hat.



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Flag Carriage:

- The shafts must be perpendicular,
- Forearm parallel to the ground,
- Elbows should be flexed at a right angle,
- The emblem should be pointed forward,
- Flag(s) should be kept free (flowing), and not allowed to wind around a pole/shaft.

Flag Presentation:

One (1) or more United States Flag(s) presented should be of “equal” style, size, and height (uniform with each other).

When presented, the American flag(s) shall lead and/or always be kept to the right of other flags when in rows, columns, or single file. Colors may be posted during maneuvers, however, when a team is in formation, the American flag(s) should be duly honored by being kept to the right or in the lead of other flags.

Arena Designation:

It is suggested that the Event Host designate the “**front**” of the arena for proper Flag Protocol applications/positioning.

Protocol Applications:

- **Drill Team Competition**

State Drill Competitions and/or Series Drill Events in which the Event Host elects to include flag protocol.

- **Grand Entry/Color Guard Presentation**

Fairs and/or Rodeos that choose to implement or include flag protocol, as it relates to an Introduction, Serpentine, and/or a Company Front.

- **Parade Application**

Parade Events vary. See requirements for each specific parade event, and apply any flag protocol as it pertains to that particular event.



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Protocol Positioning:

When carried in a procession with another flag or flags,

- The American flag must be to the right, OR
- In front of other **flags** (not people or groups of people) be they state flags, or flags of other countries, or organizations.
- Remember, ***UNCLE SAM IS ALWAYS RIGHT!***
- **Posted**

A Flag or Flags posted in an assigned position or station, or in a “stationary” position for the entirety of a drill program and/or flag presentation.

- **Moving**

A Flag or Flags that changes from one position to another, or “continually” moves throughout a drill program and/or flag presentation.

- **Combination of Posted/Moving**

A Flag or Flags that posts to an assigned position then may alternately move to accommodate maneuvers in a drill program and/or flag presentation.

Positioning Relationships:

In most *posted* applications, the United States Flag should be the first (1st) Flag into the arena, AND (depending upon the event) the last Flag exiting the arena.

In many instances, the United States Flag may enter the arena (alone) and with distinction of all other flags, preceding the National Anthem. These suggestions are open for workability and at the discretion of the event coordinator(s).

- **United States Flag(s)** – application for multiple United States Flag(s):
A stationary United States Flag positioned in the center of an arena, with additional United States Flags around the center flag, may face either toward or away from the center United States Flag.
- **Other Flag(s)** – other than United States flags - State/Association/Team Flag(s):
Stationary United States Flag in the center of the arena, with other non-United States Flags either around the center flag (facing in), or in a Company Front (line to the left) of the United States Flag.
- **Non-Flag(s)** - other riders/drivers:
See Public Law 94-344 known as the *Federal Flag Code* which states that the United States Flag must be to the right OR front of other **flags** (not people or groups of people) be they state flags, or flags of other countries or organizations.



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Acknowledgement & Respect:

- **Non-United States Flags** show respect by lowering/dipping their flagstaff during the American National Anthem or other times of presentation.

The American flag is NEVER dipped in a salute, as this is a breach of flag protocol.

- **Riders/persons may show respect:**

By placement of the right Hand over the Heart (per any religious beliefs).

- **Persons wearing hats:**

- A lady NEVER removes her hat.
- Gentlemen (on horseback) do NOT remove their hat, however, may salute, or place their hand over the Heart.
- Gentlemen (standing and/or non-horseback) respectfully remove their hat.

- **Riders carrying flags:**

Riders should NEVER remove their hand from a flagpole, drop their rein(s), or cradle the flag in their elbow.

Clothing, Costuming & Equipment:

Do not use an “actual” United States flag as any portion of a drill costume/uniform, drapery or advertisement. Costumes/uniforms may, however, contain red/white/blue colors, and resemble the stars & stripes.

Domestic/International Applications:

- **Flag of Nations:**

A flag of a foreign nation displayed with the United States Flag (in honor of a visiting dignitary) becomes the second flag in line, or position of honor, and would precede the State or City flag, except when the State or city is host to the foreign visitor. If a number of foreign visitors are being honored, their respective flags are placed, according to rank of the visitor(s).

Use of any Nation’s Flag in a performance: Is acceptable, PROVIDED, it does not drop to, or brush the ground.

Preparation & Safety Tips:

- **Flag Boots:**

Stirrup Boot - safer when wrapped INSIDE the fender and then buckled.
Pommel Boot -

- **Proper Disposal:**

When it is in such condition that it is no longer a fitting emblem for display, should be destroyed in a dignified way, preferably by burning. (*Disposal of Unserviceable Flags Ceremony*).



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When Accidents Do Happen:

Remember to use common sense handling application(s), and to be

- Sensitive/Emotional/Respectful (appropriate to each individual situation)
- SAFELY Rescue and Inspect
- Appropriately check Rider(s) and/or Horse(s)
- Appropriately check Flag(s)
- Re-post (if acceptable, appropriate, and in good condition).

If a Rider/Horse/Flag is unable to continue,

- Roll the Flag onto the pole and respectfully exit the arena with discretion.

