

## 19. Drill Team

19.1. Freestyle Fours - Teams with four riders

### 19.2. Freestyle 5+ - Teams with 5 or more riders

19.3. Required:

19.3.1. Drill team may be ridden with English or Western Equipment

19.3.1.1. Attire must conform to the discipline of equipment used

19.3.1.2. Athletes from a school participating in a team event must be of the same discipline including the same color shirt for uniformity

19.3.2. Equipment should be clean, in good working order and safe

19.3.3. Bridles must be worn

19.4. Optional

19.4.1. Hackamore

19.4.2. Standing Martingales and tie downs (attached to/or under a breast collar)

19.4.3. Running Martingales with Rein Stops.

19.4.3.1. Rein Stops (rubber or leather stops slipped onto the rein between the bit and the ring of the martingale) are required on Running Martingales.

19.4.4. Protective boot, leg wraps and bandages

19.4.5. ½ Chaps & Leggings

19.4.6. Nosebands

19.4.7. Ribbons, glitter and sparkles on equine

19.4.8. Side Pulls

19.4.9. Gag Bits

19.5. Prohibited:

19.5.1. Wire chin straps, regardless of how padded or covered

19.5.2. Decoration/costuming of athlete uniform

19.5.3. Any chin strap narrower than ½ inch

19.5.4. Draw reins

19.5.5. Jerk lines

19.5.6. Tack collars

19.5.7. Chaps & chinks

19.5.8. Sunglasses

19.5.9. Skirts (sidesaddle)

19.5.10. Bit Converters, A device used on pelham bits to change them from two-rein bits to one-rein bits. It is a leather strap that attaches from the snaffle ring to the curb ring, onto which the rein is then attached to the loop made between the two rings

19.6. Judges

19.6.1. Three (3) judges are recommended, but not required at District level.

19.6.2. Four (4) judges will be used at State

19.6.3. If there is equipment failure that is considered to be a safety hazard, the judge may call a time out

- 19.6.3.1. Official time will be stopped at the judge's signal
- 19.6.3.2. Time will resume at the signal of the team captain, time will continue from the point it was stopped
- 19.7. General Drill Rules
  - 19.7.1. Position in the event schedule will be determined by the event chairman or committee.
  - 19.7.2. All equines will be serviceably sound and in good condition. Any equines showing signs of lameness or unsoundness will not be allowed to compete.
  - 19.7.3. Drill team coaches or other athletes will not be allowed in the arena while their team is competing. Coaching or encouraging from outside the arena is permissible.
  - 19.7.4. During drill competition only equines involved in the performance will be allowed in the arena.
  - 19.7.5. During assigned practice periods only the equine in the drill activity will be allowed in the arena.
  - 19.7.6. During practice only coaching staff will be allowed in the arena on foot. All athletes must be mounted.
  - 19.7.7. There is a time limit of 4 to 6 minutes per team to perform a drill
    - 19.7.7.1. Times for length of each drill performance will be recorded on the official scorecard.
    - 19.7.7.2. Time scores are to be taken by official timers and reported to the judges.
    - 19.7.7.3. Time starts when the first rider enters the arena and stops when the last rider leaves the arena.
- 19.8. American Flag Protocol
  - 19.8.1. Standard per Public Law 94.344 use of the United States Flag:
    - 19.8.1.1. The Flag should never be carried flat or horizontal, but always aloft and free.
    - 19.8.1.2. The U.S. Flag should not be dipped to any person or thing.
    - 19.8.1.3. Regimental colors, state, city, organizational or other flags are dipped as a mark of honor.
    - 19.8.1.4. Do not let the Flag of the United States touch anything beneath it, such as the ground, floor, water or merchandise.
    - 19.8.1.5. The United States flag should always be the first in, and the first out, of the arena
    - 19.8.1.6. The United States Flag should always be carried in front of all other flags.
    - 19.8.1.7. The United States Flag should always be carried on the right side of a company front.
- 19.9. Musical Accompaniment
  - 19.9.1. Teams may ride to music for the purpose of crowd appeal.

