

NEW YORK STATE 4-H EQUINE DRILL AND PARADE TEAM DIVISION

The Quadrille portion of the Drill/Parade/Quadrille Division, will run with USDF (United States Dressage Federation) as guidelines.

I. PERSONAL ATTIRE AND APPOINTMENTS

PLEASE NOTE: Since the Drill/Parade/Quadrille Division allows riders from Hunt Seat, Dressage and Western Divisions, you need to know the personal appointments and attire for the seat you are riding. If there is a conflict in the listings, the Drill/Parade/Quadrille Division takes priority.

A. **Required**

1. Approved protective helmet
2. Riding boots with distinguishable heel
3. Long or short sleeved shirt
4. Long pants

B. **Optional**

1. Riding jackets
2. Gloves
3. Chaps
4. Blunt rowelled or unrowelled spurs – must have strap

C. **Prohibited**

1. Rowelled spurs
2. Clip-on spurs
3. Tapaderos

II. TACK AND EQUIPMENT

PLEASE NOTE: Since the Drill/Parade/Quadrille Division allows riders from Hunt Seat, Dressage and Western Divisions, you need to know the personal appointments and attire for the seat you are riding. If there is a conflict in the listings, the Drill/Parade/Quadrille Division takes priority.

A. **Required**

1. Saddle appropriate to the seat you are riding
2. Bridle appropriate to the seat you are riding
3. Bit appropriate to the seat you are riding
4. Other equipment appropriate to the seat you are riding
5. Hunt and Dressage riders must use appropriate bits

B. Optional

1. Saddle pads
2. Leg wraps

C. Prohibited

1. Any item that is inappropriate to the seat you are riding (Refer to the prohibited list in the appropriate division.)
2. Twisted Wire Bits

D. Allowed in practice and warm-up rings.

1. Same as show ring.

III. GENERAL SPECIFICATIONS

These rules and procedures have been developed by the Drill Team Subcommittee of the N.Y. 4-H HEC specifically for the contest held as a part of the New York State Fair 4-H Equine Show. Rules for county and regional competition may vary, but all teams selected for participation at the State Fair must be aware of these rules, meet all requirements and abide by the rules as herein stated.

A. Team Composition

1. If a county has a full team in a given division, they may not register additional youth in that division to compete on an individual basis. **BUT** they will be allowed to register a maximum of two (2) individuals as part of another county's drill team, one (1) as a part of another county's parade team and one (1) for another county's Quadrille team. **REMEMBER** that this team will compete under the name of the county needing to field a full team and not as a combined county name. It is up to the counties to find members, the State 4-H office will not do this for you. All deadlines for entry forms apply for combined teams.
2. Participants riding on a Drill, Parade or Quadrille Team may participate in **2 out of the 3 disciplines**. For example, a participant may choose to ride on the county's Drill Team and Quadrille Team, or Parade Team and Drill Team etc.
3. One (1) English and one (1) Western Quadrille may be entered from each county or region.
4. All members of the team must ride in the same style (western, hunt, dressage or saddle seat).
5. All members of the team must be actively involved in the entire drill.
6. Each Drill Team, Parade Group and Quadrille Team is encouraged to enter alternate equine and rider pairs to be used only to replace regular team members and their mounts who cannot perform because of injury or illness to the riders or to the mounts (maximum of two (2) for Drill and one (1)