Resource Materials for these *guidelines*:

- Flag & Seal, Seat of Government, & the States
- The American Legion – Flag Education & Etiquette
- Canadian Flag Protocol
- Federal Flag Code
- Star Spangled Manners
- NC Dept. of Secretary of State, International Services
- Display of Flags
- Library of Congress
- Association/Event Score Sheets



GUIDELINES FOR JUDGES

EVENT PREPARATION:

- **Contract:** The contract is an agreement between the judge and the association sponsoring the event. It should clearly state expectations and obligations. Two copies should be signed: one for the Judge and one for the association.
- **Event Particulars:**
The Judge should obtain the following well in advance of the event in order to allow enough time to review the material and clarify any questions:
 - Dates & Times
 - General Rules and/or Rule Book
 - Divisions, Classes, Etc..
 - Score Sheets & Judging Criteria
 - Facilities: Location and type – Indoor or Outdoor
 - Penalties, disqualifications, protest criteria that might apply to the judging process.
 - Travel Arrangements
 - Dress Code

COMPETITION DAY:

- **Judge's Responsibilities:**
 - Arrive early and familiarize yourself with the facilities.
 - Check-in with the chairperson for updated information.
 - Choose your judging location & setup your 'area'.
 - Be prepared to stay long enough after the competition to answer questions.
- **Ethics:**
 - "A set of principles of right conduct."
 - A judge's actions may not only influence the outcome of the competition, but may affect the future of the sport of equestrian drill riding.
 - You must have an objective opinion. Do not go into a competition with preconceived perceptions or ideas. If you have had any professional contact (paid or unpaid) with any team competing, it might be wise to disqualify yourself from judging the event.
 - Public perception is very important. During the competition, limit contact. Be unemotional. Above all, be professional.



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- **Oral Critiques:**

The oral critique is used to inform the teams of observations made by the judge that may help them to understand the scoring.

- Introduce yourself. Give your name, the date, the drill being critiqued and name of the competition.
- Describe where you are positioned in the arena.
- Check to see that the machine is actually recording!
- Describe the maneuver being executed, even if it is all right.
- Describe the fault and ways to improve it.
- Be specific on problem areas – for example: “The chestnut horse in the second pair is lagging behind” or “The spacing on the fourth pair from the front is too long when compared to the rest of the team.”
- Provide an overall impression – highlight good points and if comfortable, offer ways to improve problem areas.
- Try to offer comments on music, theme and costumes in a tactful manner, always remembering that your preferences may not be those of the team you are observing.



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HANDBOOK

EXECUTION OF THE DRILL

SPACING: Maintaining an even distance between horses, vertically and horizontally.

- **Common Faults:**
 - Irregular spacing between horses in line.
 - Irregular spacing between horses side-to-side (Company Front or Abreast)
 - Oblique not all spaced the same distance back, i.e.; not all nose-to-knee
 - Not closing up the gap between lead riders in a circle and the last riders.

ALIGNMENT: Keeping rider's bodies lined up side-to-side. Also in "tracking" following directly behind or in the same track as the rider in front.

- **Common Faults:**
 - Irregular side-to-side alignment in fours, full team lines, etc.
 - Not "tracking" or following directly in line with the horse in front.
 - Irregular alignment of the maneuver in the arena, i.e.; circles not centered, circles not round, wedding rings not the same size or not even in spacing in the arena, figure "8" circles not the same size.

TIMING AND COORDINATION: In the right place at the right time AND looking good!

- **Common Faults:**
 - Missed holes in a thread maneuver.
 - Collisions because of faulty spacing, etc.
 - Awkward connections of maneuvers – jerky, not smooth.

BRISKNESS: A general feeling of overall alertness and precise execution. Not to be confused with speed. An alert attitude of the whole team.

PERFORMANCE OF HORSES:






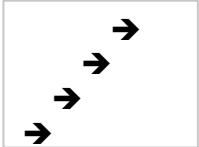
- **Common Faults:**
 - Broken Gaits: trotting when the rest of the team is loping.
 - Dropping to a trot to turn a corner.
 - Trotting in a circle when all others are loping.
 - Way of Going: The way the horse travels.
 - Should be the same "Style" as the rest of the team, if possible.
 - Easily controlled gaits.
 - No excessive pulling on reins, or frequent, unnecessary lead changes.

MANNERS OF HORSES:

