

DRILL TEAM

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A State Championship Drill Team Competition will be held in the central part of the state at a time and place designated by the Drill Team Committee at the Annual Convention. The competition will be open to all Drill Teams; however only Drill Teams that are members in good standing of the California State Horsemen's Association, either as member clubs or as individual members, will be eligible for the trophies and ribbons outlined in SEC. 4.0 below. Winners of the competition will be considered CSHA State Champions.

SEC. 1.0 General

- 1.1. An emergency, throughout the competition, will be defined by the drill team chairman and competing division drill masters. An emergency must have occurred either on the way to the competition or after arriving.
- 1.2. Horse and equipment used in one division may be used in the same or another division by more than one drill team.
- 1.3. Whenever the word horse and/or horses are used, it is understood the words pony, ponies and/or mules are automatically included.
- 1.4. Strap on spurs only, no slip on spurs allowed.
- 1.5. If a competition is not completed due to weather or other emergency entry fees will not be refunded. If a competition must be cancelled prior to the start of the competition the competition will be rescheduled.
- 1.6. Each rider and team rides at their own risk. CSHA assumes no liability for accidents, injuries or thefts.
- 1.7. The consequences of any infraction of a rule not currently specified will be addressed by a vote of the competition judges with a vote by the show manager added only if necessary to break a tie vote. Penalty points will be determined by the severity of the infraction. A disqualification will only be assessed by a unanimous vote by all judges and is to be considered only in the most grievous circumstance.
- 1.8. Teams dropping out of a competition inside of the deadline period posted on the entry form will forfeit entry fees. Prepaid stall and RV fees may be refunded inside the deadline period based on the facility policy.

SEC. 2.0 Team Definitions

- 2.1 A drill team will consist of a minimum of 7 (seven) horses and riders.
 - 2.1.1 Drill teams may ride with a different number of riders in their short program than in their long program. If they elect to do so it must be disclosed at the judges/drill master meeting and must ride with no less than seven (7) horses/riders.
 - 2.1.2 Drill teams may ride with different riders/horses in their short program than in their long program. If they elect to do so it must be disclosed at the judges/drill master meeting.

- 2.2** A **Junior** drill team will contain riders defined as junior by the West Coast Horse Show Rulebook with the stipulation that a rider may compete through the competition year of their senior year of high school.
- 2.2.1** In cases of emergency occurring at or on the way to a competition a junior drill team may substitute no more than two (2) senior riders with approval of show staff and disclosure at drill master meeting.
- 2.3** A **Senior** drill team may contain only one (1) junior rider under the age of eighteen as defined in the West Coast Horse Show Rulebook.
- 2.3.1** In cases of emergency occurring at or on the way to a competition a senior drill team may substitute no more than two (2) junior riders with approval of show staff and disclosure at drill master meeting.
- 2.4** A **Mixed** drill team may contain riders of any age.
- 2.5** **Novice** teams will compete only against other novice teams in the Novice division regardless of age and thus are not eligible for overall champion titles and awards. Novice teams will be allowed a minimum of four (4) minutes and a maximum of six (6) minutes to complete their drill. Novice teams may compete in open divisions (theme, compulsory) against established teams if they so choose.
- A **Novice** team consist of:
- 2.5.1** A new team that has never competed in a drill competition, or;
- 2.5.2** A team that has not competed in three (3) drill team competitions in the last two (2) years, or;
- 2.5.3** A reconstituted team that has fifty percent (50%) or more new riders.
- 2.6** A **Quad** or **Small team** is defined as consisting of a minimum of four (4) and a maximum of six (6) horses and riders. Small teams will compete in an arena of reduced size and only against other small teams and thus are only eligible for Small Team division titles and awards.
- 2.6.1** **Quad** or **Small teams** will be allowed a minimum of four (4) and a maximum of six (6) to complete their drills.
- 2.7** Violation of Team Definition rules may result in penalization of up to 25 points to a team as determined appropriate by a show manager/judges committee meeting. Violations should be disclosed at Show Captains/Judges meeting. Non self-disclosure of violations will be deemed un-sportsmanship like conduct.