- for Parade and one (1) for Quadrille).
7. Each Drill Team, Parade Group and Quadrille Team must submit 3 copies of their routine. These submissions will include a diagram or drawing of each maneuver in the sequence in which they will be performing and is to be given to the judges at the coaches/judges meeting prior to the start of competition.
 8. The order in which teams are to perform shall be determined by a drawing at the coaches/judges meeting or as special circumstances dictate and as approved by the Subcommittee Chair. All Parade Groups will perform prior to the Drill Team competition.
 9. Each drill team shall consist of:
 - a) a minimum of six (6) equines and riders.
 - 1) less than six (6) equines and riders may compete if - an injury to a equine or rider has taken place after the State Fair entries have been submitted for six (6) or more equines and riders or
 - 2) a problem has arisen after the State Fair entries have been submitted for six (6) or more equines and riders, but prior to the contest and permission to participate is granted by the Chair for Drill/Parade, the HEC Executive Committee, or the State Fair 4-H Show Committee.
 - b) a maximum of twelve (12) equines and riders.
 - 1) a larger group may be considered if special permission to participate is requested of and granted by the Chairperson of the Drill Team Subcommittee at least 2 weeks prior to the contest.
 10. Each Parade Group shall consist of:
 - a) five (5) mounted riders.
 - 1) less than five (5) riders may compete if an injury to a equine or rider has taken place after the State Fair entries have been submitted for five equines and riders or
 - 2) a problem has arisen prior to the contest and permission to participate is granted by the Chairperson of the Parade Group Subcommittee.
 11. Each Quadrille Team shall consist of:
 - a) four (4) mounted riders.

B. Individual and Team Eligibility

1. All team members must be enrolled in a 4-H equine project in the county they represent and meet all age and participation requirements of that county and of the State 4-H Equine Show.
2. All teams must be entered in accordance with all rules and regulations of the State 4-H Equine Show.
 - a) An official 4-H Equine Show Entry Form is to be submitted for each team member and alternate through your county Cooperative Extension office on an official NYS Fair entry form.

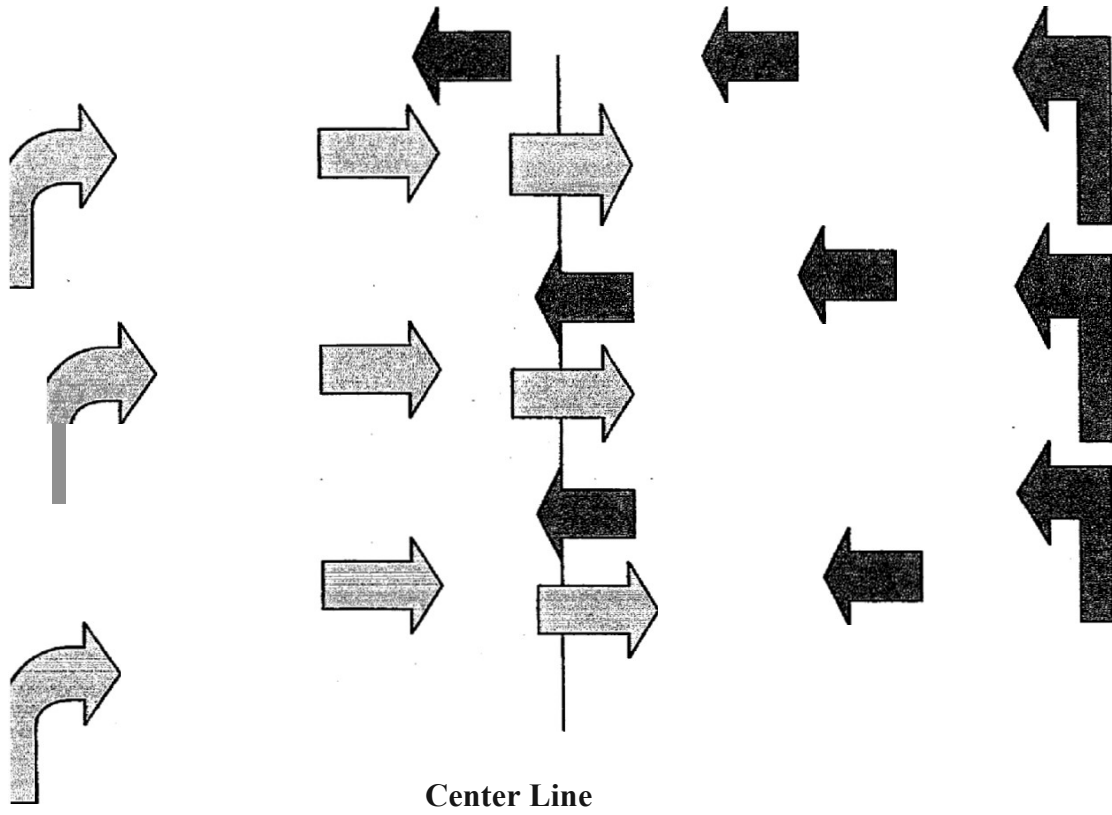
- b) A separate entry shall be made using the attached form, directly to the Extension Horse Specialist, 129 Morrison Hall, Cornell University, Ithaca, NY, 14853.

