

Blue Shadows Mounted Drill Team



Mission Statement

Blue Shadows is a youth equestrian drill team. We provide committed, competent, and caring volunteers dedicated to instructing youth members in horsemanship and equestrian drill. Teamwork, leadership skills, and standards of excellence are taught through the program's curriculum. We provide a program of positive influence that assists each youth in achieving their highest potential.

Motto

"Leadership through Guidance"

Purpose

The specific purpose of this corporation is to encourage interest in horses and horsemanship through proper training of equitation and troop drilling in Southern California. This corporation is organized exclusively for charitable purposes within the meaning of Internal Revenue Code 501(c) 3 of the United States Internal Revenue Law. Despite any other provision in these articles, the corporation shall not, except to an insubstantial degree, engage in any activities or exercise any powers that do not further the purpose of this corporation, and the corporation shall not carry on any other activities not permitted to be carried on by (a) a corporate exempt from federal income tax under Internal Revenue Code 501(c) 3 or the corresponding provision of any future United States internal revenue Law, or (b) a corporation, contributions to which are deductible under Internal revenue Code 170 (c) 2 or the corresponding provision of any future United States internal revenue law. The General Purpose of this corporation shall be to provide a unique educational program that combines the athletic ability and competitive spirit of sports with the discipline, compassion and teamwork needed when working with horses. Also in the context of these purposes (a) no substantial part of the activities of this corporation shall consist of lobbying or propaganda, or otherwise attempting to influence legislation; this corporation shall not participate or intervene in (including publishing or distributing statements) any political campaign on behalf of any candidate for public office, (b) All corporate property is irrevocably dedicated to the purposes set forth in Article 2.

Blue Shadows Mounted Drill Team

Welcome

Introduction

Our purpose is to encourage interest in horses and horsemanship through proper training and troop drilling. As a club we provide organized activities such as horse shows, trail rides, and parades. We are an incorporated non-profit organization. All of our officers volunteer their time and are in no way reimbursed.

Riding Schedule

All intermediate troops start promptly at 6:00PM and end at 8:00PM. The exact day of the week your specific troop meets varies from Monday through Friday and will be assigned upon completion of the Remount Troop.

Remount Troop

This troop is open to anyone who wants to learn to ride. Uniforms are not required, but all members must wear a helmet and boots are strongly recommended. If you do not have a helmet, one will be provided to you. In this troop riders are taught how to control their horses, develop correct equitation, learn proper horsemanship, and perform basic drilling techniques. Time spent in the Remount Troop varies according to the individual. The average duration is four to eight weeks.

Intermediate Troops

Upon completion of the Remount Troop you may become a member of the Blue Shadows Mounted Drill Team and transfer into an intermediate troop. These troops meet Monday through Friday evenings. Upon entering a regular troop, a remount advances to the rank of trooper.

Requirements:

- Must have satisfactorily completed Remount Troop
- Must be 8 to 16 years of age
- Must be fairly proficient in handling a horse
- Must know the basic drill commands.
- Must wear Blue Shadows uniform (see uniform section)

Activities:

The activities offered to Blue Shadows members are weekly drilling practice, semi-annual horse shows, parades, and trail rides. We also have parties for special occasions, fund raisers, and regimental functions such as picnics and barbecues. Members are informed by troop officers of upcoming events.

Uniform

Purchase of a uniform is required within one to two months of joining a regular troop. The full uniform which all members wear every week consists of the following:

- Turquoise Blue Shadows riding shirt
- Black riding pants (cotton/polyester blend - no rivets)
- Black western tie
- Black western belt with silver buckle

- Silver collar tips
- Black western roper (round toe) boots (no lace-ups or stitching)
- Riding helmet with black cover
- Name badge

Our turquoise shirt can be purchased through our organization by contacting Major Michelle Ernst. Contact your troop officer for the collar tips and name badge.

Inspection

Inspections are held the first troop night of each month. Officers check if your uniforms are cleaned, pressed, and complete as outlined in "Uniform Standards". Officers will also ask general questions about parts of the horse, saddle, bridle, drilling, and horsemanship and other information from the official Blue Shadows Manual.

Cost

The cost per lesson which includes the lease of the horse will vary according to the Post at which you ride.

One-time Fees:

Registration - \$5.00 (Checks Made Payable to "Blue Shadows")

Yearly Fees: (Collected in January)

Yearly Dues - \$40.00 (Checks Made Payable to "Blue Shadows")

Monthly & Rental Fees:

Monthly Dues - \$5.00 (Cash or Checks Made Payable to "Blue Shadows" on first riding night of the month)

LVT Post Horse Rental/Private Horse Fees - Consult officer for rates. (Cash only; paid on riding night)

Other Information

- If you are unable to attend troop, you MUST call and notify your officer by 10AM.
- The Blue Shadows Mounted Drill Team is an organization dedicated to equestrian expertise, team work, and pride. We reserve the right to deny anyone the privilege of riding with the group.
- We are striving to maintain a well-mannered drill team. Our troops are not a military regiment, yet we do ask that you address our officers in the correct manner; Sir, Ma'am, Captain, Sergeant, etc.
- If there are any questions, please feel free to ask your troop officer or you may call:

Col. Nancy Chefalo (661)904-3397
Regimental Commander

Lt. Col. Jan Austin (818) 577-7728
Regimental Executive Officer

Lt. Col. Janet Johnstone (818)731-3096
Lakeview Terrace Post Commander

Major Michelle Peterson (818) 679-4511
Lakeview Terrace Post Adjutant

Lt Col. Kevin Austin (818) 590-7271
Newbury Park Post Commander

Lt. Col. Jan Austin (818)577-7728
Newbury Park Post Adjutant

Blue Shadows Mounted Drill Team

General History

The year was 1957 when a group of kids in an equestrian drill team decided to form a team of their own. They had the concept that through proper guidance and the teaching of horsemanship, they could become an integral part of the development of its members. They chose the motto "Leadership through Guidance" and worked to instill the qualities of horsemanship, teamwork, and dedication that have kept the organization running.

