

Annual Rotational Competition 2022

Rule Booklet

Definition of Terms

- ALIGNMENT:** Lines should be straight, both vertical and horizontal, and properly aligned in the arena. i.e. Circles should be evenly round and centered where indicated. Circles in a figure eight maneuver should be the same size.
- APPEARANCE:** Teams apparel and gear should be eye appealing without requiring interference to horses or riders.
- 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!* The team shows precise execution, alertness, and an overall attitude of teamwork.
- BROKEN GAITS:** A horse not being in the same gait as the others on the team. (jogging during the loping phase or loping during the jogging phase) Does not apply to pivot horses in cracks or pinwheels.
- CORRECTNESS OF EXECUTION:** **This category deals only with the pattern, excluding spacing or timing.** Drill pattern should be performed exactly as indicated on the drill diagram. If the pattern was not performed exactly as indicated, the team will be considered “off-course”. Judges may score from Zero (0) to Fifty (50) Points for Correctness of Execution.
- 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). Degree of difficulty will be rated from 1 to 100, with 100 being the most difficult.
- DISQUALIFICATION:** There shall be no disqualification of any drill performance. Teams shall be scored with any and/or all deductions that may apply.
- EXECUTION OF DRILL:** Spacing, alignment, timing, coordination and briskness. Spacing consistency. Lines should be straight and circles evenly round. Timing should flow with no rider racing or stopping to make their position. Connections between maneuvers should be fluid. No collisions should happen.
- 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, and carried on the righthand side. Flags should be kept free and not allowed to wind around the pole.
- FLAG POSITION:** **(see Flag Protocol Section)** When presented, the American flag shall lead and/or always be kept to the RIGHT of other flags when in rows, columns, or single file, the emblem should be pointed forward. The colors may be posted during maneuvers, however when a team is in formation, the American Flag should be duly honored by being kept to the right or in the lead of all other flags.

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HORSEMANSHIP AND EQUITATION: Looking at the basic HORSEMANSHIP of the GROUP as a whole. The general horsemanship should be good. Riders should always be 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.

LEADS: Horses in the correct lead for the maneuver.

MANNERS OF HORSES: Horses should be well mannered, no biting or kicking.

ORIGINALITY/UNIQUENESS: Drill pattern should be original and varied throughout the drill. Repeating same pattern several times is discouraged and will be noted as lesser in scoring. The drill should flow from one maneuver to another, without a lot of positioning maneuvers.

PERFORMANCE OF HORSES: Horses should perform consistently without breaking gait, stood quietly, moved easily, and maintained consistent pace.

SIMPLE LEAD CHANGE: Dropping to a trot for three (3) strides or less. More than three strides will qualify as broken gait.

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

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

UNIFORMITY: Riders have matching/coordinating apparel, headwear, footwear, makeup, and general appearances. Horses appear in matching/coordinating tack, costumes.

VARIETY: Were a variety of patterns used with few repeats. Transitions should be smooth.

WALK ABOUT: Teams gather for the purposes of judges to score costumes and props (when applicable) in the arena, no more than 5 teams at a times. Entire riding team required to attend to showcase their costume and/or props. Judges will be allowed to walk thru riders and score the team as a whole.

WOW FACTOR AND CROWD APPEAL: The drill should be organized in a manner to please an audience. Most of the maneuvers should be 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.

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)

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Deductions

GENERAL IMPRESSION: Penalty when equipment and/or uniforms are NOT clean, neat, in good repair, and uniform. Horses NOT clean, sound, 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/occurrence

BROKEN EQUIPMENT/TACK/UNIFORMS: Shall include any parts of the tack, uniform, costume, or decorations that were seen falling 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

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

-10 Points for each minute or fraction over

OUT-OF-BOUNDS: A rider shall be considered out-of-bounds when one or more horse hooves TOUCHES or crosses over the indicated sides of the marked perimeter in any existing arena, street/road, or area marked by cones and/or line. 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

LATE ARENA ENTRY: Teams should enter within 3 minutes of their scheduled time. The time will begin from the entry of the first rider crossing over the indicated cone or line marker. An official timekeeper will enforce this rule.

-10 Points for each minute or fraction over

UNABLE TO CONTINUE: Should a team be Unable To Continue, they may ask the Official Timekeeper for permission to leave the arena. TIME AND ALL DEDUCTIONS WILL REMAIN.

- No Point deduction

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RE-RIDE: Re-rides MUST be requested in a timely manner and granted ONLY with approval by the judges and Official Timekeeper. 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

General Rules

1. Strap on spurs only. No Slip-on or strapless spurs allowed.
2. A team may bring one (1) additional horse for every six (6) riders or quota thereof as a backup.
3. Dogs are NOT allowed.
4. No one ON FOOT will be allowed inside the riding field/arena/fence during the drill event competition.
5. Electronic Communication Devices are NOT allowed during drill performances
6. Scoring will be done by adding judges' total scores and dividing by the number of judges.
7. Team Scoring Packet's will be handed out AFTER awards ceremony. This packet will include judges scores and notes from all categories team participated in. This will include the sub-team entry scores as well.
8. In the case of a tie for Grand Champion, Reserve, or 3rd place the tie breaker will be which team has the highest Freestyle score.