

TIME:

## Short Program Scoresheet-4 minutes or less

Large Team

Small Team

Competition \_\_\_\_\_ Date \_\_\_\_\_

Team \_\_\_\_\_ FINAL SCORE \_\_\_\_\_

	Points Allowed	Team Points
<b>Required Maneuvers:</b>		
Single File Thread	0 or 15	<input style="width: 100%;" type="text"/>
Change of Pace	0 or 15	<input style="width: 100%;" type="text"/>
Circle	0 or 15	<input style="width: 100%;" type="text"/>
Maneuver by Pairs	0 or 15	<input style="width: 100%;" type="text"/>
Maneuver by Fours	0 or 15	<input style="width: 100%;" type="text"/>
Single Line Abreast	0 or 15	<input style="width: 100%;" type="text"/>

<b>Add'l Required Maneuvers:</b>		
Box	0 or 15	<input style="width: 100%;" type="text"/>
Diamond thread from opposite ends	0 or 15	<input style="width: 100%;" type="text"/>
Liberty Gate	0 or 15	<input style="width: 100%;" type="text"/>

### EXECUTION OF DRILL

<b>Alignment:</b> Lines are Straight; circles are round and centered; riders are aligned when abreast and track when in columns.	100	<input style="width: 100%;" type="text"/>
<b>Spacing:</b> Riders and/or sets have equal distance between them; spacing may vary in different maneuvers	100	<input style="width: 100%;" type="text"/>
<b>Timing and Coordination:</b> How team members work together to perform the maneuvers. No missed holes, collisions, etc.	100	<input style="width: 100%;" type="text"/>
<b>Briskness:</b> Precise Execution, alertness and overall responsiveness of the team. (Briskness not to be confused with speed.)	30	<input style="width: 100%;" type="text"/>

### PERFORMANCE AND MANNERS OF HORSES

<b>Performance of Horses:</b> Way of going, no broken gaits	15	<input style="width: 100%;" type="text"/>
<b>Manners of Horses:</b> Well Mannered, no kick, buck or bite	15	<input style="width: 100%;" type="text"/>

### ORIGINALITY AND UNIQUENESS OF PRESENTATION

<b>Originality:</b> Original patterns used; method to present maneuvers	30	<input style="width: 100%;" type="text"/>
<b>Variety:</b> Different units used: single, 2's, 4's etc. Different patterns and maneuvers.	30	<input style="width: 100%;" type="text"/>
<b>Attractiveness of Patterns:</b> Symmetry and Definition of maneuvers, continuity and flow between maneuvers.	30	<input style="width: 100%;" type="text"/>

### DEGREE OF DIFFICULTY

Difficulty of maneuvers and overall drill to include but not limited to: Speed, closeness of spacing, lack of set-up maneuvers, precision not sacrificed for speed, carrying of flags and correct flag protocol.	75	<input style="width: 100%;" type="text"/>
--	----	---

**SPECTACULARITY AND CROWD APPEAL**

**Spectacularity:** Maneuvers performed at faster pace not sacrificing precision, music compliments the pace and maneuvers of the drill and manner in which flags are presented.

20

**Crowd Appeal:** Drill presented in a manner pleasing to unbiased audience, not necessarily the crowd on-hand. Keeps the crowd engaged and not bored.

20

**HORSEMANSHIP**

Equitation and horsemanship as adapted for drill purposes, i.e., basic equitation position, hands and the use of aids

25

**GENERAL IMPRESSION**

Horses clean and healthy, equipment and uniforms clean, neat and in good repair

25

**TOTAL SCORE BEFORE ANY PENALTIES ACCESSED**

**PENALTIES (per occurrence)**

**SUBTRACT**

- Broken Tack or Dropped Equipment
- Fall of Horse or rider-as result of collision
- Fall of Horse or rider-not as a result of collision
- Over/Under time
- Re-Group
- Re-Start
- Incorrect Flag Protocol/Carriage (each Occurance)

5  
100  
25  
25  
100  
100  
10


**Total Penalties**

**TOTAL SCORE AFTER ANY PENALTIES**

JUDGE SIGNATURE \_\_\_\_\_ DATE \_\_\_\_\_