

Judging Score Sheet

Section 1 - Horsemanship

How the Horses & Riders Connect (15 points)

Use of Tack & Aids to Improve the Drill (5 points)

Total Score for Horsemanship (20 points)

Section 2 - The Drill

Design & Difficulty of the Drill Routine (20 points)

Execution of Drill & Flow (Alignment, Spacing, Timing) (15 points)

Total Score for The Drill (35 points)

Section 3 - Appearance

Costume or Drill Attire (10 points)

Variety & Attractiveness of Patterns (10 points)

Energy & Team Attitude (5 points)

Total Score for Appearance (25 points)

Section 4 - Audience Appeal

Overall Score from Audience (20 points)

Total Score from Audience (20 points)

Performance under 8 Minutes (- 5 points if exceeds 8 Min)

Total Score (100 Points)

Drill Team Name

Judge Name

Midwest Horse Fair Thrill of the Drill Score Sheet Explanations

Horsemanship (20 points total)

How the horses and riders connect (15 points): Evaluates the connection between Horse and Rider. Riders should have proper saddle for their horse. Rider should have proper posture and capable riding abilities. Horses should be under control by the rider. Rider should use proper leg cues and rein aids. Transitions, turns and team maneuvers should be executed well without the use of excessive spurring. Horses should be well mannered.

Use of Tack and Aids to improve the drill (5 points): High quality aids such as flags could enhance the drill performance, leveraged consistently by riders.

The Drill (35 points total)

Design and Difficulty of the Drill Routine (20 points): Evaluates the creativity of the performance, the difficulty of the maneuvers used and the precision with which they are performed. Speed will be considered as it is more difficult to do a maneuver well if it is done at a faster tempo. Precision shall not be sacrificed for speed.

Execution of Drill and Flow (15 points): Considers correct alignment in maneuvers (i.e. straight lines, round circles), as well as quality, timing and uniform spacing of all horses throughout an entire maneuver.

Appearance (25 points total)

Costume or Drill Attire (10 points): Costume or drill attire attractiveness and distinctiveness of the team as a whole.

Variety & Attractiveness of Patterns (10 points): Overall assessment on the variety of maneuvers, with all riders working together to form an overall continuity between and during maneuvers. Evaluation of centralization of patterns for viewer appeal.

Energy & Team Attitude (5 points): Assessment of a positive team attitude across all horses and riders. High energy exciting performance showcasing skills while having fun.

Appeal (20 points total): Audience participants will have a chance to score teams via electronic survey during competition. Average score of all surveys for the team will be added to overall score up to 20 points.

Time: Duration of the drill should not exceed 8 minutes. Time will start when first rider enters the arena and end when last rider exits.