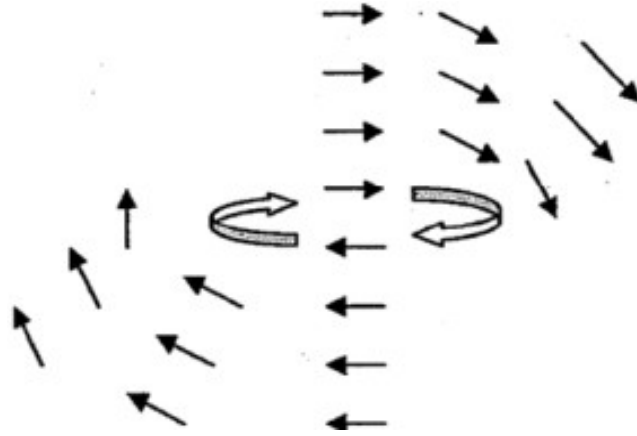
IV. **CLASS DESCRIPTIONS**

A. **The Drill Team Performance**

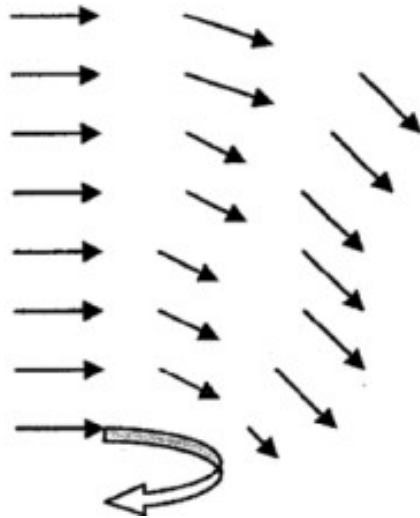
1. The space in which all drill team maneuvers are to be executed shall be no more than 240' by 120' (the size of the NYS Fair arena) and no smaller than 200' by 100'. The perimeter may be marked by cones or other suitable markers immediately prior to the performance and removed immediately afterwards.
2. Each county is to develop their own drill. No obstacle shall be permitted within the drill team pattern area, interactive with the drill team.
Time frame:
 - a) minimum time of 5 minutes
 - b) maximum time of 10 minutes
3. Signals are to be given by the team captain if no music is used. These signals may be:
 - a) voice commands
 - b) whistle commands
4. When music is used, optional signals may be used which must consist of subtle head or arm movement by the line leaders - whistle or voice commands are not allowed.
 - a) All music, reproduction equipment (stand-alone or through the existing P.A. system) must be supplied by the team.
5. Each drill must include, but is not limited to the following four (4) maneuvers:
 - a) A 360 degree wheel with the pivot from the center or end, with all riders involved.
 - b) Thread the needle (pattern X).
 - c) Oblique in line (kitty corner).
 - d) Mesh/interlocking fingers (pass through opposing lines all riders abreast).
6. No flags or pennants may be used by members of the team in the drill nor may stationary riders hold flags or pennants in the ring during the drill. County and club banners may be brought into the ring during award ceremonies only.
7. A very brief listing and description of the maneuvers in the sequence in which they are to be performed is to be given to the judge at the coaches/judges meeting prior to the start of competition.
8. The order in which teams are to perform shall be determined by a drawing at the coaches/judges meeting or as special circumstances dictate and as approved by the Subcommittee Chair.