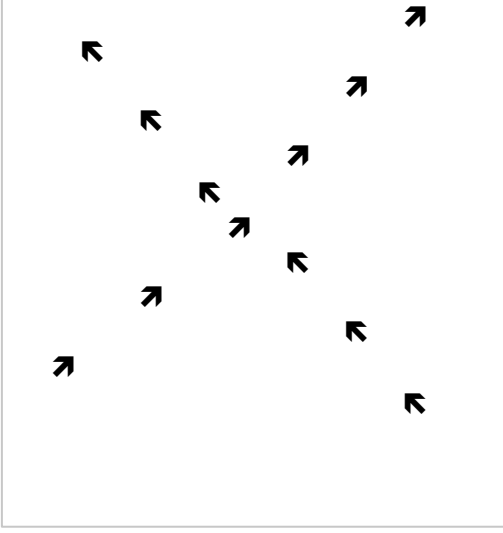
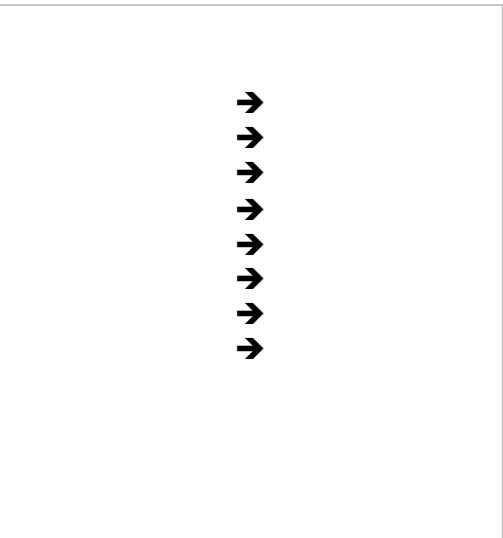
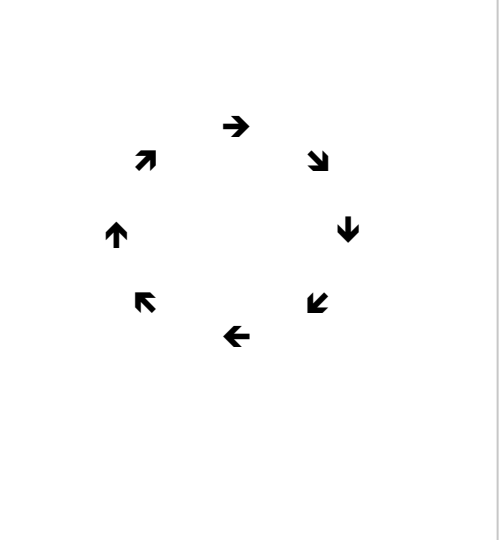
- No biting, kicking, bucking, etc..
- Easy to control and responsive to the rider's commands.

DRILL TEAM MANEUVERS

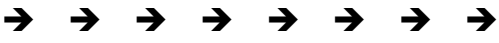

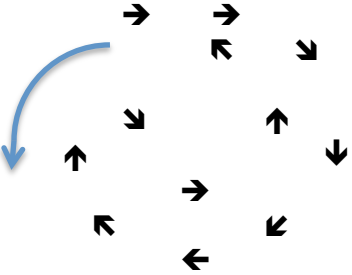
MANEUVERS REQUIRED IN SHORT PROGRAM

<p>REQUIRED AND ADDITIONAL MANEUVERS: Six maneuvers are REQUIRED every year, as listed below. Six ADDITIONAL maneuvers are DRAWN every year.</p>	
	<p>CHANGE OF PACE - A definite change of pace from a lope to a jog or walk. Teams may "stop"; however, this is NOT considered a change of pace.</p>
<p>Pairs Abreast - </p> <p>Pairs Tandem - </p> <p>Pairs Oblique - </p>	<p>MANEUVER BY PAIRS - Any maneuver where the two riders are aligned either horizontally, vertically, or in an oblique.</p>
<p>Fours Abreast - </p> <p>Fours Tandem - </p> <p>Fours Oblique - </p>	<p>MANEUVER BY FOURS - Any maneuver where the four riders are aligned either horizontally, vertically, or in an oblique.</p>

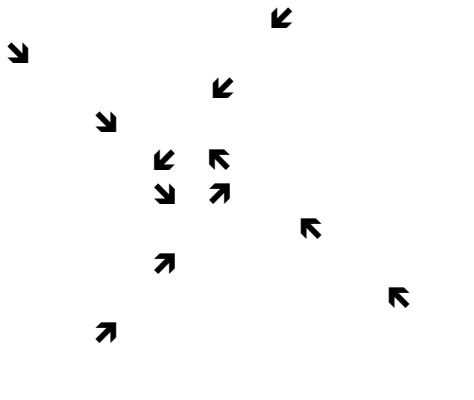
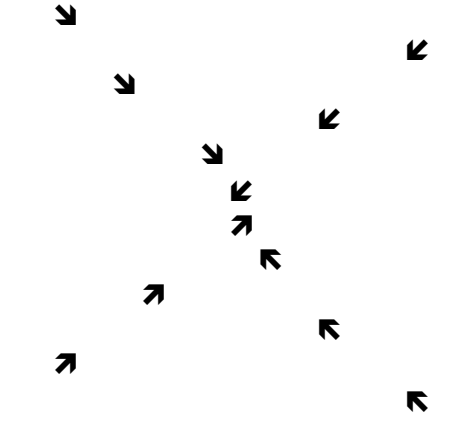
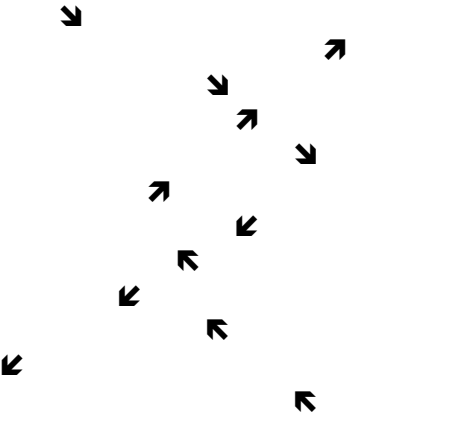
DRILL TEAM MANEUVERS