Consistency in its leadership has been a critical component to Blue Shadows survival. Only four Regimental Commanders have overseen the organization over the years. Colonels Herrick, Radike, Bigbee, and Chefalo are the remarkable individuals that have influenced the lives of thousands of kids throughout the years. Colonel Chefalo currently leads our way. Colonel Radike continues to be the pillar of strength that she always has been. Colonel Bigbee returns each year to assist with the annual regimental show.

In 1993 the Agua Dulce post opened for membership. Blue Shadows had run two posts concurrently in the past, but never with this success. The officers, members, and parents from both posts have made our current position within the community possible with their efforts.

In early 2010, a third post of Blue Shadows was opened in Newbury Park, expanding the organization to more troops and members than ever before and spreading the opportunity to a whole new community of young people.

Because of our influence with the community, publicity has been abundant. Numerous articles about Blue Shadows have surfaced in several local newspapers. Also, in May of 1998, Blue Shadows premiered on Fox Sports West 2 Horseworld.

Since 1966, Blue Shadows has traveled throughout California and Nevada to appear in parades, exhibitions, and competitions. From 1990 to present day, Blue Shadows has performed at the Western States Drill Team Competition in Reno, Nevada being awarded Western States Drill Team Champions in 2009 and 2012. Our Junior Advanced Team was named Equestrian Trails Inc. National Junior Champions in 2001 and 2003 at the ETI Convention in Burbank, CA. Also, in 2005, and 2007 thru 2019, Advanced Troops of Blue Shadows won the California State Horsemen's Association Overall State Championship We are looking forward to many more successful rides!

In 2018, Blue Shadows rode its first ride in the Rose Parade in Pasadena, Ca. and will again represent Blue Shadows this year.

More information about every aspect of the fantastic youth organization can be found on the internet at BlueShadows.org.

Blue Shadows Mounted Drill Team

Leadership Guidelines

Leadership

The sum of those qualities of intellect, human understanding, and moral character that enables a person to inspire and to guide a group of people successfully.

Leadership Traits

Those qualities of personality, which are of greatest assistance in obtaining confidence, respect, and loyal cooperation.

Essential Leadership Traits: Integrity, Knowledge, Dependability, Initiative, Decisiveness, Tact, and Justice

Leadership Principles

Guides for the proper exercise of command.

Essential Principles:

- Be technically and tactically proficient. (Have knowledge and ability)
- Know yourself and seek self-improvement.
- Know your troop members and help them improve in riding skills and drill knowledge and self-confidence.
- Keep all your members informed.
- Set the example.
- Delegate and insure tasks are understood, supervised and accomplished.
Train your troop as a team.
- Make sound and timely decisions.
- Develop a sense of responsibility among subordinates.
- Employ your command in accordance with its capabilities. Seek responsibility and take responsibility for your actions.
- Make it known that every member, including yourself, is equally accountable for their words and actions.
- Acknowledge both successes and mistakes; make examples of success and learn from mistakes to prevent them from being made again.

Leadership Techniques

are actions taken by the leader.

A leadership technique should:

- Be guided by the Leadership Principles.
- Exhibit the good traits of the commander
- Be consistent with the situation.
- Accomplish or contribute toward accomplishing the goals of your actions.

Blue Shadows Mounted Drill Team

Duties & Responsibilities of Rank

Remount

A remount is a new riding member learning basic horsemanship and basic drills.

Trooper

The rank of the trooper is the foundation of our organization. They should know all commands and ride with adequate equitation and horsemanship.

Trooper First Class (TFC)



A TFC is in charge of a four. They should keep the four dressed and aligned at all times. Assists the corporal in coordination of the squad, but does not override the corporal's authority.

Corporal



A corporal is in charge of a squad. They are responsible for checking the squad's cinches and tack before mounting. Helps train new troopers. Must know all commands and how to handle a variety of situations such as dealing with suggestion and complaints voiced from the members within their squad. Is responsible for keeping the squad dressed and aligned at all times and seeing that commands are executed properly.

Stable Sergeant



A stable sergeant is concerned for the general care of the horses including grooming, saddling, bridling, and assists in the assignment of horses. Helps first sergeant in preparing troop to be mounted by checking cinches, curb chains, stirrups of riders, and putting to pasture any unused horses. Clears arena of cones, water hoses, etc. Participates in squad report. During troop may ride lead, line, help new riders, or ride in a squad. Ensures horses are cooled before putting away at end of troop. Also helps in planning of troop activities. Assumes authority in the absence of higher ranking officers. Is in training for commissioned officer.