- 19.9.2. Should the music stop or there be interruption or malfunctions, the drill shall continue without music.
- 19.10. Teams
- 19.10.1. Schools are allowed to field as many drill teams as they would like.
- 19.10.1.1. Only the highest place team for each high school in a team event will count toward meet team points from either 6's or 4's, but not both.
- 19.10.1.2. Before a large team can field a second Freestyle Fours team, they must field a Freestyle 6+ drill.
- 19.10.2. Athletes can only compete in one (1) drill for any team at each competition.
- 19.10.3. Horses may be used in one 4s performance and one 6+ performance at the same meet.
- 19.10.4. Rules for listing team members and alternates will follow guidelines as in all other team events.
- 19.10.5. Teams cannot switch from one drill event to the other after they have made a commitment or they shall forfeit all accumulated points.
- 19.11. Freestyle 5+**
- 19.11.1. Extenuating circumstances may allow teams competing in the Freestyle 5+ division to ride with less than five (5) athletes in District/State Competitions.
- 19.11.1.1. It may be considered an extenuating circumstance if an equine or athlete is injured or ill and there is no replacement.
- 19.11.1.2. The Stewardship Committee shall determine if a situation falls under this rule, and must grant permission before the team rides.
- 19.12. Freestyle Fours
- 19.12.1. Shall consist of no less than four athletes.
- 19.12.2. Extenuating circumstances may allow teams competing in the Working Fours to ride with less than four (4) athletes in District/State Competitions.
- 19.12.2.1. It may be considered an extenuating circumstance if an equine or athlete is injured or ill and there is no replacement.
- 19.12.2.2. The Stewardship Committee shall determine if a situation falls under this rule, and must grant permission before the team rides.
- 19.13. Maneuvers
- 19.13.1. A list of drill maneuvers and drill design sheets are available on the OHSET web site [www.ohset.com](http://www.ohset.com)
- 19.13.1.1. Design sheets are optional for team use only, and do not have to be submitted to the judges.

- 19.13.2. Drills are to be “Freestyle”
  - 19.13.2.1. Teams may choose maneuvers from any source and/or make up their own.
  - 19.13.2.2. There are no required maneuvers or any required number of maneuvers which must be included in drills.
- 19.13.3. Teams may begin to design their drills after October 1st.
  - 19.13.3.1. Teams may not practice drill with or without an equine until November 1.
- 19.14. Drill Team Judging Guidelines
  - 19.14.1. Execution of Drill
    - 19.14.1.1. Spacing

Maintaining a uniform distance between all equines throughout an entire maneuver. Distance may be varied as long as it is equal.
    - 19.14.1.2. Alignment/Accuracy

Vertical and horizontal alignment in maneuvers of a team. Lines should always be straight whether in squads, columns, company front, etc.
    - 19.14.1.3. Timing/ Coordination

How athletes work together in the performance of their maneuvers. There are no missed holes, collisions, etc. A team should move as a unit and be smooth in its maneuvers. This includes the ability of the team to foresee the necessity to adjust its speed to the maneuver without breaking gait. Both spacing and gait are to be maintained. The team will be penalized for loss of gait unless change of pace is obviously a part of the maneuver
    - 19.14.1.4. Briskness

Precise execution, alertness, and overall attitude of the team. Not to be confused with speed.
  - 19.14.2. Equine Manners, Performance
    - 19.14.2.1. Performance

Faults include broken gaits (jogging during the loping phase or loping during the trotting phase). Consider way of going and suitability as a drill equine.
    - 19.14.2.2. Manners

Equines are expected to be responsive, quiet and obedient. Faults include blowup, striking or biting, kicking, bucking. Pinning ears or active tail should not be judged for equine manners. Equines should not jump or shy and should work freely and easily at all times. They should stand quietly and straight in line and not move until the signal is given.

