

Rotation Competition 2022

Short Program Info Sheet

Required Maneuvers

1. Single file thread (with one cross)
 2. A Change of Pace (trot portion/lope portion – STOPPING does not count)
 3. A Circle
 4. A maneuver by Pairs
 5. A maneuver by Fours
 6. A Single Line Abreast OR Company Front
 7. Pinwheel/Single Spoke
 8. Shoot The Moon
 9. Null N Void
 10. Figure 8
- ALL REQUIRED MANEUVERS MUST BE COMPLETED
 - EACH maneuver to be scored from zero (0) to ten (10) points based on execution.
 - Required maneuvers do not need to be completed in a specific order, and are considered completed once 60% of riders have done the maneuver

A list of maneuvers in the order that they will be performed is required and a copy will be given to each judge the morning of the competition.

There must be at least 4 riders.

Drill should be at least 4 minutes but no more than 6 minutes in length from 1st rider in to last rider out.

Execution will be weighted on spacing, alignment, timing, coordination, and briskness. Consistency, balance of routine patterns and shapes, and matched pace without breaking of gaits (except when required) will be part of scoring.

Music should be suited to performance of maneuvers and to the pace in which the routine is ridden

Flags are not required, but will be considered and given credit towards the difficulty of the drill.

Additionally noted for judging purposes

- Flow of the routine and how required maneuvers are incorporated
- Even Circles and Straight Lines
- Timing
- Spacing
- Pace
- How well the music goes with the routine
- Presentation to be unique and original
- Performance of required maneuvers

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Scoring System for Short Program

Required Maneuvers

- 10 Maneuvers 0-10 points EACH
- 100 points possible**

General

- Alignment 100 points
- Spacing 100 points
- Timing & Coordination 100 points
- Briskness 50 points

Difficulty

- 1 to 100 (100 being the highest degree) 100 points

Originality/Uniqueness 50 points

Wow Factor and Crowd Appeal 25 points

Horsemanship/Equitation 15 points

Manners of Horses 10 points

Performance of Horses 10 points

Deductions

Each occurrence during routine counts as 1 fraction


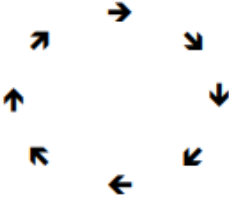
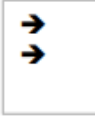


- General Impression -5 points
- Broken Equipment/Tack/Uniforms -10 points
- Fall Due to Collision -100 points
- Fall of Horse and/or Rider -25 points
- Time Limit Over/Under (4-6 minutes) -10 points
- Out-Of-Bounds -10 points
- Re-Group -25 points
- Late Arena Entry -10 points

Any ties will be broken by highest collective score of General criteria.

Total Possible Points - 660

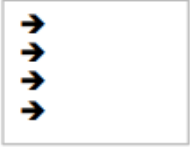

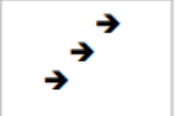

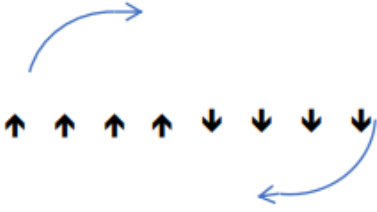
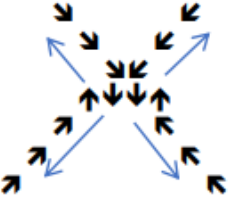
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	<p>SINGLE FILE CROSS - Two single file lines, crossing ahead of or behind each oncoming rider. Riders may approach from the same end or opposite ends of the arena. Variations including leaving the long sides or short ends of the arena. Spacing may vary</p>
	<p>CHANGE OF PACE - A definite change of pace from a lope to a jog or walk and return to the original gait. Teams may "stop"; however, this is NOT considered a change of pace.</p>
	<p>CIRCLE - Riders in a closed plane curve, everywhere equidistant from a fixed center point.</p>
<p>TWO Abreast - </p> <p>TWO Tandem - </p> <p>TWO Oblique - </p>	<p>MANEUVER BY TWOS - Any maneuver where the two riders are aligned either horizontally, vertically, or in an oblique.</p>

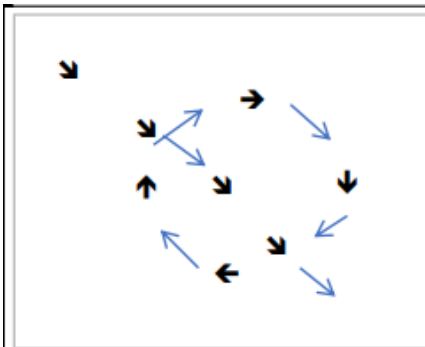
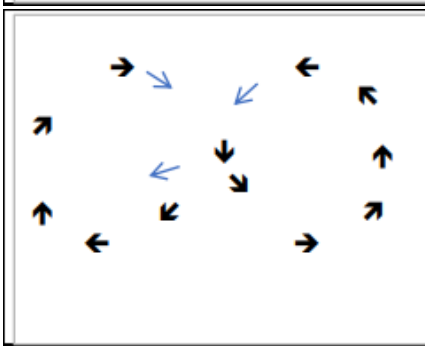
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<p>FOUR Abreast -</p>  <p>FOUR Tandem -</p>  <p>FOUR Oblique -</p> 	<p>MANEUVER BY FOURS - Any maneuver where the four riders are aligned either horizontally, vertically, or in an oblique.</p>
	<p>SINGLE LINE ABREAST/COMPANY FRONT - A single line abreast 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.</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>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>

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	<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>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>