Platoon Sergeant



The rank of platoon sergeant is concerned with the squads of the troop. They must know the riders and their needs and communicate this to the corporals and TFCs, as well as higher ranking officers. Participates in squad report, may ride line, lead, or in a squad. Must be qualified in the instruction and execution of horsemanship and drilling and helps new troopers. Assumes authority in the absence of higher ranking officers and is in training for commissioned officer.

1st Sergeant



A first sergeant is concerned with the troop as a whole. May be responsible for falling the troop in and out, taking roll, collecting money, and mounting and dismounting the troop. Takes squad report. May ride line, lead, help new riders or ride in a squad. Must exercise authority in keeping the troop alert, in order, quiet, and respectful. Must know the personalities of all the riders and is responsible for informing the higher ranking officers of any difficulties developing within the troop. Is able to assume authority in the absence of higher ranking officers. Is in training for commissioned officer.

2nd Lieutenant



Gold

The rank of second lieutenant is the first of the commissioned officer's rank. Rides lead, line or in troop, and drills. Assists in planning of troop activities. Checks performance of troop, instructs ranks on their duties, in general keeps things running smoothly. May be in charge of the roster, money, and any new registrations. Attends the officer's meetings. Assumes authority in the absence of higher ranking officers. In training for troop commander.

1st Lieutenant



Silver

A first lieutenant is usually second in command of a troop, working closely with the troop commander. Performs same general duties of a second lieutenant. Assists troop commander in the everyday running of the troop, troop activities, making promotions, and planning show drill patterns. Sets standards and is an example to lower ranking officers. Assumes authority in the absence of the troop commander.

Captain



Silver

A captain is the troop commander. Makes final decisions concerning his troop. Ensures ongoing training for commissioned and noncommissioned officers as well as new riders is in effect. Sets standards and is an example to all troop members. Is ultimately responsible for all troop activities, functions, conduct, and morals of his or her troop.

Major



Gold

A major is a regimental officer who helps plan regimental functions, inspects troops as a visiting officer, handles much of the regimental paperwork and assists troop officers with post problems when necessary. A major may also be the Post Commander or Adjutant who should be able to assume the duties of any of the troop commanders in case of temporary absence. They must keep communications and suggestions flowing from the troop officers to the regimental officers. Assumes authority in absence of Regimental Commanders.

Lieutenant Colonel



Silver

The lieutenant colonel is usually a Post Commander or the Regimental Adjutant. A Post Commander is responsible for running, training, activities, moral, and standards of their post. Must receive authority from the Regimental Commander for all activities. Must constantly and consistently communicate with the Regimental Commander or Adjutant as to the activities and plans for the post. As Regimental Adjutant assists the Colonel with all administrative duties of the regiment. Works closely with the Colonel in planning and defining the objectives and direction of regimental goals on a yearly basis. Helps conduct the monthly officers meetings and assumes authority on the absence of the Regimental Commander.

Colonel



Colonel is the rank of the Regimental Commander who is responsible for seeing that the organization runs smoothly and efficiently. Working with the Lieutenant Colonel, plans and defines the objectives and direction of all regimental goals on a yearly basis. Makes all final decisions and oversees all activities of the regiment. Conducts the monthly officers meetings. Is ultimately responsible for the standards, conduct, morale and efficiency of the troop commanders.

Blue Shadows Mounted Drill Team

Blue Shadows Code of Conduct

The Code of Conduct is a guideline for how an organizations member is to act when representing that organization. The Blue Shadows Mounted Drill Team expects all its members to represent themselves and the organization in an appropriate manner at all times. Blue Shadows is a youth organization and as such all members must act in a way appropriate for all ages. A member is representing Blue Shadows whenever they are at a Blue Shadows event, wearing Blue Shadows clothing, discussing Blue Shadows, or in a group of Shadow members even if not at a Blue Shadows event.

Shadow members must carry out the responsibilities of their rank at all times.

All members that handle Shadow funds must follow correct procedures for handling and recording funds.

We are a diverse group of people, and we must be respectful to all others at all times. Members are not allowed to participate in any form of harassment which could include inappropriate language or inappropriate materials that others may find offensive.

When working with people outside the organization it is important that we have good community relations. Whenever we involve Shadows in any way, we are responsible for our actions as Shadow members. If we do anything or post anything electronically (ex: web pages, Myspace, Facebook, pictures, videos, texting) that is against the Blue Shadows Code of Conduct we must not have any reference to Shadows connected to that posting.

Code of Conduct Violation Hearing Procedure

If a Blue Shadows member is accused of violating the Blue Shadows Code of Conduct their actions may be reviewed at a Blue Shadows Code of Conduct Hearing. The following process may take place:

The accused member will be requested to meet with a group of Blue Shadows officers. The accused member should try to attend this meeting. The meeting will take place with or without the accused there. All participants should try to schedule the meeting so all involved may attend. The group of officers would normally, but not always, include the following:

- Regimental Commander
- Regimental Adjutant
- Agua Dulce Post Commander
- Newbury Park Post Commander
- Lake View Terrace Post Commander
- The person's troop commander if appropriate
- An additional officer is present to take notes
- If the accused member is a minor, they may request to have their guardian present

If the member is found to be guilty in whole or part, the committee will determine what punishment will be enforced. The punishment could be a verbal warning, suspension or even expulsion from the organization.