 <p>A diagram showing two intersecting paths of arrows. One path consists of arrows pointing generally towards the top-left, and the other consists of arrows pointing generally towards the bottom-right. The paths cross in the center of the square.</p>	<p>SINGLE FILE CROSS - Two single file lines, crossing ahead of or behind each oncoming rider.</p> <p>Riders may approach from the same end or opposite ends of the arena. Variations including leaving the long sides or short ends of the arena.</p> <p>Spacing may vary</p>
 <p>A diagram showing a single vertical line of eight arrows, all pointing to the right.</p>	<p>SINGLE LINE ABREAST/COMPANY FRONT - A single line abreast MOVES, whether it be forward or (as a line) in a circular motion. May include, but not limited to one (1) of the following: Moving Single Line Abreast or Circular Crack the Whip. A standing Company Front also qualifies.</p>
 <p>A diagram showing eight arrows arranged in a circular pattern, all pointing inwards towards a central point.</p>	<p>CIRCLE - Riders in a closed plane curve, everywhere equidistant from a fixed center point.</p>

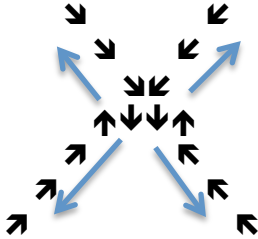
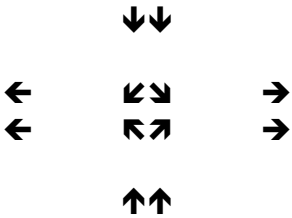
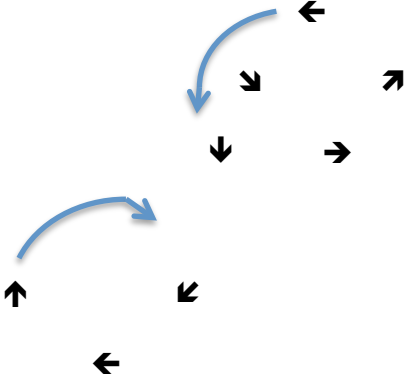
DRILL TEAM MANEUVERS

<p>VARIATIONS: Almost all maneuvers may be performed with multiple sets of riders in Pairs, Threes, Fours or more. As well as in configurations of tandem, abreast, or oblique. Riders may be in lines abreast, tandem, or oblique for almost all maneuvers.</p>	
<p>TRANSITIONS: Transitions are movements from one maneuver to another. The goal is to have as little "set up" between maneuvers as possible.</p>	
<p>SINGLE FILE LINE MANEUVERS - When performing line maneuvers, riders should maintain equal spacing between riders. Speed may vary.</p>	
	<p>SINGLE FILE LINE - A single file line of riders with spacing between each rider at equal distance. Spacing selection may vary. The single file, at varying speed, can be taken into some very fast and difficult patterns. It also accommodates easily to reversals of direction by the horses.</p>
	<p>TWO SINGLE FILE LINES - (RIDE BY) - Two single file lines of riders with spacing between each rider at equal distance, approaching from opposite directions.</p>
	<p>SPIRAL/PEEL THE APPLE - A single file line in a large circle. A lead rider gradually moves to the inside of the circle and decreases its size. At a designated point, the leader reverses the direction of the circle and will pass remaining spiral riders on the outside. Spacing between riders should be equal.</p>

DRILL TEAM MANEUVERS

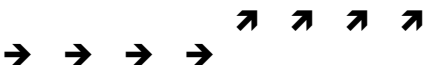
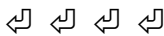

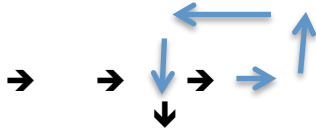
	<p>FOUR WAY BOX - FOUR Single File lines of riders create a "BOX" by crossing directly behind the RIDER on the RIGHT. Variations may also be performed to the LEFT in the same manner. Spacing between "boxes" may vary.</p>
	<p>FOUR WAY CROSS (not a Box) - Four single file lines will alternate in the CROSS. Oncoming lines will be in the center of the maneuver at the same time, with one line crossing left-to-left, and the opposite line moving up and passing right-to-right.</p>
	<p>DIAMOND THREAD/CROSS - Two single file lines, crossing ahead of or behind each oncoming rider on half-diagonal center line, proceeding to a given point (off the wall), and then turn 90 degrees, and cross again on the second half diagonal.</p>

DRILL TEAM MANEUVERS

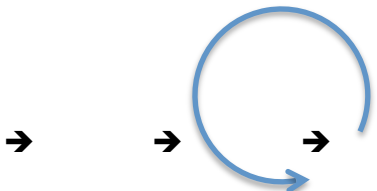
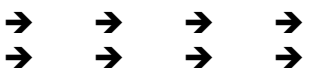
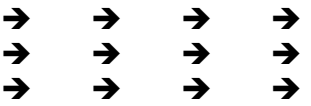
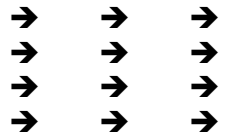
	<p>SHOOT-THE-MOON/BUTTERFLY/GRAND "X" - Four single file lines approaching center from each corner of the arena, passing by then going to the other corner on the same side.</p>
	<p>HOLY CROSS/SWAP PAIRS: Pairs approach from opposite directions head-to-head, at center each pair splits right and left to form new pair going away from each other.</p>
	<p>OFF-SET CIRCLES - Single File Line, First circle starts either direction from any direction, circle usually includes four riders. One revolution of circle, line continues and proceeds to a second circle in the opposite direction. Number of riders in line may vary, all riders complete each circle. Spacing may vary, however must remain equal for all riders.</p>

