



WSEDTA 2008 Short Program Scoring Criteria



1. **RIDERS:** No more than 20 riders.
2. **TIME:** The drill must be performed within a “window” not less than four (4) minutes and no more than six (6) minutes. Time is taken from the entry of the first horse into the arena to the exit of the last horse.
3. **MUSIC:** Music of choice. Points will be scored on how appropriate the music was to the maneuvers performed and the pace of the horses set by the music.
4. **REQUIRED MANEUVERS:** Required maneuvers are in two (2) categories: Category A and Category B. Maneuvers shall be performed by at least 50% of the riders in the arena.

A: Required Maneuvers (The same every year)

1. **Single File Thread with one cross:** Two single file lines, crossing ahead of or behind each on-coming rider. Riders may approach from the same end or opposite ends of the arena. Variations include leaving the long sides or short ends of the arena. Spacing may vary.
2. **Change of Pace:** A definite change of pace from a lope to a jog (trot) or walk. Teams may stop however; this is not considered a change of pace. Teams may elect to perform only one or several maneuvers at the change of pace before resuming their original pace. They may also choose to enter or exit the arena at the alternate pace.
3. **Circle:** Riders in a closed plane curve, every where equidistant from a fixed center point. The circle may be a single file line, pairs, or any combination of lines.
4. **Any Maneuver by Pairs:** Pairs are two riders side by side. Any maneuver in which riders are in pairs may be used.
5. **Any Maneuver in Fours:** Fours are four riders side by side with equal distance between each rider side to side. Any maneuver in which the riders are in fours may be used.
6. **Single Line Abreast:** Each rider side by side, forming a single line abreast that moves either forward or in a circular motion.

B: Required maneuvers (Drawn each year) Three (3) maneuvers will be drawn by the Show Committee each year.

1. **Diamond Cross**
2. **Wagon Wheel**
3. **Weave**

Maneuvers may be performed in a variety of ways allowing for creativity & originality. Additional maneuvers may be used by teams to connect the A & B maneuvers. In some cases, a single maneuver may fill both A and B requirements. There is no penalty for extra maneuvers, as long as the team does not exceed the time limit.

5. **JUDGE EXPLANATION SHEET:** Teams participating are required to submit a Judge Explanation Sheet at the Judges Meeting. This sheet lists the maneuvers of a team's drill in order and will assist each judge with determining whether or not a team has satisfied the required commands.
6. **JUDGING CRITERIA:**
- A. **Incorporation of Required Maneuvers into Drill:** Teams will receive **either 15 or 0 points** for the inclusion of the required maneuvers into their drill in each of the A and B Categories. If all the maneuvers in a category are included, a team will receive the 15 points available. If even one maneuver is omitted, the team will receive no (0) points.
 - B. **Execution of Drill: (135 points)**
 - 1. **Alignment (40 points):** Are the lines straight and properly aligned, both vertically and horizontally? Are the pairs/fours even side to side? (Do their saddle horns line up?) Do riders track directly behind the rider in front of them? Are the circles evenly round and centered in the arena?
 - 2. **Spacing (40 points):** The maintaining of a uniform distance between all horses throughout an entire maneuver. Spacing may vary maneuver to maneuver, depending on the requirements of the maneuver being performed. Spacing is defined side to side in pairs/fours/groups as well as spacing front to back between individual riders/pairs/fours/groups.
 - 3. **Timing and Coordination (30 points):** How the team members work together to perform the maneuvers. Were there any missed holes (as in a thread) or collisions? Were the connections between maneuvers smooth?
 - C. **Briskness (25 points):** Precise execution of the drill, alertness, and overall attitude of the team.
 - D. **Performance and Manners of Horses (25 points):** Way of going; no broken gait. For example: trotting when all others are loping; well mannered; suitability as a drill horse, no kicking or biting.
 - E. **Originality and Uniqueness of Presentation (50 points):** Original maneuvers and methods of presenting required maneuvers.
 - F. **Degree of Difficulty (50 points):** A team that performs a more difficult drill should get more credit than a team that performs relatively easy maneuvers. Degree of difficulty is rated from 1 to 50 with 50 being most difficult. Difficulty is determined not only by the difficulty of the maneuver itself, but by the speed at which it is ridden, the closeness of the spacing between riders during the maneuver, and the lack of "set up" maneuvers. Degree of Difficulty will also be influenced by the correct flag protocol of the working flag(s) in contrast to posted non-working flag(s) or limited use of flags.
 - G. **Spectacularity and Crowd Appeal (40 points):** Precision not to be sacrificed for speed, but speed to be noted because it is more difficult to perform a maneuver well at a faster tempo. Drill presented in a manner pleasing to what would be a totally unbiased audience; not necessarily the crowd on-hand which could be heavily slanted. Crowd appeal can include the manner in which the flags are presented and suitability of music to maneuver performed.
 - H. **General Impression (20 points):** Horses, equipment and uniforms will be judged on cleanliness, uniformity, and general over-all appearance.

PENALTIES: Points will be deducted in any of the penalty categories in which infractions occur. See score sheet for details.