Blue Shadows Mounted Drill Team

Regimental, Post & Troop Commanding Officers as of 10/2019

Regimental Officers

Regimental Commander	Colonel Nancy Chefalo
Executive Officer	Lt. Colonel Jan Austin
Regimental Advisor	Colonel Lucy Radike
Lake View Terrace Post Commander	Lt. Colonel Janet Johnstone
Lake View Terrace Post Adjutant	Major Michelle Petersen
Lake View Terrance Post Advisor	Major Tracey Ramirez
Newbury Park Post Commander	Lt. Colonel Kevin Austin
Newbury Post Adjutant	Lt. Colonel Jan Austin
Treasurer	Major Erin Briggs
Secretary	Lt. Colonel Virginia Muecke
LVT Remount Officer	Lt. Colonel Janet Johnstone
Regimental Officer/Equipment Procurement	Major Erin Briggs
Parade Team	Major Allyson Wreede
Regimental Officer	Lt. Colonel Tammy Wickham
Regimental Officer	Major April Verway

Lake View Terrace Post Commissioned Officers

Monday	Troop X	1 st Lt. Cheryl Redden
Tuesday	Troop C	Captain Taryn Smith
Wednesday	Troop K	Captain Sonora Chavez
Thursday	Troop R	Captain Sarah Hartenstein
Friday	Troop I	2 nd Lt. Bethany Pitts

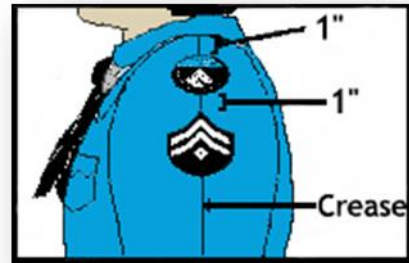
Blue Shadows Mounted Drill Team

Uniform Standards

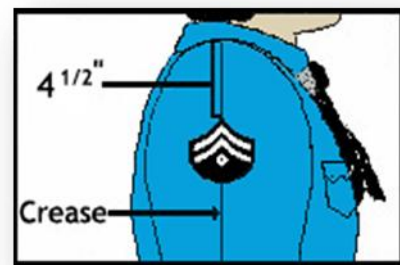
1. The helmet must fit properly. Its cover must be brushed free of dust and should cover the helmet with seams even on both sides. Any brass must be centered one inch above the visor.
2. Hair must be pulled back with no stray hairs. It may be worn in a low bun so as not to interfere with the helmet or can be braided and folded under itself.
3. The shirt must be clean, pressed, and have creases down the center of the sleeve. Collar tips are required. The collar must also be straight and cover the tie at the back of the neck.
 - The Blue Shadows arm patch is sewn on the left sleeve centered on the crease and one inch down from the shoulder seam.
 - Rank stripes are sewn one inch from the patch on the left sleeve and equal distance from the shoulder seam on the right sleeve, both centered on the crease.
 - Name badges are centered over the right pocket so that the bottom edge of the badge is even with the top of the pocket.
 - Bars are centered over the left pocket in the same manner with the awards bar being placed to the left of the service bar.
4. The tie must be tied so that the ends are even and the knot covers the top button at the throat. After the annual regimental show, summer uniform begins. Ties are not worn and the top button is left unbuttoned except for inspection nights when the full dress uniform is required.
5. Pants must be clean and pressed with creases down the front and back of the legs. They should be long enough so as to cover the boots while riding.
6. The belt must be clean. Its buckle should be mainly a silver color. There must be an alignment of the tie, shirt snaps, and buckle.
7. Boots must be polished and shined. Kiwi boot polish works best. Any white stitching must be polished black.
8. If a commanding officer decides to have a non-uniform night due to weather or other reasons, members must wear a Blue Shadows t-shirt, their normal black riding pants and black roper boots. Blue Shadows t-shirts should also be worn to horse and saddle cleaning, and other similar official Blue Shadows functions.

Uniform Diagrams

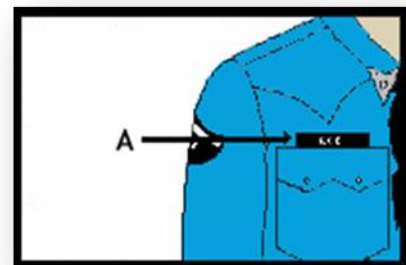
The patches on the left sleeve of the shirt should be placed as follows: Blue Shadows patch one inch from the top of the sleeve. Rank should be placed one inch below that. A crease must also run down the middle of the sleeve and both patches.



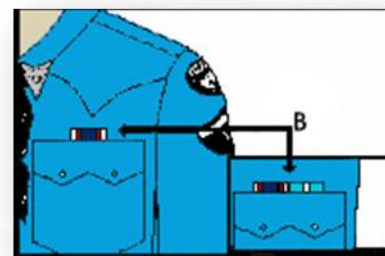
Any rank patches on the right sleeve of the shirt should be placed at an equal distance as the patch on the left. This measures out approximately four and one half inches due to size of the Blue Shadows patch. A crease must run down the middle of the sleeve as well.



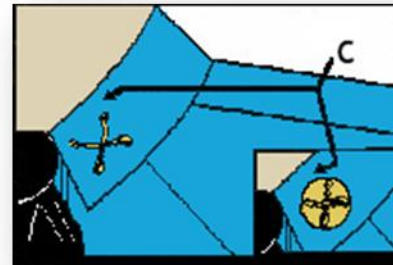
The name badge (A) goes on the right side of the shirt centered above the right pocket. The name badge must also rest flush on top of the pocket seem.