DRILL TEAM MANEUVERS

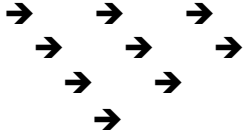
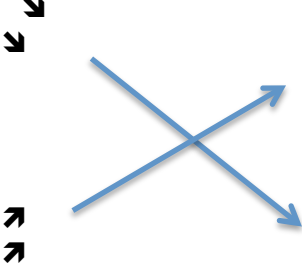
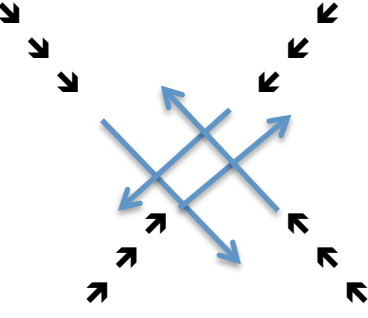
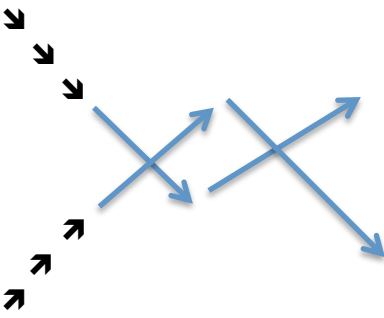
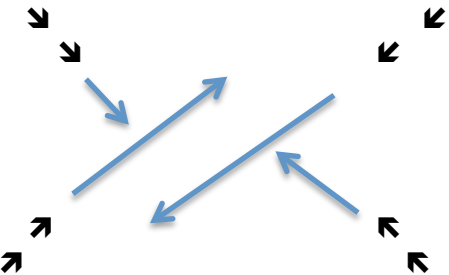
TURNS - Required turns in Short Program SHOULD be performed by 51% of riders. More difficult turns are done by pairs, threes, or fours. Pairs or groups MUST turn together at the same time, maintaining a straight line side-by-side. Individual turns also present difficulty, especially when performed at the same time by a number of riders.

	<p>45 DEGREE TURN - Riders either on the wall or from the center of the arena turning a 45 degree angle across center or to the wall.</p>
	<p>90 DEGREE TURN - Riders either on the wall or from the center of the arena turning a 90 degree angle across center or to the wall.</p>
	<p>180 DEGREE TURN - A complete reverse of direction, turning either right or left and continuing in the opposite direction from riders beginning point. May be considered a "Roll Back."</p>
	<p>270 DEGREE TURN - A turn where the rider begins turning LEFT and ends up going to the RIGHT of original direction. Direction of turn can be either right or left.</p>


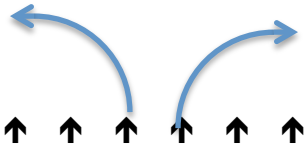

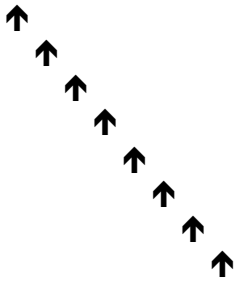
DRILL TEAM MANEUVERS

	<p>360 DEGREE TURN - Riders will execute a complete small circle ending up going in the original direction.</p>
<p>COLUMNS: Line maneuvers where groups of riders (Pairs, Threes, Fours, etc) follow a leader group. Riders side-by-side, with spacing between riders at equal distance. Column spacing may vary, however must be equal between groups..</p>	
	<p>COLUMN OF PAIRS: Riders side-by-side, with spacing between each rider at equal distance. Spacing between each PAIR should also be equal distance.</p>
	<p>COLUMN OF THREES: Riders side-by-side, with spacing between each rider at equal distance. Spacing between each THREE should also be equal distance.</p>
	<p>COLUMN OF FOURS: Riders side-by-side, with spacing between each rider at equal distance. Spacing between each FOUR should also be equal distance.</p>

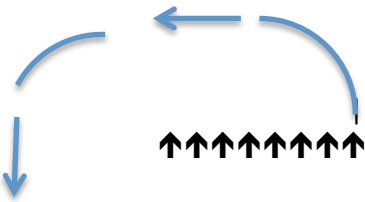
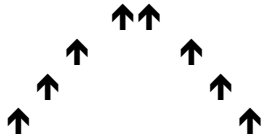
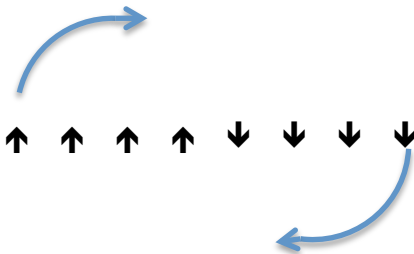
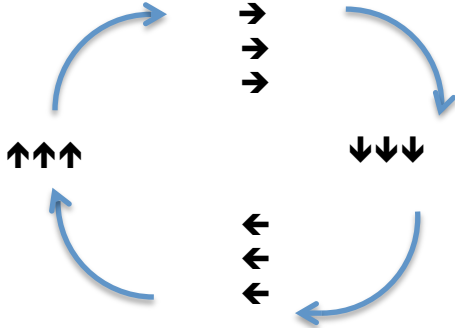
DRILL TEAM MANEUVERS