SEC. 3.0 Competition Categories

- 3.1** Highpoint Divisions - **Junior, Mixed** and **Senior Divisions**: These three (3) separate divisions will consist of two (2) rides each. A Short program ride of four (4) to six (6) minutes incorporating nine (9) required maneuvers and a Long Freestyle program of eight

(8) to (10) minutes. The combined average scores from the two drills will determine the Junior, Mixed, Senior Champion Titles as well as the CSHA Grand Champion Titles. Flags and flag protocol as described in Section 14, will be required in all high-point division programs.

3.2 Quad or Small Team Division: This division will consist of two (2) rides both of four (4) to six (6) minutes in length. For both rides the arena size will be reduced in size to 100' x 150'. Quad or Small teams will not be required to carry flags. In the event a team chooses to carry flags they may, depending on their performance, receive a higher score for degree of difficulty in comparison to a team that does not carry flags. The combined average scores from the two drills will determine the Quad or Small Team Champion.

3.2.1 One drill will be a Themed freestyle program.

3.2.2 The other drill will have six (6) specified required maneuvers.

3.3 Open Divisions

3.3.1 Theme Division: A four (4) to six (6) minute freestyle program enhanced by use of theme music, costumes and props. Flags are not required but may be used as props to enhance the theme if desired. This division is an open division to all teams except Quad or Small teams and is not divided by age division. Theme division is a standalone division and scores will not count toward highpoint awards.

3.3.2 Novice Division: An open division for Novice teams only as defined in rule 2.5. The drill will be a four (4) to six (6) minute freestyle program. Novice teams will not be required to carry flags. In the event a team chooses to carry flags they will be judged on their flag carriage and protocol and may, depending on their performance, receive a higher score for degree of difficulty in comparison to a team that does not carry flags. A team not carrying flags will receive zero points for flag carriage and protocol. Novice division is a standalone division and scores will not count toward highpoint awards.

3.3.3 Compulsory Division: This division will consist of teams with a minimum of 8 to 12 riders who shall ride a specific drill routine that has been created for this division by the Program Chair. Compulsory division is a standalone division and scores will not count toward highpoint awards.

3.3.3.1 Teams may ride at their own speed but will have a maximum of six (6) minutes to complete the routine.

3.3.3.2 No flags will be permitted.

3.3.3.3 Teams will ride to their own music that fits their speed.

3.3.3.4 Teams will be judged on: Exactness of Execution; Execution of their Drill. Alignment, Spacing, Timing, Coordination, Briskness; Performance of

Horses; Horsemanship and Equitation. Standard deductions will be applied.

- 3.4** Additional Divisions may be submitted and added as test divisions to a competition by the first quarterly meeting of a competition year. A test division after a successful review may be added to the core divisions of competition in subsequent years.

SEC. 4.0 Awards

- 4.1** All competing teams in their entirety and in complete uniform to be in formation in the scheduled arena for presentation of awards.
- 4.2** The CSHA Junior Challenge Cup trophy donated by Julie Morin and Steve Herrera and title of California Junior Champion will be presented to the highest overall scoring Junior Drill Team.
- 4.3** The CSHA Senior Challenge Cup trophy donated and sponsored by Iris Stahl and Julie Morin and title of California Senior Champion will be presented to the highest overall scoring Senior Drill Team.
- 4.4** The Jim Real Memorial Overall High Point Challenge Cup trophy and title of Grand Champion will be presented to an eligible team competing in the High Point Division with the highest average score.
- 4.5** All perpetual trophies will be returned to the State Drill Team Chairman the following year at the competition in which they were earned and in the same condition as received.
- 4.6** The "Robert Lorbeer Spirit of Drill" Award is a show committee's choice award and it will be presented annually to the person or team that exemplifies the inspirational spirit and positive competitive attitude that CSHA drill promotes and Robert Lorbeer fostered in his years as Drill Team Chairman.
- 4.7** Any drill team awarded a CSHA State Champion title and in good standing with CSHA is eligible to obtain and carry a CSHA flag. CSHA flags may be purchased through the CSHA State office.

SEC. 5.0 Drill

- 5.1** Use of any markers set either in or around the arena for the drill teams to use during their competitive drill will be prohibited with the exception of the Quad or Small team divisions where the arena is reduced in size by markers set by the show committee.
- 5.2** During drill, with the exception of Theme division, only those horses and riders in the active drill team will be allowed in the arena. No drill captain or any other person on or off a horse, will be allowed to stand or direct in the arena while the team is competing.
- 5.3** No drill master or other team related person may direct a team actively competing from outside the arena.