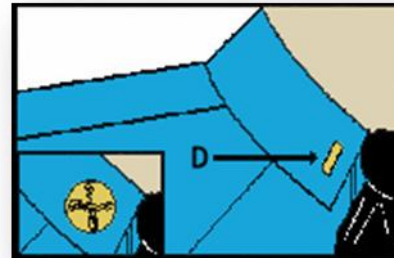
Ribbons (B) are to be placed above the left pocket and centered. Insert shows how to place multiple ribbons. The ribbons must also rest flush on the left pocket. A piece of cardboard can be placed under the shirt behind the ribbons to flatten out any wrinkles. Do not wash ribbons with water. Use a vacuum cleaner to get any dust off. Try not to touch the face of the ribbons at all.



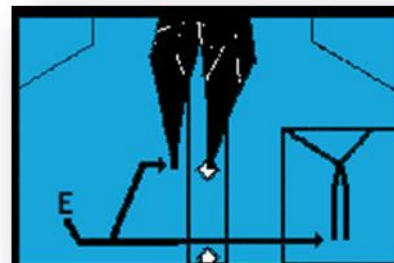
Officer crossed sabers (C) are placed on the left side and should line up with the tips parallel to the top of the collar. Sergeant's circled saber pins go on both left and right sides with the tips also lined up parallel with the top of the collar.



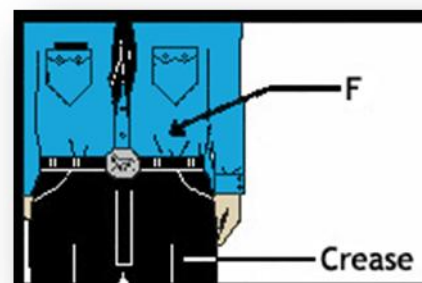
Officer rank pins (D) go on the right side but are lined up parallel with the front edge of the collar. Sergeants use the right side for the saber pins and placed in the same way as stated above.



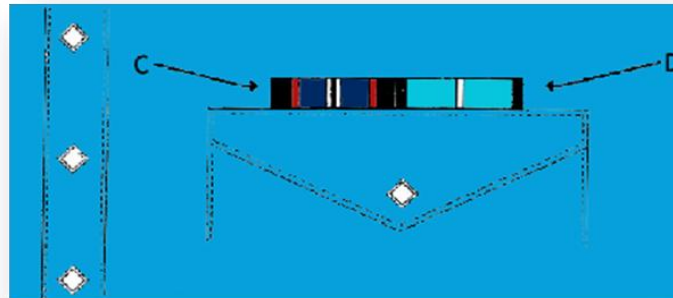
The tie ends (E) should be tied so that the tips line up evenly at the bottom.



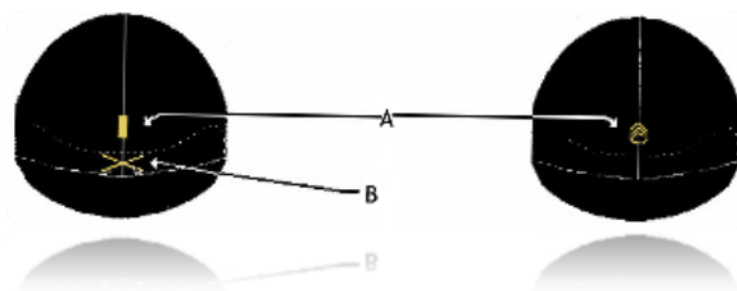
The shirt buttons, belt buckle and pant fly should all make a straight line down the front as shown in illustration (F). The pants must also have a crease pressed down the middle of the front and back sides.



Ribbons are to be placed on the shirt resting on top and centered on the left pocket. The order in which the ribbons are placed when more than one is worn is any of the Award ribbons (C) are to be placed closest to the buttons in the middle of the shirt. The Advanced Team ribbon (D) is placed on the outside, closest to the left arm.



With the cover on the helmet, the rank (A) should be placed on the helmet so that it is centered in the middle of the black cover's seam, illustrated as a solid white line down the middle of the picture. The rank is to be placed so that it measures 1/2 inch above the top of the helmet's visor that is underneath the cover illustrated as the broken line in the picture. Officers should place the sabers (B) so that they rest on top of the helmet's visor and then place the rank pin one inch above the sabers.



Blue Shadows Mounted Drill Team

Special Honors

Kathryn Long Award

The Inspirational Award began in 1983 as a loving memorial to Kathryn Long. Her exceptional courage touched so many people that this award was started on her behalf. Each year, recognition is given to the individual who exhibits courage, and inspiration in his or her own way within the Lake View Terrace Post.

Jeff Lawrence Award

In 1987 Blue Shadows applied to the Amateur Athletic Foundation for a \$5,000.00 grant to support the purchasing of new equipment and to assist financially burdened families with the money needed to participate in Blue Shadows. The grants were being distributed to youth organizations from the surplus of the Los Angeles Olympic Games.

In 1998, the award was renamed to honor a very special man, Jeff Lawrence. Jeff was a person that helped Blue Shadows in many ways. His dedication is particularly interesting and as he was not very fond of horses. He was there for us in so many ways and we will miss him, but not forget him. The award is presented annually to person at the Agua Dulce Post who best displays the enthusiasm, horsemanship, leadership, and sportsmanship traits that Jeff embodied and Blue Shadows promotes.