	<p>OBLIQUE BY PAIRS, THREES OR FOURS: Riders at diagonal spacing. Lateral spacing may be measured by nose-to-knee, or nose-to-hip spacing. Spacing between groups may vary.</p>
	<p>SINGLE CROSS BY PAIRS, THREES, OR FOURS: Columns crossing ahead of, or behind, each approaching column. Groups may approach from the same end, or opposite ends, of the arena.</p>
	<p>FOUR WAY BOX: May be performed in groups of 2, 3, 4 riders, either abreast or tandem. Riders create a "box" by crossing behind the group to the RIGHT or LEFT as designated.</p>
	<p>DIAMOND THREAD/CROSS: May be performed in groups of 2, 3, 4 riders, either abreast or tandem. Riders ride on the half diagonal and turn 90 degrees on the arena center line at a designated point off the wall, riding on the other half diagonal to the same wall as their starting point.</p>
	<p>FOUR WAY CROSS (not a Box) - May be performed in groups of 2, 3, 4 riders, either abreast or tandem. Four lines will alternate in the CROSS. Oncoming lines will be in the center of the maneuver at the same time, with one line crossing left-to-left, and the opposite line moving up and passing right-to-right.</p>


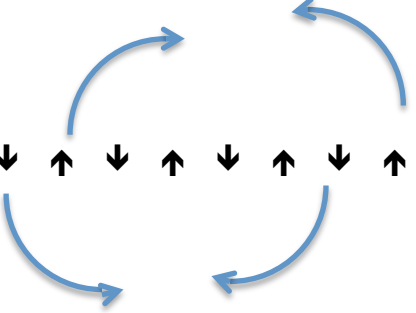
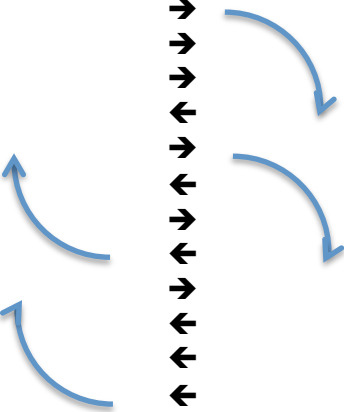
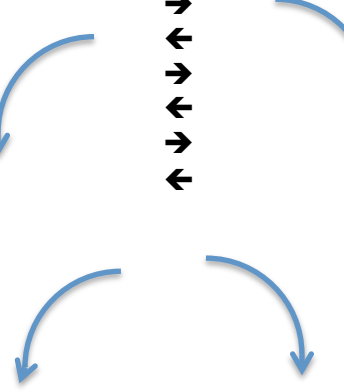
DRILL TEAM MANEUVERS

	<p>SINGLE LINE ABREAST (Interlocking): Two single file lines, approaching from opposite directions, "mesh" to form one single line abreast.</p>
	<p>DONUT/LIBERTY GATE: Single Line Abreast will divide equally in half. The outside riders on both ends will become "pivots." The inside center riders will move forward to rotate both halves of the line in a circular motion, and come back together into a Single Line Abreast.</p>
	<p>HALF TEAM SWEEPS: Set up in a variety of ways. Two lines at oblique spacing travel arena. Lines may be in a column or on opposite sides of the arena. If opposite, groups should "mirror" each other and reach designated points of the arena at the same time (i.e.; center of the short wall)</p>
	<p>FULL TEAM SWEEP: All riders form an OBLIQUE formation traveling around the perimeter of the arena. To be considered a "Full Sweep" the maneuver MUST revolve to include at least one long side AND one short side of the arena.</p>

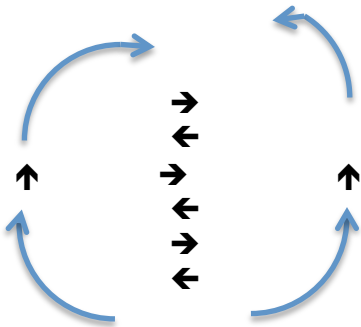
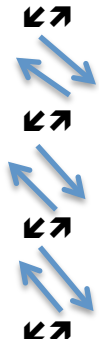
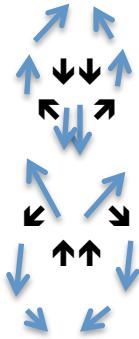
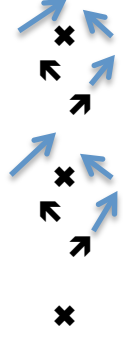
DRILL TEAM MANEUVERS

	<p>CRACK THE WHIP: Riders in a single line abreast. One end of the line becomes the stationary (pivot) rider, while the other end moves forward in a circular motion, completing at least one full circle, returning to original starting point.</p>
	<p>CHEVRON/FLYING WEDGE: Riders from two OBLIQUE line forming a wedge. One or two riders may lead.</p>
	<p>PINWHEEL/SINGLE SPOKE: Riders in two lines abreast, facing in opposite directions, move in a circular movement, with inside riders as pivots, with the outside riders moving the line. Lines MUST stay straight from the pivot to the outside rider. Line should be straight from outside rider to outside rider of each line.</p>
	<p>THREE OR FOUR SPOKE: Groups of riders in lines abreast of three or four in a circular movement equidistant from a fixed center point.</p>