SEC. 6.0 Drill Scoring

CSHA SCORE GRID	SHEET 1	SHEET 2	SHEET 3	
	SHORT/ QUAD/ THEME	LONG/ NOVICE FREE	COMPULSORY MANEUVER FORMAT	MAX POINTS
<u>Execution</u>			LIST OF CURRENT YEARS MANEUVERS WITH ASSIGNED POINT VALUES TO EQUAL 155 POINTS .6 multiplier will be used in highpoint calculation. No multiplier will be used in an open division. Judges sheet #1 may be substituted for Sheet #3 and in such case it will be announced in the competition entry packet.	
Alignment	35	35		
Spacing	35	35		
Precision (Timing & Coordination)	25	25		
Briskness	10	10		
Execution	105 52.50%	105 52.50%		
<u>Performance</u>			Maneuvers	155 77.50%
Choreography	15	20		
Difficulty	15	15		
Showmanship	15	20		
Flags	10	10		
Performance	55 27.50%	65 32.50%		
<u>Horses & Horsemanship</u>				
Horse Performance	10	10		
Horsemanship	10	10	Horse / Horsemanship	15
Horses & Horsemanship	20 10%	20 10%	Horse/Horsemanship	15 7.50%
<u>Presentation</u>				
Program Requirements	10		Transitions	15
Overall Presentation	10	10	Exact Execution of Drill	15
Presentation	20 10%	10 5%	Presentation	30 15%
TOTAL POINTS	200	200	TOTAL POINTS	200
High Point Multiplier /Elite	0.4	0.6	High Point Multiplier	0.6

*Every program ride has a 200 point maximum value. A program value multiplier will be applied after penalty and bonus points have been applied. After multiplier application the four judges scores will be added together to determine high point placement.

*In the Elite High Point division the short program will account for 40% of the score and the long program 60%.

* In a competition with a Novice High Point the Freestyle program will account for 40% of the score and the Compulsory program 60%.

* In a Quad division High Point both programs will have equal weight.

SEC. 7.0 Drill Penalty & Bonus Points

- 7.1** One-half (.5) point will be added for each additional horse in the drill team over the minimum required seven (7). The maximum additional points will be four (4).
- 7.2** The penalty for allowing flag(s) to be out of position (see flag protocol and procedures Section 14) at any time during the drill will be two (2) points, per judge, for each infraction.
- 7.3** The penalty for going over (under) the maximum (minimum) allowed time will be five (5) points for each minute or fraction thereof.
- 7.4** A maximum of ten (10) points will be added before a team is excused from the arena during a short program.
- 7.5** A maximum of fifteen (15) points will be added before a team is excused from the arena during a long program.
- 7.6** If a fall of a horse and/or rider, resulting from a collision, occurs twenty five (25) points shall be deducted.
- 7.7** For a fall due to any reason, other than a collision, a penalty of up to five (5) points may be assessed, by each judge, for each incident, as they deem proper.
- 7.8** Off course will result in up to a five (5) point penalty at the discretion of the judges.
- 7.9** Dropped equipment or tack shall result in a penalty up to five (5) points per occurrence.

SEC. 8.0 Scoring Tabulation

- 8.1** The winner will be determined by adding the scores of the judges and applying a multiplier. In the event if a tie the winners shall be declared co-winners and duplicate awards shall be awarded, except in the case of monetary awards, in which case the monies of the tied places (i.e. first and second, second and third) shall be combined and split equally.
- 8.2** If a competition is not completed due to weather or other emergency conditions overall awards will not be presented for uncompleted portions of the competition.

SEC. 9.0 Timing

- 9.1** A maximum of ten (10) and a minimum of eight (8) minutes will be allocated for the long programs (Junior, Mixed, and Senior). A maximum of six (6) and a minimum of four (4) minutes will be allocated for the short programs (Junior, Mixed, Senior, Quad, Novice, Quad Theme, & Compulsory).
- 9.2** Time will be taken from the first rider in to the last rider out of the arena.
- 9.3** Two timers will be selected to time all drill teams, timers to be selected by the Drill Team Chairman.
- 9.4** Time out may be allowed by judges in cases of accident or fall.
- 9.5** The Official Timer will inform the announcer when a team performing a **short** program exceeds one (1) minutes and one second over the maximum time allowed. The team will be asked to exit the arena and judging shall cease at the announcement and a ten (10) point maximum penalty will be applied.
- 9.6** The Official Timer will inform the announcer when a team performing a **long** program exceeds two (2) minutes and one second over the maximum time allowed. The team will be asked to exit the arena and judging shall cease at the announcement and a fifteen (15) point maximum penalty will be applied.