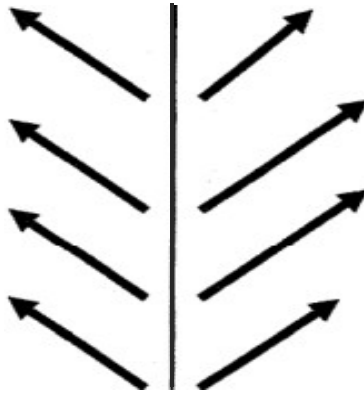
INTERLOCKING FINGERS





PINWHEEL or 360 DEGREE WHEEL



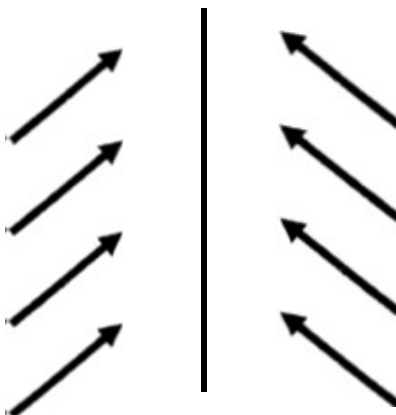


Center Line

OBLIQUE

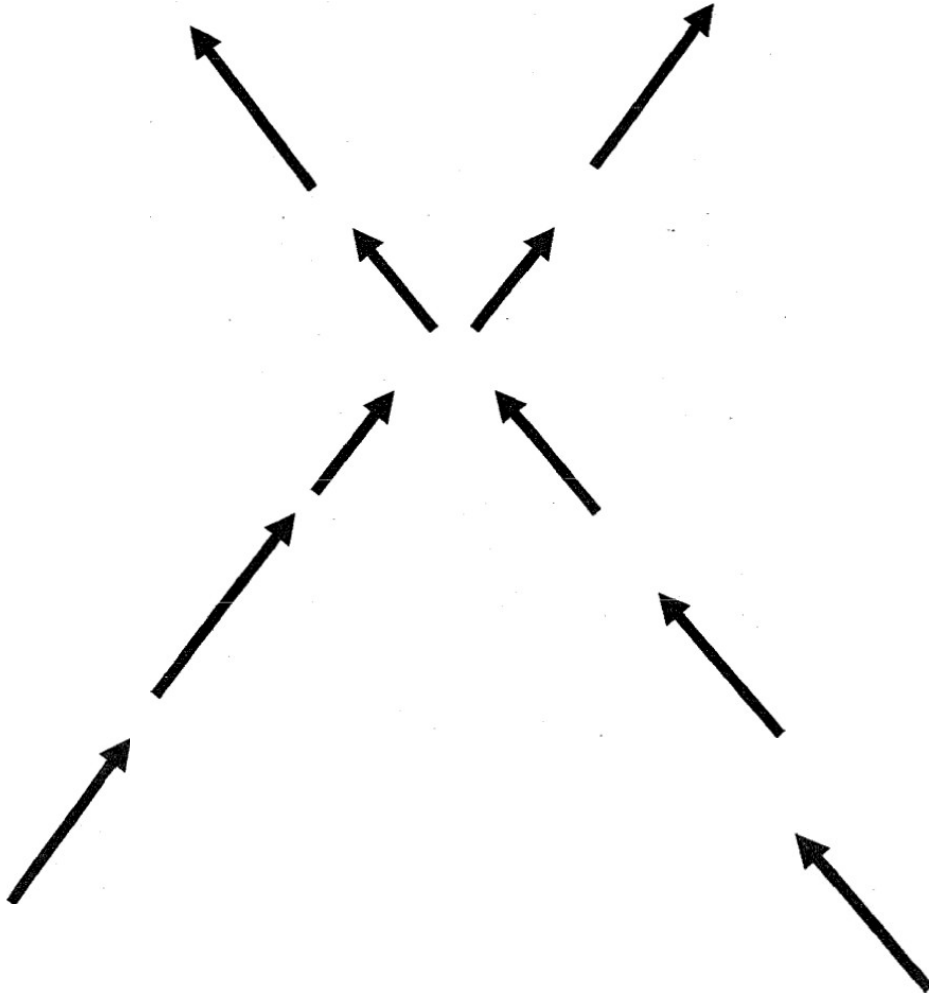


Center Line



Center Line

THREAD THE NEEDLE



B. The Parade Team Performance

1. Each of the five (5) riders must carry a flag or pennant including the American Flag, State flag and either a county or 4-H banner with the two remaining flags or pennants to be at the discretion of the group. There is no size requirement for the flags/banners, but for safety reasons they need to be of a size that will not interfere with the riders' or equines' vision and action. It is mandatory that some form of flag holder must be attached to the stirrup for holding flags.
2. Each group must develop their own routine and be within the following time frame:
 - a) minimum of three (3) minutes
 - b) maximum of five (5) minutes
3. Each routine must include, but not be limited to:
 - a) movement in 5-abreast formation at the walk and jog/trot.
 - b) right angle movements at the walk and the jog/trot.
 - c) 5-abreast to the right at a walk and at a jog/trot
 - d) 5-abreast to the left at a walk and at a jog/trot.
 - e) a 360 degree wheel to the right and to the left with the end equine being the pivot.
 - f) a 180 degree turn to the right or to the left with the pivot being the center rider.
4. The space in which all Parade Group maneuvers are to be executed and shall be no wider than 40' and no longer than 200'. Parade Group should perform as if working in a city street in front of a reviewing stand. It is not to be executed as a mini drill, but should incorporate distinct parade maneuvers with emphasis on precision.

C. The Quadrille Performance

1. The space in which all Quadrille team maneuvers are to be executed shall be performed in a 20X 60 meter (66X198 ft) ring. The perimeter will be marked with appropriate and suitable markers for the duration of the Quadrille portion of the division.
2. Each county is encouraged to develop their own routine, but may use a USDF Quadrille test already created as a guideline.
