

DRILL TEAM COMPETITION

General Information & Eligibility:

1. The State 4-H Horse & Pony Drill Team Competition will be held during the State 4-H Horse Show.
2. Youth are not required to ride their project horses/ponies nor must they own the horse/pony to be ridden. No stallions and/or blind horses/ponies may be entered into the competition.
3. All youth must be a current member of a 4-H club, or be an independent study, and between the ages of 9-18 as of January 1st of the current year. All entries must be signed by the youth's parent/guardian and county extension agent.
4. According to Kentucky 4-H policy, a youth is considered a 4-H member in the county where they reside or attend school. In certain circumstances, it may be necessary to cross county lines, and Kentucky 4-H policy on transferring membership should be followed. Contact your 4-H County Agent for more information.
5. Individual drill teams cannot enter more than one routine in any one competition. Clubs can enter more than one team, but no member may ride on both teams. Previous State 4-H Horse Drill Team Champions may compete again in the following years.
6. Teams will be divided into two divisions: Small Teams (4-8 horses), and Large Teams (9-24 horses). All breeds of horses/ponies are welcome to compete.

The Drill Team Performance:

1. The time allowed for Small Teams is between 4 and 8 minutes.
The time allowed for Large Teams is between 6 and 10 minutes.
For each one (1) minute or fraction thereof under or over the designated time limit, ten (10) points will be subtracted from the judge's score form. Time begins when the first horse/pony enters the arena and ends when the last horse/pony leaves the arena.
2. Assistants may enter or exit the arena to set up props; however, they will not be counted as part of the drill team. After the drill begins, no unmounted person is allowed in the arena and no unsafe props (pyrotechnics, smoke, etc.) are to be used under any circumstances.
3. Flags and pennants may be carried during the performance as long as they do not interfere with the horse's movement.
4. All drill teams must perform a minimum of five different maneuvers. These maneuvers include but are not limited to the following:
A-Single file thread with crosses
B-Circles
C-Maneuvers in pairs

D-Maneuvers in fours
E-Pole bending or weaving
F-Figure 8

5. Signals are to be given by the team captain or any other designated person. These signals may be either a voice or whistle command.
6. In costume, theme, and music, there shall be no references to alcohol, tobacco, drugs, vulgar language, sexual innuendo, or inappropriate behavior.
7. No coaching from the rail of arena. This includes coaches and parents.
8. The Drill Team performance will take place during the Dedication Ceremony at the State 4-H Horse Show in Broadbent Arena. The approximate size of Broadbent Arena is 238' x 117'.
9. In the case of a rider's fall as a result of a collision between horses, the whole team will be disqualified, and will not be allowed to finish the routine.
10. In the case of a rider's fall not resulting from a collision between horses, the clock will stop, and the rider and horse will be removed from the competition. The remaining team members (excluding the rider that fell) will be given two options: 1/ continue with the drill from the point of fall until completion, or 2/ move to the end of the order of go and start the drill from the beginning of the routine. This team will have a deduction of 10 points per rider that fell regardless of the chosen option above. In the case of another fall, the team will be disqualified.

Tack, Equipment & Attire:

1. **The Kentucky 4-H Horse Program REQUIRES all 4-H'ers to wear protective headgear passing or surpassing current applicable ASTM (American Society for Testing and Materials)/SEI (Safety Equipment Institute) standards with harness securely fastened and helmet properly fitted on top of the head while riding or driving during County, District and State 4-H Horse Program events and activities.**
2. Drills can consist of Mounted Teams and Driving Teams, however CANNOT consist of a combination of the two.
3. Saddles that may be used include Hunt Seat, Saddle Seat, Dressage and/or Western saddles. Saddle pads are optional. All members of the team do not have to ride in the same style.
4. Riders must be mounted at all times during the performance. No "trick riding" is allowed. No bareback riding is permitted.
5. Rider's reins must be single or knotted split. Riders have the option of riding with one or both hands.

6. Matching equipment such as leg wraps, saddle blankets, bridles and breast collars for horses are optional; however they should not interfere with or alter the horse's performance.