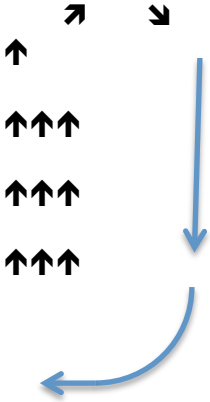
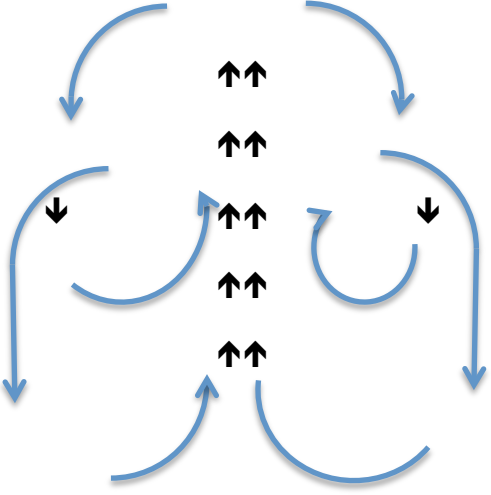
DRILL TEAM MANEUVERS

	<p>SUICIDE CHARGE: Two parallel lines of riders abreast approaching each other, when passing through the opposite line, will momentarily form one line of riders facing in opposite directions.</p>
	<p>SUICIDE WHEEL: Two parallel lines abreast come together. Center riders are moving pivots, as the outside riders at each end rotate both halves of the line forward in a circular motion. Causing a suicide pass-by at each quarter.</p>
	<p>INTERLOCKING FAN: Two Lines abreast come together with half of each line in a suicide position. Two pinwheels of half the total group rotate, with half of each group doing a suicide at the center with each rotation.</p>
	<p>ITSY BITSY SPIDER: Suicide charge position, one end of BOTH lines become pivots, outside riders move the lines in circular motion 180 degrees, then become pivots, as the former pivots now move the lines again 180 degrees in a circular motion.</p>

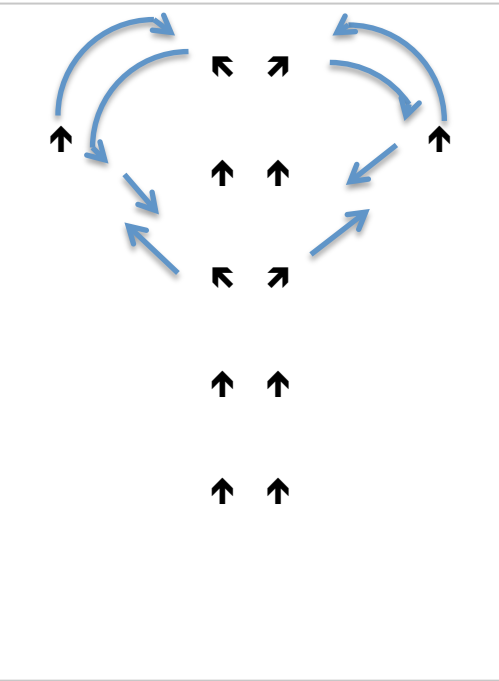
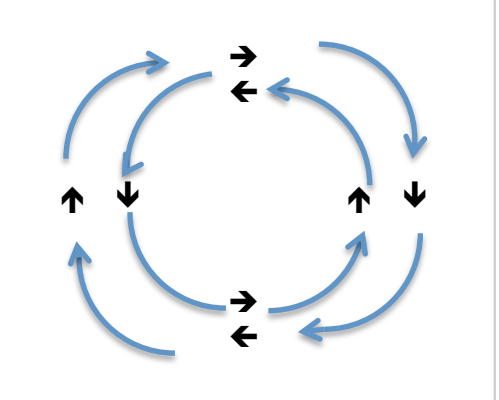
DRILL TEAM MANEUVERS

	<p>ZIPPER: Suicide Charge with STOP at Center. Two end riders rotate out, pair up and ride to separate the line of riders, who move out as the pair approach. Riders may rotate to form pairs to follow the original pair.</p>
	<p>WEAVE: May be performed as a single or double (Pairs) Two single file lines approach from opposite directions. Weave or bend around each other. One line may be stationary (Pole Bend). Spacing between riders to remain equal.</p>
	<p>BASKET WEAVE: Paired columns approaching from opposite directions, weave by passing through each other. Columns separate and rejoin simultaneously. One column rides through as a pair, while the other rides around. Spacing between pairs must remain equal.</p>
	<p>LACE THE BOOT: Two single file lines, moving the SAME direction, weave through each other, around an imaginary or stationary point. Spacing between riders and points should be equal.</p>