 - a) Minimum time: 4 minutes
 - b) Maximum time: 6 minutes
3. Signals may be given if no music is used. These signals may be:
 - a) voice commands
 - b) whistle commands
4. A description of the routine in the sequence in which they are to be performed is to be given to the judge at the coaches/judges meeting prior to the start of the competition.

V. PERFORMANCE

A. Scoring

1. All scoring shall be done entirely by three (3) official judges whose decision shall be final.
 - a). The official judges will discuss the contest and the scoring with the coaches and team members at a special meeting to be held approximately ½ hour after the conclusion of the awards ceremony. All comments and questions relative to scoring, placing and evaluation must be deferred to the meeting.
 - b). Each Drill Team shall be scored up to 100 maximum points, the final score will be the average of the three scores based on the following criteria:
 - 1) Uniformity 0-10 pts
 - 2) Horsemanship 0-10 pts
 - 3) General impression 0-10 pts
 - 4) Creativity 0-20 pts
 - 5) Mandatory maneuvers 0-25 pts
 - 6) Elective maneuvers 0-25 pt
 - c). Each Parade Group shall be scored up to 100 maximum points, the final score will be the average of the three scores based on the following criteria:
 - 1). Uniformity of team 0-10 pts
 - 2). Horsemanship 0-10 pts
 - 3). General impression 0-10 pts
 - 4). Precision of execution 0-20 pts
 - 5). Performance requirements 0-50 pts
 - d). Each Quadrille Team shall be scored up to 100 maximum points, the final score will be the average score of the three scores, based on the following criteria:
 - 1). Spacing 0-10 pts
 - 2). Uniformity 0-10 pts.
 - 3). Choreography 0-10 pts.
 - 4). Musicality 0-10 pts
 - 5). Horsemanship 0-10 pts
 - 6). Team appearance 0-10 pts
 - 7). Creativity 0-20 pts
 - 8). Performance of group 0-20 pts
 - e). Penalties- When a horse(s) engages in unsafe actions, i.e. repeated bucking, kicking, rearing, or is out of the rider’s control, during the drill performance, a stiff penalty will be implemented by the judges.