7. Proper riding attire is required, including (but not limited to) long or short sleeved shirts and long pants. No shorts shall be allowed on riders. For example, costuming shall not have any spaghetti straps, tube tops, exposed undergarments, and/or bare midriffs. For each infraction, there shall be a deduction of 15 points from the team's overall score.

8. Gloves are optional. Matching attire such as ties, vests or chaps are also optional.

9. Must wear proper riding footwear with a distinguishable heel.

10. Elaborate costumes and props should not bias or influence score of overall uniformity and precision.

Judging the Performance:

1. Each routine may score a maximum of seven-hundred (700) points for each score sheet completed. The State 4-H Horse Drill Team Competition will be scored according to the criteria listed on the Kentucky 4-H Horse Drill Team Competition Score form.

2. Unsound horses or ponies will not be allowed to participate. The entire team is subject to disqualification, at the discretion of the judge and/or show management, should horse or pony be deemed unsound or have an open or bleeding wound. All judge's decisions are final.

Any horse with open or bleeding wounds may be asked to leave a class according to the Judge or Show Management's discretion. Depending on the severity of the wound the horse may or may not be allowed to continue to participate in subsequent classes. If a wound is noticed during a drill team competition the Judge or Show Management holds the power to suspend the performance and remove the wounded/lame horse if deemed necessary. The rest of the team will have an option to start at the beginning or from the point of the stoppage once the horse is removed.

3. "Official Time" begins when the first horse's head enters the arena and ends when the last horse's hindquarters exits the arena.

4. One USEDA carded judge will be hired to judge the Drill Team competition.

5. The judge will be placed in the stands at varying locations and will provide tape recorded comments for each team.

Awards:

1. Awards will be given for performance through ten (10) places and the decision of the judge is final.

2. Horsemanship and sportsmanship will be judged during the practices and competition, and an award will be given to the team displaying the highest degree of both characteristics.

3. During the award ceremony there are to be no horses in the arena. All 4-H'ers are to return on foot for the announcement of the placings. The last two teams to perform are allowed to have adults hold their horses in the holding pens or warm-up area.

Kentucky 4-H Horse Drill Team Score Sheet

Drill Team Name: _____

County: _____

Judge's Signature: _____

EVALUATION	VALUE	SCORE	REMARKS
Execution - 350 points			
Spacing - Should be exact and consistent for each maneuver, whether loose or tight, front to back, side to side	100 pts		
Alignment	100 pts		
Timing & Coordination - Horses moving as a unit without resistance	100 pts		
Briskness of Drill	50 pts		
Performance and Manners of Horses - 40 points			
Performance of Horses	25 pts		
Manners of Horses	15 pts		
Originality, Variety and Attractiveness of Patterns - 75 points			
Originality of Patterns	25 pts		
Variety of Patterns	25 pts		
Attractiveness of Patterns	25 pts		
Spectacularity, Crowd Appeal and Theme - 100 points			
Spectacularity	25 pts		
Crowd Appeal	25 pts		
Theme	50 pts		
Degree of Difficulty - 75 points			
Degree of Difficulty	75 pts		
Horsemanship - 30 points			
Use of aids, driver or rider position	15 pts		
Riders ability to maintain gaits for appropriate breed throughout the drill	15 pts		
General Impression - 30 points			
General Impression	30 pts		
TOTAL POINTS (700 Points Possible)			
PENALTY POINTS TO BE ASSESSED	SCORE	REMARKS	
Broken Tack, Dropped Item, and/ or Dropped Flag			
-10 points per occurrence			
Fall of a Horse or Rider			
Fall as a result of a collision between horses (DISQUALIFICATION OF TEAM)			
Fall not resulting from a collision (-10 points per occurrence)			
Re-Group/ Off Course			
-10 points per occurrence			
Over/ Under Time Allowed			
Time: _____ Small Team: 4-8 minutes, Large Team: 6-10 minutes (-10 points for each minute or fraction of a minute)			
MINUS TOTAL PENALTY POINTS			
FINAL SCORE			