



**WSEDTA**  
**2008 Short Program Score Sheet**  
*- 2008 Santa Rosa Championship Competition -*

**TEAM** \_\_\_\_\_

**TOTAL SCORE**

Show Chairman Only

**INCORPORATION OF REQUIRED MANEUVERS INTO DRILL**

- |                                      |                    |           |
|--------------------------------------|--------------------|-----------|
| <b>A. Required Maneuvers</b>         | <b>0 or 15</b>     | _____     |
| 1. Single file thread with one cross |                    |           |
| 2. Change of Pace                    |                    |           |
| 3. A Circle                          |                    |           |
| 4. A Maneuver by Pairs               |                    |           |
| 5. A maneuver by Fours               |                    |           |
| 6. Single Line Abreast               |                    |           |
| <br><b>B. Required Maneuvers</b>     | <br><b>0 or 15</b> | <br>_____ |
| 1. Diamond Cross                     |                    |           |
| 2. Wagon Wheel                       |                    |           |
| 3. Weave                             |                    |           |

**EXECUTION OF DRILL**

- |   |    |       |
|---|----|-------|
| <p><b>Alignment:</b> Lines are straight; circles are round and centered; riders are aligned when abreast and track when in columns.</p> | 40 | _____ |
| <p><b>Spacing:</b> Riders and/or sets have equal distance b/w them; spacing may vary in different maneuvers.</p>                        | 40 | _____ |
| <p><b>Timing &amp; Coordination:</b> How team members work together to perform the maneuvers. No missed holes, collisions, etc.</p>     | 30 | _____ |
| <p><b>Briskness:</b> Precise execution, alertness, and overall responsiveness of the team.</p>  | 25 | _____ |

**PERFORMANCE AND MANNERS OF HORSES**

- |  |    |       |
|--|----|-------|
| <p><b>Performance of horses:</b> Way of going, no broken gaits.</p>            | 15 | _____ |
| <p><b>Manners of horses:</b> Well mannered; no kicking, biting, or bucking</p> | 10 | _____ |

**ORIGINALITY AND UNIQUENESS OF PRESENTATION**

- |   |    |       |
|---|----|-------|
| <p><b>Originality:</b> Original maneuvers used to fill the requirements</p> | 25 | _____ |
| <p><b>Uniqueness of presentation:</b> Overall uniqueness of the drill</p>   | 25 | _____ |

## DEGREE OF DIFFICULTY

Difficulty of maneuvers and overall drill to include: speed, but precision not sacrificed for speed; closeness of spacing; lack of set-up maneuvers; carrying of flags and observation of correct flag protocol

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## SPECTACULARITY AND CROWD APPEAL

**Spectacularity:** Maneuvers performed at a faster pace while not sacrificing precision; music compliments the pace and maneuvers of the drill; manner in which the flags are presented

20

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**Crowd Appeal:** Drill presented in a manner pleasing to what would be a totally unbiased audience, not necessarily the crowd on-hand which could be biased.

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## GENERAL IMPRESSION

Horses clean and in healthy working condition; equipment and uniforms clean, neat, uniform and in good repair.

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\_\_\_\_\_

Gross Score

350

## PENALTIES (per occurrence)

**Broken Tack or Dropped Equipment:** Any piece of tack or adornment that requires the team to stop to fix it or any item that falls to the ground. Each item/occurrence is a 5 point penalty

<5>

\_\_\_\_\_

**Fall of Horse or Rider:**

Fall as a result of a collision is a 100 point penalty.

<100>

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Fall not resulting from a collision is a 25 point penalty. Falls resulting from poor arena conditions shall not be penalized.

<25>

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**Over/Under Allotted Time Constraints:** Time allowed is not less than four (4) minutes nor more than six (6) minutes. Time is taken from first horse in to last horse out. 10 point penalty each minute or fraction thereof over/under time

<10>

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Drill Time: \_\_\_\_\_

**Off-course:** Should the majority of a team be out of position, a drill master may elect to stop the team as well as the time clock and re-group. The team may not start over but they can proceed from a point where last in proper position. The time clock will not be re-set.

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**Re-Group:** In the case of a fall of horse or rider, severe tack breakage, or medical emergency, a drill master may elect to re-group; or, should they be unable to continue at the present time due to injury of horse or rider, they may request permission to leave the arena and re-start at the end of the draw. The time clock will not be re-set.

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Total Penalties

\_\_\_\_\_

Judge

\_\_\_\_\_

Judge's Signature

\_\_\_\_\_

TOTAL SCORE

350

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