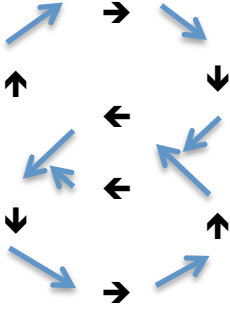
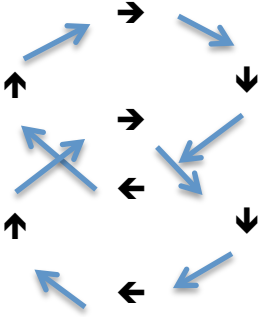
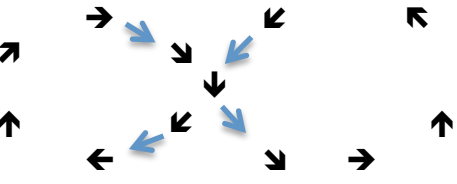
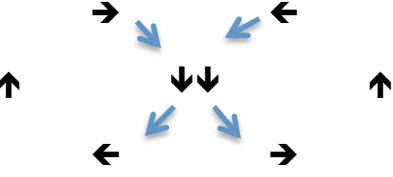
DRILL TEAM MANEUVERS

	<p>CHARRO/LADDER: A single file line of riders is passed through by an abreast line of riders.</p>
	<p>POSSE ROLL: A column of Pairs, Threes, or Fours. The designated leader rolls out either right or left with the riders in that abreast line following single file. Riders then regroup at the end of the column in reverse order of original line abreast. Entire column rolls out and regroups. Spacing between abreast lines must remain equal.</p>
	<p>TOUCH & GO: Column of Pairs, first pair individually roll right & left, turning into the pair in the middle of the column (briefly making a four) then roll again to the end of the column. Each pair repeat. Long spacing recommended.</p>

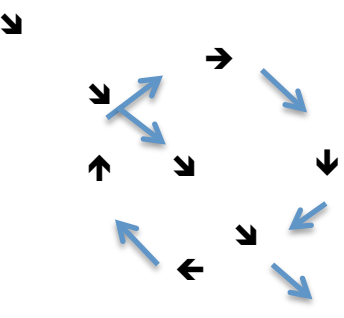
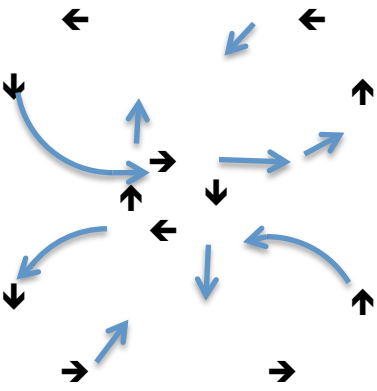
DRILL TEAM MANEUVERS

	<p>HEART: May be performed from a column of Pairs or Fours. If in Pairs - 1st pair, and alternating following pairs, split right & left at designated point, rounding a 180 degree turn and return into a pair. 2nd pair, and alternating following pairs, split at a 45 degree angle, rounding 180 degrees on the outside of the first pair and joining each other to come down the center line into a column in the opposite direction of the original column. Each rider performs 1/2 of the HEART form. When in a column of FOURS - outside riders split @ 45 degrees, inside riders continue to designated point, then split right and left. All riders coming back into the column of fours in the opposite of original direction.</p>
<p>Circle Maneuvers: At all times riders should maintain the same distance from the center point, and the spacing between riders must remain equal. Circles may be performed in pairs, threes, or fours, either abreast or oblique. Various methods of exiting circles are allowed, as well as transitions to other maneuvers. Circles may interlock, or "mesh", i.e.; Wedding ring, Eggbeater. Riders may change circles as in the Four Circle Cloverleaf, or Figure 8. Variety is key to the difficulty needed for a good score.</p>	
	<p>REVERSING CIRCLES: Riders in a closed plane curve, everywhere at an equidistance from a fixed center point. One half of group going in one direction, while other half goes in the opposite direction.</p>

DRILL TEAM MANEUVERS

	<p>DOUBLE WEDDING RING: Two independent circles on a closed plane curve everywhere an equidistance from a fixed point. Circles INTERLOCK each other at two given points. Circles are going in opposite directions (one right, one left). Riders do NOT change circles. Spacing in both circles and between riders to remain equal.</p>
	<p>EGGBEATER: Riders in two independent circles both revolving in the same direction. Circles INTERLOCK each other at two given points. Circles going in the SAME direction. Riders do NOT change circles. Spacing in both circles and between riders to remain equal.</p>
	<p>FIGURE EIGHT: Riders in two independent circles on a closed plan curve everywhere equidistant from a fixed point. Riders change circles by riding one circle, then the other. Circles intersect, but do not overlap.</p>
	<p>MOCK FIGURE 8: Riders in two independent circles on a closed plane curve everywhere equidistant from a fixed point. Riders DO NOT change circles. Circles will intersect, however do not overlap.</p>

DRILL TEAM MANEUVERS

	<p>NULL 'N VOID: One independent circle on a closed plane curve everywhere equidistant from a fixed point. A single file line enters the circle. Riders enter in behind, and exit out in front of the same rider on the opposite side of the circle. Spacing in the circle and the line should be equal.</p>
	<p>FOUR LEAF CLOVER with FOUR WAY BOX: Riders in four closed plane curves everywhere equidistant from a fixed point. Riders in the circles will rotate one revolution and INTER-FEED into another circle, creating a continuous Four-Way Box in the center of the maneuver.</p>