### 19.14.3. Originality, Variety, Attractiveness

Original patterns or methods of presentation, attractiveness of pattern, symmetry and definition of maneuvers. Continuity, or how one maneuver leads to another. Variety of maneuvers. The patterns should not be all circles or all lines. A team moving from one maneuver to another without repeating should receive credit for variety.

### 19.14.4. Spectacularity/Crowd Appeal

Placement of maneuvers in arena for maximum audience enjoyment. Music that is suitable for the drill in both theme and tempo; flag presentation shall include manner in which the flags are carried. The shafts shall be perpendicular with forearm parallel to the ground. Elbows should be fixed at a right angle; the emblem should be pointed forward. Flags should be kept free and not allowed to wind around the pole.

### 19.14.5. Degree of Difficulty

Elements that may increase the degree of difficulty in a drill include increase in tempo, gait at which the maneuvers are performed, the use of flags, limited use of set up maneuvers, and spacing.

### 19.14.6. General Impression

#### 19.14.6.1. Uniformity equine/equipment

Equipment shall be of like style. Saddles, bits, bridles and use of tie downs are not required to be identical within a team. Breast collar, saddle pad covers, girth cover, leg bands, flag/pennant and poles should be uniform.

#### 19.14.6.2. Horsemanship

Good equitation/horsemanship with balanced seat shall be emphasized. Two hands are permitted on the reins for English or Western, one hand is preferred, but not required. Ridden correctly one hand should score higher than two hands. There should be light contact without undue restraint on the reins; proper use of hands and legs and correct leads shall be evaluated. Degree of difficulty is evaluated to determine quality of horsemanship.

### 19.15. Explanation of Point Value Deductions

#### 19.15.1. Broken or Dropped Equipment, Tack or Uniforms

Twenty points (-20) for each occurrence. Shall include helmets, leg bands, pennants, flags, tail bows or anything that has fallen to the ground or broken in such a manner to necessitate stopping to repair it. The Captain/Co-Captain can call time. Time will stop and start on Captain/Co-Captain's signal.

#### 19.15.2. Collision, No Fall of Equine or Rider

Twenty-five points (-25) for each occurrence. Shall be deemed to be any physical contact between two or more equine, two or

more athletes, or equine and athlete with a wall or gate which does not result in a fall. (Only the Captain/Co-Captain can call time. Time will stop and start on Captain/Co-Captain signal).

19.15.3. Excessive/Uncontrolled Speed.

Twenty-five points (-25) for each occurrence. Riders will be considered to have excessive/uncontrolled speed if athlete loses control or a severe loss of precision due to speed.

19.15.4. Fall of Equine and/or Athlete, No collision

Thirty points (-30) for each occurrence. A team will be able to halt, regroup and restart as soon as equine and athlete are in position. Same rules for restart as fall due to collision. If a flag athlete falls only the fall of equine and or athlete will be deducted, not the dropped flag. (Only the Captain/Co-Captain can call time. Time will stop and start on Captain/Co-Captain signal.)

19.15.5. Fall Due to Collision

Fifty points (-50) for each occurrence. Shall be deemed to be any physical contact between two or more equine, two or more athletes, or equine and athlete with a wall or gate, which results in a fall. If equine or athlete is unable to continue, a substitute equine and/or athlete will be allowed to fill the position. The position may remain empty. (Only the Captain/Co-Captain can call time. Time will stop and start on Captain/Co-captain signal.)

19.15.6. Regroup

Twenty five points (-25) for each occurrence. May be done when a team has lost its organization and/or athletes must change position to be able to continue. Extenuating circumstances such as severe tack breakage, fall of equines and/or athlete, or medical emergency which results in the team being unable to continue, they may ask the Senior Judge for permission to leave the arena and return at the end of the draw. Time and deductions will remain official; time keeper will record time when performance is stopped by Captain/Co-captain and start time when Captain / Co-captain signals to commence the performance.