SEC. 10.0 Judges

- 10.1** All judges contracted to judge a CSHA Drill Team program competition shall be carded CSHA Drill Team Judges. In the event that the Drill Team Chairman is unable to contract with the required number of CSHA judges, the Chairman may contract with qualified and experienced drill judges, carded by recognized drill team organizations. Please refer to the Judges Commission chapter for a list of recognized associations.
- 10.2** Judges will be selected by the Drill Team Chairman. A selected judge may not have been actively engaged with a competing team as: drill master, consultant, active member or immediate family member of an active member, within the current drill season and no less than six (6) months prior to an event. A drill season is defined as the time period running from October 1st of one year to September 30th of the following year. A judge may actively participate in drill clinics open to all teams without jeopardizing eligibility. Judges must recuse themselves for the current season by notifying the Judges Commission within thirty (30) days of ineligible contact
- 10.3** The standard judge's panel shall consist of three (3) judges, in an emergency, upon approval of competing teams a junior judge may substitute as a third judge or the competition may continue with two (2) judges.

- 10.4** An expedited judge's panel shall consist of four (4) judges with two (2) sets of judges scoring two (2) separate divisions which alternate rides with no time lapse between. All highpoint divisions will be judged by one set of judges for the short program and the other set for the long program ride. In non-high point divisions an entire division will be judged by one consistent set of judges. The set of judges to vary by division.
- 10.5** Judges will be compensated. The amount of compensation to be determined by the Drill Team committee. Junior Judges are not compensated.
- 10.6** Judges will not converse among themselves or with anyone with the exception of his or her clerk or Junior Judge while judging and scoring.
- 10.7** When judging is complete on each drill team performance, scorecards are to be given to Drill Team Chair.

SEC 11.0 Sportsmanship

- 11.1** Any Drill Team, or member thereof, competing in a CSHA competition acting in a manner deemed improper, unethical, dishonest, unsportsmanlike, intemperate or prejudicial to the Drill Team Program, may cause penalization or disqualification of that team by the Drill Team Committee from the current competition and from competing in the following year's State Championship competition.
- 11.2** Any act indicated in 11.1 committed by a member of the family or anyone directly associated with a competing drill team shall be deemed to have committed by a member of that drill team.

SEC. 12.0 Disqualifications

A team may be disqualified or penalized if:

- 12.1** After a team starts their drill any horse and/or rider leaves the arena and later returns.
- 12.2** A horse and/or rider leaves the arena, and by leaving reduces the number of horses to below the minimum number required for their division.
- 12.3** It does not return to the arena as a full team, except in the case of injury, or unless excused by the Drill Team Chair, upon a showing of good cause, and in full uniform for the presentation of awards.
- 12.4** It does not appear at their appointed time for their drill performance, except in the case of an emergency.
- 12.5** Unsportsmanlike conduct (11.1 and 11.2) is exhibited.

SEC. 13.0 Protests

- 13.1** Protests will be in writing, accompanied by a deposit of \$50.00 and presented to the Drill Team Chairman within forty-eight (48) hours of the awards presentation. The Drill Team Committee will hold a hearing, if deemed necessary, at their earliest convenience. The Drill Team Chairman will notify all interested parties of time and place of hearing.