Newbury Park Inspirational Award

This award began in 2010 when the Post was opened to honor a person who helps produce positive improvement that will help Blue Shadows achieve its motto "Leadership Through Guidance."

Lucy Radike Shadow of the Year

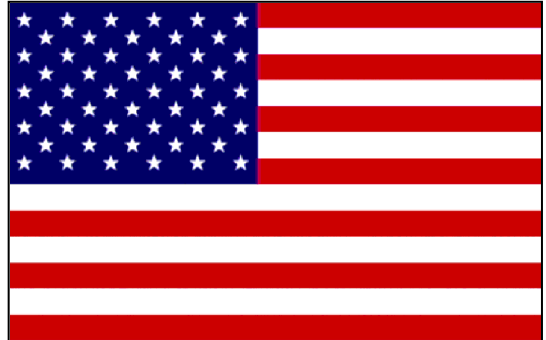
The Shadow of the Year is awarded to a member of Shadows that has had outstanding impact upon the regiment as a whole. In 1990, this award was renamed the "Lucy Radike Shadow of the Year Award" in honor of Colonel Lucy Radike's 30th Anniversary with Blue Shadows. Lucy has served as a positive role model for thousands of kids.

Blue Shadows Mounted Drill Team

Flags

Flag of the United States of America

- Date - the United States of America declared itself a nation on July 4, 1776. However, America did not actually become its own nation until 1783, with the Treaty of Paris; which officially ended the Revolutionary War.
- Red - represents hardiness and courage
- White - represents purity and innocence
- Blue - represents vigilance, perseverance, and justice



The California State Flag

- Date - The flag was adopted in 1911
- State - California was declared a state on September 9, 1850. It was the 31st state of the United States of America.
- Red Star - this symbol was taken from the lone star of Texas.
- Grizzly Bear - representative of the numerous Grizzly Bears in the State.
- "California Republic"- the words testify to the feisty American pioneers who settled the territory and character of its people.



Blue Shadows Mounted Drill Team Flag

- Date – 1957
- Founder - Captain James Herrick
- Motto - "Leadership through Guidance"
- Origin - The name of the organization was chosen because of the shadows cast by the moon on nearby mountains as we usually ride at night.



Blue Shadows Mounted Drill Team

Roll Call

Roll call is used to record attendance, collect money, assign horses, inspect, and give general announcements.

“Fall In” –

The troop assembles into their respective squads. The TFC's four is dressed in a line directly in back of the corporal's dressed four. The troop is to be at attention: feet together with toes slightly apart, arms at the side, looking straight ahead, and quiet.

“Troop, Parade Rest” –

Each person moves his/her left leg approximately 1 ½ feet away from the right leg while placing hands together behind back, looking straight ahead, and quiet.

“Attention for Roll Call” –

The command alerts the troop for roll call. The officer or Sergeant responsible for taking roll will call out each person's name in the following manner: rank, last name' first name; for example, “Trooper Johnson, Karen”. At this time, that person will respond with, “Here, Sir or Ma'am” while returning to attention and then will resume the “parade rest” position again. After the roster has been completed, an officer or sergeant will collect money.

When collecting money, be sure any checks have been made out to the ranch where you are renting your horse, such as Lucy Radike for the Agua Dulce Post. Arrange this money with checks at the back followed by cash in order by denomination and all facing the same way.

“Troop Attention” –

The troop assumes the position for attention.

“Fall Out” –

The troop disassembles and bridles assigned horses.

Blue Shadows Mounted Drill Team

Mounting

This is a series of commands to mount and prepare the troop for drill.

After the troop “Falls out” from roll call, each rider is responsible for bridling their horse and assembling into appropriate squad order, keeping squads dressed in a line. Each rider is responsible for adjusting their stirrups, tightening the cinch and checking the curb chain. After these adjustments, each rider is to resume the position for attention at the left side of the horse’s head. An officer or sergeant checks the cinches and curb chains for any minor changes.

“From right to left, count off” -

Everyone except the far right rider looks to the right. The first rider to the right counts off “one”, the next rider counts off “two” while looking straight ahead and this continues down to the end of the line. When the rider to the right turns their head to the front, this cues the next rider to count off.

“Prepare to mount” –

The odd numbered riders lead their horse’s straight ahead one horse’s length while remaining dressed in a line. This provides ample room for mounting. The reins are placed over the horse’s head. Each rider stands next to the horse’s shoulder, facing its hindquarters. The reins are gathered in the left hand and resting on the withers while the right hand pulls the stirrup towards the rider. Both feet remain on the ground.

“Mount” –

Each rider puts the left foot in the stirrup and the right hand on the horn. Bouncing one or two times to face the saddle, on the third bounce, the rider pulls their body up and swings their right leg over the horse and into the right stirrup, careful not to hit the horse’s hindquarters. Riders may then adjust stirrups.

“Form ranks” –

The back line or riders walk up to dress with the front line, assuming the original formation of squads.

Blue Shadows Mounted Drill Team

Dismounting

This is a series of commands to dismount the troop and prepare the horses for the end of the riding session.

“From right to left, count off” –

Everyone except the far right rider looks to the right. The first rider to the right counts off “one”, the next rider counts off “two” while looking straight ahead and this continues down to the end of the line. When the rider to the right turns their head to the front, this cues the next rider to count off.

“Prepare to dismount” –

The odd numbered riders walk ahead one horse’s length while remaining dressed in a line. The excess reins are placed under the left hand and to the left side. The right foot is taken out of the stirrup. The left hand rests on the withers while the right hand grasps the horn.