19.15.7. Time (4 to 6 minutes):

Twenty-five point deduction (-25) for each occurrence under or over the allotted time.

19.15.7.1. Timing starts when the first athlete passes through the entry gate and/or cones marking entrance and stops when the last athlete crosses the exit gate and/or cones.

19.15.7.2. An official timekeeper will enforce this rule. Only the Captain/Co-captain can call time. Time will stop and start on Captain/Co-captain signal.

## 19.16. Disqualification

There shall be no disqualification of any drill performance except for the use of prohibited equipment, illegal use of permitted equipment, uniform violations and/or cruelty/abuse, or unsportsmanlike conduct.

## 19.17. Alternate Guidelines

19.17.1. If a school intends to field only one drill team, they still must name the alternates that may possibly compete this season, “drill alternate pool.” (Listing all other competing athletes for the school as alternates is OK).

19.17.1.1. The alternate pool must be named before the first meet.

19.17.2. In Drill Teams (Freestyle Fours and Freestyle 5+), there will be unlimited potential use of alternate pool.

19.17.2.1. A school may pull 1,2,3,4 or more riders out of the “drill alternate pool” during the season as needed.

19.17.2.2. In Drill, once an alternate is pulled from the “drill alternate pool” (i.e., used in a competition), that alternate may ride only on that specific drill team, and no other drill team (in competition) for the season.

19.17.3. EXAMPLE #1: 12 competing athletes in a school, and the school only fields one drill team - a Freestyle 5+. Names 5 primary riders to the drill team, and can name the remainder of the school’s competing athletes (7) to their Drill Alternate Pool. Any combination of riders from the original named 5 or from the original named Drill Alternate Pool may ride in competition at any of this season’s meets. Again, when a rider is pulled from their Drill Alternate Pool, the school’s advisor/coach **MUST** notify the meet office, in writing, **BEFORE** that Drill Team competes at that meet.

19.17.4. EXAMPLE #2: 20 competing athletes in a school, and the school fields 2 drill teams, one 5+ and one freestyle 4s. The school names 4 primary riders to the freestyle fours team and 6 primary riders to the Freestyle 5+ team. That leaves the remaining riders that can be named to the Drill Alternate Pool. When a member of the alternate pool is pulled and competes for one of the drill teams, they are then a part of that team, for the remainder of the season, are no longer in the alternate pool, and may not compete with the other drill team. Their Drill Alternate Pool has now dropped by one rider. Those remaining members in the Drill Alternate Pool are eligible to compete for either drill team at any competition.

# FREESTYLE DRILL SCORE SHEET

FOURS 6+

High School: \_\_\_\_\_

Team: \_\_\_\_\_

Date: \_\_\_\_\_

District: \_\_\_\_\_

## EXECUTION OF DRILL (350)

Spacing	100	_____
Alignment	100	_____
Timing & Coordination	100	_____
Briskness	50	_____

Execution of Drill: TOTAL 350

## HORSES (150)

Performance	100	_____
Manners	25	_____
Horsmanship	25	_____

Horses: TOTAL 150

ORIGINALITY, VARIETY, ATTRACTIVENESS	30	<input type="text"/>
SPECTACULARITY, CROWD APPEAL	30	<input type="text"/>
DEGREE OF DIFFICULTY	100	<input type="text"/>

SUB TOTAL (660)

## DEDUCTIONS

Broken Tack, Dropped Flag	-20	_____
Fall of Horse and/or Rider		
From Collision	-50	_____
No Collision	-30	_____
Re Group, (each occurrence)	-25	_____
Excessive or Uncontrolled Speed (each occurrence)	-25	_____
Over/Under Time Limit (4-6 Minutes) (per each full or portion of a minute)	-25	_____
Collision (no fall)	-25	_____

TOTAL DEDUCTIONS

FINAL SCORE

Judge: \_\_\_\_\_

## GENERAL COMMENTS



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