Drill Team

- Drill less than 5 minutes -**10 penalty points**
- Drill exceeds 10 minutes, but less than 10-1/2 minutes **5 penalty points**
- Drill exceeds 10-1/2 minutes, but less than 11 minutes- **10 penalty points**
- Drill over 11 minutes, but less than 12 minutes-**20 penalty points**
- Drill exceeds 12 minutes –**disqualification**

Parade Group

- Routine less than 3 minutes-**10 penalty points**
- Routine exceeds 5 minutes, but less than 5-1/2 minutes-**5 penalty points**
- Routine exceeds 5-1/2 minutes, but less than 6 minutes- **10 penalty points**
- Routine exceeds 6 minutes, but less than 7 minutes-**20 penalty points**
- Routine exceeds 7 minutes-**disqualification**

2. If any performance exceeds the time limit (10 minutes for Drill Teams, 5 minutes for Parade Groups and 6 minutes for Quadrille) no scoring will be done on that part of the performance which exceeds the time limit.
3. The scores of Judge 1, Judge 2 and Judge 3, less any penalties, shall be averaged to determine the order of team placing.
4. Ties will be broken by the decision of the judges.

B. Penalties

1. Not riding at some time during the performance-
 - a) Drill Team - a walk, jog/trot and lope/canter
 - b) Parade Group-a walk and jog/trot
 - c) Quadrille- a walk, jog/trot and lope/canter
2. Exceeding the time limit (10 minutes for Drill Teams, 5 minutes for Parade Groups and 6 minutes for Quadrille) by 2 or more minutes.

Disqualifications

1. Use of music **and** voice or whistle commands together in drill/ parade/ quadrille.
2. Fall of equine and/or rider –**if caused by unsafe action of horse or rider.**
3. Any action deemed unsafe by the official judges to riders, equines, or spectators
During the team performances, including lack of control, kicking, inappropriate use of appointments, etc.
4. Nonconformance to the Team Composition as described.

C. Sequence

1. Entry
 - a) All teams are to enter the ring and form a line (abreast) facing the announcer's stand (judges) at a halt. Each team/group may complete a maximum of one (1) pass of the inside perimeter of the ring prior to lineup. Appropriate entry music may be used.
 - b) The team will salute the judges; the judges will return the salute.

NYS 4-H Drill and Parade Team

- c) Scoring and timing will begin after the salute, with the first note of music (if used), or the first vocal or whistle command given for the collective movement of the team.
2. Routine
- a) Once the drill has begun, forward movement must continue until the final lineup and halt.
 - b) The greater the number of different maneuvers attempted, may result in a potentially higher score.
 - c) The more difficult the maneuvers attempted, may result in a potentially higher score.
3. Halt and Salute
- a) Each team performance must be concluded with all members of the team forming a line (abreast) facing the announcer's stand (judge) at the halt.
 - b) The team members will salute the judges, at which time all scoring and timing stops.
 - c) When the judge returns the team salute, the team will exit at the walk.
4. An official timer 15 years of age or older shall be appointed to time and record that time for each team.
5. A Technical Delegate shall be designated by the Drill/Parade/Quadrille Subcommittee Chair. The TD shall:
- a) ensure that all rules and procedures are followed.
 - b) intercede with show management on behalf of the competitors where disputes arise.
 - c) interpret decisions of management for competitors.
 - d) monitor all activities.