“Dismount” –

Each rider lifts right leg up and over horse’s hindquarters and makes a slight pause at left foot and then brings foot to the ground, careful not to hit horse. The left foot is then taken out of stirrup. The reins are taken over the horse’s head and the rider returns to attention at the left side of the horse’s head.

“Form ranks” –

The back line of riders leads horses to front line dressing and assuming original formation of squads.

“Peel off from the right (or left) in troopers, forward march” –

The rider to the far right (or left) leads horses to tie rail. Horses must be kept at a distance of fifteen feet in order to prevent accidents from kicking horses.

Blue Shadows Mounted Drill Team

Squad Report

Officer/Sergeant taking squad report is positioned in front of commanding officer, facing troop.

“Officers, sergeants, corporals, etc. prepare for squad report”

Officers, Sergeants, or Corporals move to the front of each squad.

“Squad Report”

Officer/Sergeant taking squad report looks to first squad while saying “Squad Report”.

“First Squad all present and accounted for” OR “First Squad minus two riders, Sir/Mam”

First squad sergeant/corporal raises a salute and gives the present count of the squad. The salute is dropped only after the officer’s salute has been dropped” The procedure continues for the remaining squads. After squads have given their reports, the officer or sergeant taking squad report turns to the right and faces the commanding officer.

“Troop ___ all present and accounted for” OR “Troop ___ MINUS four riders, Sir/Mam”

The salute is raised and the troop count given. The salute is dropped only after the commanding officer’s salute has been dropped.

“Prepare the Troop for Drill”

The commanding officer gives this command and directions are given to the second officer for Officers Post. “At Officers Post, have all sergeants fall in as lead and the corporals return to their squads.” OR “At Officers Post, have all sergeants fall in to fill the squads and corporals return to their squads.” The Second officer continues turning to the right and gives these same directions to the sergeants/corporals giving squad report.

“Officers Post”

Sergeants/corporals turn towards the right and follow each other in order behind the squads and into assigned positions. Sergeants who are to ride lead or ride line fall out into position at this time.

Blue Shadows Mounted Drill Team

Pass In Review / Parades

Pass In Review is a very important ceremonial presentation of the colors (flags) and the troops at the beginning of horse shows and other formal events.

PASS IN REVIEW BASIC PROCEDURES

1. All attending officers in uniform line up at attention just inside the arena (usually on foot) in rank order with the higher ranking officers to the right.
2. All other Blue Shadows members in uniform not directly participating in Pass In Review stand at attention facing the arena.
3. Mounted Pass In Review riders (consisting of members from each troop participating in the event) enter the arena in the following order:
 - a. Flag set (with American Flag(s) on the right, then California Flag, then Blue Shadows Flag); one Flag Guard is on each side of the Flag Set.
 - b. A Caller (single rider centered in front of a four or squad in fours that they are "calling to")
 - c. One or Two Fours of horses and riders (with 12 feet distance behind the caller and each other)
 - d. Additional Callers and Fours (each with Fours distance, 12 feet)
4. Flag set turns down middle of area, then turns and stops, centered on the line of officers or follows arena rail and turns and stops facing the line of officers.
5. Callers and Fours proceed around the arena rail and drilling officer gives "Fours, Right (or Left)" to center ALL of the units behind the flag set and stops them by saying "Regiment (or Post, or Troop), Halt!"
6. The National Anthem begins (played or sung); immediately the California and Blue Shadows Flags are dipped and all Blue Shadows members in uniform on foot or on horse EXCEPT the Flag Carriers or Guards salute. People not in uniform, should place their hands over their hearts and remove any hats. The flag set often then splits and trots or lope a simple pattern around the stationary units, perhaps with a wheel behind the units, then returns to their initial stationary position centered on the officers as the Anthem ends. Salutes are then dropped and other flags undipped.
7. Drilling Officer then commands "Regiment (or Post or Troop), Fours Right, Forward Ho!" at which the flag sets, callers and units all turn right to the arena end, then with the flag set doing an automatic left in front of the column of callers and fours, leads the column of callers and fours past the line of officers. The Drilling officer then positions him or herself in the middle of the arena, facing the officers.
8. As the flag set approaches the officers, the drilling officer commands "Pass In Review!" The Drilling officer and all officers on foot salute and the California and Blue Shadows Flags are

once again dipped. All members of the Flag Set stay looking straight ahead. When the Flag Set has passed the last, highest ranking officer, they undip the flags and lead the column out of the arena.

9. As the first Caller starts to pass the first officer in line, he/she salutes, continuing to look straight ahead. As the Four behind him/her reaches that officer, the Caller yells "Eyes Right!" The Corporal or TFC of the Four continues to look straight ahead to guide their four. The other three riders snap and hold their heads to the right. Once the Caller has passed the last officer, he/she drops the salute. When his or her Four or two Fours pass, the last officer, he/she yells "Ready, Front!" The riders in the Fours snap their heads back straight.
10. Additional Callers and Fours continue with the same procedure.
11. Once all riders and horses have passed the last officer, the officers drop salute, any announcements are made and all members are dismissed to return to their various duties.