SEC. 14.0 Flag Protocol and Procedure

- 14.1** Junior, Mixed and Senior teams must carry at least one (1) American Flag and one (1) other flag in both short and freestyle long programs. The second flag may also be an American Flag.
- 14.1.1** Flag bearers must have a position in the arena at all times and participate in at least four (4) maneuvers (patterns) in order to avoid penalty points. All other members must participate actively in all maneuvers (patterns).
- 14.2** If used, subsequent flags (state, association or club flags) will be held accountable to military flag protocol and may depending on performance receive a higher degree of difficulty points. Decorative flags or pennants will have no protocol but be subject to proper carriage points.
- 14.3** Flags are to be carried in the following manner: shafts must be perpendicular to the ground, elbows should be flexed at a right angle tight to the body. The emblem should be facing forward, spears cutting the wind. Flags should be kept free and not allowed to wind around shaft.
- 14.4** All flags, except the American Flag, shall be dipped to honor the National Anthem, the Pledge of Allegiance or the American Flag. The flags should be dipped by fully extending the arm forward, not to the side.
- 14.5** The position of the American Flag(s) during the drill shall always be to the front or to the right of all other flags and all other riders, i.e. when in single file the American Flag(s) shall lead all other flags and riders: when in pairs, fours, eights, obliques or full team abreast the American Flag(s) shall be to the right and/or in front of all other flags and riders.
- 14.5.1** There will be no penalty deductions for an American Flag(s) participating in a box crossing.
- 14.5.2** There will be no penalty deduction for closing of a circle to consistent spacing. Flags in a circle must remain in proper protocol order.
- 14.5.3** Subsequent flags must be carried in order of precedence according to military flag protocol.

- 14.5.4** An American Flag may never travel in a backwards motion as it symbolizes retreat and may result in a protocol penalty.
- 14.6** In the event of high winds or other conditions that create a dangerous condition if teams were to carry flags during the performance of their drill, the Drill Team Chair, after conferring with the judges and team leaders, may decide that for reasons of safety no team will carry flags during their performance.
- 14.6.1** If the above decision is made, no team will be permitted to carry flags in their drill performance.
- 14.6.2** The score sheets will be changed to reflect zero points for flag carriage and protocol.
- 14.7** Teams will not be required to carry flags in their performances in the following divisions: Quad or Small Team, Theme, Novice, and Compulsory.
- 14.8** Flag carriage is permitted but not required in the Theme, Quad, or Novice division. However if a team chooses to carry flags to enhance their program they may, depending on their performance, receive a higher score of difficulty in comparison to a team not carrying flags.
- 14.9** Flags will not be permitted in the Compulsory division.
- 14.10** Flat two edged metal spear finials with sharp points shall not be used in CSHA competitions.

SEC. 15.0 Definitions

- 15.1** Alignment: Vertical and horizontal alignment in maneuvers (patterns and or transitions).
- 15.2** Attractiveness of Patterns: symmetry of and definition of maneuvers (patterns). Also the attractiveness of the method used for transition from one maneuver (pattern) to another.
- 15.3** Briskness: In executing maneuvers (patterns) preciseness, alertness, and overall attitude of team.
- 15.4** Composition & Choreography: How well a drill is designed, sequencing of maneuvers and transitions that makeup an interesting presentation.
- 15.5** Coordination and Timing: The manner in which members work as a team in the performance of their maneuvers (patterns) and/or transitions.
- 15.6** Crowd Appeal: Drill performed in a manner pleasing to the audience. This may include suitability of music to the performance, use of flags or pennants, team appearance and energy created by the performance.

- 15.7** Degree of Difficulty: How spectacular a maneuver (pattern) is performed, not necessarily the intricacy. Speed will be noted because it is more difficult to perform a maneuver (pattern) well when it is done at a faster tempo. It is also more difficult to do some diagrammatically simple maneuvers (patterns) well. (Note: Precision will not be sacrificed for speed. Speed is to be used only as an added point.)
- 15.8** Horsemanship: Equitation will be stressed, as adapted for drill purposes, i.e. basic equitation position, leads, hands, seat, legs, and the use or misuse of cues and aids will be noted.
- 15.9** Off Course: One or more horses being out of position during a maneuver (pattern)/ transition.
- 15.10** Performance of Horses: Manners, way of going and suitability as a drill horse.
- 15.11** Showmanship: The energy created by a performance, the suitability of the music, the use of flags, and a team's tack & attire.
- 15.12** Spacing: Uniform distance may be varied succeeding maneuvers (patterns) and or transitions. In line with the requirements of the maneuvers (patterns) and or transitions being performed. Spacing at any given time should be consistent.
- 15.13** Spectacularity: Precision not to be sacrificed for speed, but speed is noted because it is more difficult to perform a maneuver at a faster tempo. The synergy created by the choreography, music and energy of the team.
- 15.14** Tracking: Riders following in the exact path of the rider in front of them.
- 15.15** Transitions: Actions taken to move from one maneuver (pattern) to another.
- 15.16** Variety: Drill Variety, i.e. single file, pairs, fours, eights or obloquies. Variety of speed and way the drill is performed.

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