NYS 4-H DRILL TEAM JUDGING SHEET

COUNTY: _____ LENGTH OF TIME: _____

(5 TO 10 MINUTES)

NUMBER OF RIDERS: _____ SPECIAL PERMISSION: _____

COMMANDS: Music/Voice/Whistle (circle one) STYLE OF RIDE: Western/Hunt/Saddleseat/Dressage

UNIFORMITY (0-10 POINTS) _____ () points

HORSEMANSHIP (0-10 POINTS) _____ () points

GENERAL IMPRESSION (0-10 POINTS) _____ () points

CREATIVITY (0-20 POINTS) _____ () points

MANDATORY MANEUVERS: (please check off as completed) (0-25 points) _____ ()

360 degree wheel – all riders involved – pivot at center or end of line Thread the Needle (pattern x) _____ points

Mesh/Interlocking Fingers – Pass-through opposing lines all riders abreast Oblique (kitty-corner) _____

ELECTIVE MANEUVERS: (please indicate quantity and quality) (0-25 POINTS) _____ () points

COMMENTS: _____

PENALTY POINTS: Stationary Horse/Rider _____ Unsafe action _____
Not performing in the following gaits: Walk _____ Jog/Trot _____ Lope/Canter _____

DISQUALIFICATION: FALL OF RIDER _____ FALL OF HORSE _____ Performance Exceeding 12 minutes _____

JUDGE: _____ TOTAL SCORE: ()
100 points maximum

NYS 4-H PARADE GROUP JUDGING SHEET

COUNTY: _____ LENGTH OF TIME: _____

(3 TO 5 MINUTES)

STYLE OF RIDE: Western / Hunt / Saddle Seat / Dressage (Circle One)

SPECIAL PERMISSION: _____

UNIFORMITY (0-10 POINTS) _____ ()
points

HORSEMANSHIP (0-10 POINTS) _____ ()
points

GENERAL IMPRESSION (0-10 POINTS) _____ ()
points

PRECISION OF EXECUTION (0-20 POINTS) _____ ()
points

PERFORMANCE REQUIREMENTS: (please check off as completed) (0-50 points) ()
points

- | | |
|--|--|
| 5 abreast at a walk | 5 abreast at a jog/trot |
| Right angle movements at a walk | right angle movements at a jog/trot |
| 5 abreast to the right at a walk | 5 abreast to the right as a jog/trot |
| 5 abreast to the left at a walk | 5 abreast to the left at a jog/trot |
| 360 degree wheel to the right (end pivot) | 360 degree wheel to the left (end pivot) |
| 180 degree turn to the right or left with the pivot being the center rider | |

COMMENTS: _____

PENALTY POINTS:

Unsafe action _____ Not performing in the following gaits: Walk _____ Jog/Trot _____

DISQUALIFICATION:

FALL OF RIDER _____ FALL OF HORSE _____ Performance Exceeding 7 minutes _____

JUDGE: _____ TOTAL SCORE: ()
100 points maximum

NYS 4-H QUADRILLE TEAM JUDGING SHEET

COUNTY: _____ LENGTH OF TIME: _____
(4 TO 6 MINUTES)

COMMANDS: Music/Voice/Whistle (circle one) STYLE OF RIDE: Western/Hunt/Dressage

SPACING (0-10 POINTS) _____ ()
points

UNIFORMITY (0-10 POINTS) _____ ()
points

CHOREOGRAPHY (0-10 POINTS) _____ ()
points

MUSICALITY (0-10 POINTS) _____ ()
points

HORSEMANSHIP (0-10 POINTS) _____ ()
points

TEAM APPEARANCE (0-10 POINTS) _____ ()
points

CREATIVITY (0-20 POINTS) _____ ()
points

PERFORMANCE AS A GROUP (0-20 POINTS) _____ ()
points

COMMENTS: _____

PENALTIES:

Unsafe action _____ Not performing in the following gaits: Walk _____ Jog/Trot _____ Lope/Canter

DISQUALIFICATION:

FALL OF RIDER _____ FALL OF HORSE _____ Performance exceeding 8 minutes _____

JUDGE: _____

TOTAL SCORE: ()
100 points maximum