PARADE RESPECT PROCEDURES

1. Find out in advance on which side of the parade route and approximately how far down the Judges Stand (or Honored Guest Stand if parade is unjudged) is located.
2. When approaching Judges Stand, driller should be sure to have parade units configured back into a column of fours behind the flag set.
3. As the Banner carriers (if any) or Flag Set approach the Stand, the Driller yells "Eyes Right (OR Left), salutes, but continues looking forward. If banners carriers are in uniform, they snap and hold their heads to the directed indicated. If not, they continue looking forward. The flag set dips the California, Blue Shadows, and any Sponsorship or Championship flags. Guards (if any) and flag riders all continue to look straight ahead.
4. The right or left-most rider of each four continues to look straight ahead while the other three riders snap and hold their heads to the right (or left).
5. Once the entire parade unit has passed the judges stand, the Driller yells "Ready, Front!" upon which flags are undipped, heads are snapped back straight ahead and the Driller drops his or her Salute.

Blue Shadows Mounted Drill Team

Drills

The commands are given in two parts. The first part of a command prepares the troop. The second part of the command cues the troop for the maneuver by the use of the word "HO!"

GAIT CHANGES

Note: The pace should be such that all members of the troop are at the same specified gait unless necessary for a certain maneuver (i.e., If a jog is given, the back should neither be walking nor loping.)	
Forward, Ho!	This command moves the troop out from a halt to a walk (unless otherwise commanded) and can be used alone or in a combination with any other command. For example, "Column right, forward ho!"
Troop, Halt!	This command brings the troop to an immediate halt. This command may be given by ANY member of the troop for safety reasons.
Walk	The troop immediately slows to a walk. (No "Ho!" is given when decreasing a gait.)
Jog, Ho!	The troop immediately picks up a brisk jog.
Jog	The troop immediately slows to a brisk jog. (No "Ho!" is given when decreasing a gait.)
Lope, Ho!	The troop immediately picks up a collected lope.

BUILDING AND BREAKING

Column of Troopers, Ho!	This command is given to break down any unit of formation into a single column of riders, each directly aligned behind the rider in front, and at a distance of six feet.
	<u>From a squad while at a halt:</u> The Corporal moves out from the squad while the troopers from that four each move straight ahead and time it so that when they hit the fence and turn, they are directly behind the person in front of them with 6 feet distance. They do not angle over behind the corporal. The TFC then heads straight to the fence and the troopers from that four do the same as above. The stationary squad is to remain dressed while riders move out. (From twos, fours, or squadlines, the process follows the same basic principle.)

	<u>From a squad while moving:</u> The Corporal's four immediately moves in front of the TFC's four. The Corporal's and TFC's twos then move in front of their respective sets of twos. Finally the riders on the right side of the twos move in front. This same breakdown sequence also holds true for the breaking down from a squad line, column of fours and a column of twos.
Column of Twos, Ho!	This command is given to break down a larger unit into a column of twos or to build up a column of troopers into a column of twos. In both cases, the twos are to be directly aligned behind the two in front and at a distance of eight feet.
	<u>Breaking from a squad:</u> The Corporal's four immediately moves in front of its TFC's four, and then the odd twos move out in front of their respective sets of twos. This same breakdown sequence also holds true for the breaking down from a column of fours.
	<u>Building from troopers:</u> The even-numbered troopers immediately move up on the left side of the odd-numbered troopers. (Odd-numbered troopers move off the fence one horse-width when tracking right on the fence.)
Column of Fours, Ho!	This command is given to break down a squad into a column of fours or to build from a column of troopers or a column of twos into fours. In either case, the fours are to be directly aligned behind the four in front and at a distance of twelve feet.
	<u>Breaking from a squad:</u> The Corporal's four immediately moves in front of its TFC's four. (Exception: When the squad is tracking left on the fence, the corporals, the corporal's four moves out and the TFC's four moves behind them and next to the fence.)
	<u>Building from troopers:</u> The even-numbered troopers immediately move up on the left side of the odd-numbered troopers and the even-numbered twos then move up on the left side of the Corporal's and TFC's twos. This sequence also holds true for building up from a column of twos.
Column of Squads, Ho!	This command is given to build up a column of troopers, column of twos, or column of fours into squads or to break down to squads from a squad line. The squads are to be aligned directly behind the squad in front and at a distance of sixteen feet.
	<u>Building from troopers:</u> The even-numbered troopers immediately move up on the left side of the odd-numbered troopers, the even-numbered twos move up on the left side of the Corporal's and TFC's twos, and then the TFC's fours move up on the right of their Corporal's fours. This sequence also holds true for building up from a column of twos or from a column of fours.
Squad Line, Ho!	This command is given to build up a column of troopers, twos, fours, or squads into a line of two or more squads. After the same previously explained sequence of building up to squads, the second squad moves up on the left of the first squad. (If there is a third squad, it would move-up on the right side of the first squad)

Columns of <u>(2, 3, etc)</u> Squad Lines, Ho!	This command differs from the above command in that it only entails building into squad lines of only two squads, with the squad lines aligned directly behind the first at a distance of 32 feet.
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MANEUVERS

These are the basic of commands which can be used in any combination to create drill patterns from the basic to the advanced.

90° Turns (Right/Left)	<u>(Unit) Left/Right, Ho!</u> The units individually execute an immediate 90° turn in the direction indicated. If they are in a column before the command is given, they should be dressed across in a line afterwards. If they were in a dressed line before the command is given, they should be in a column aligned on the rider in front afterwards.
	Note: When a unit reaches a fence, it should automatically make a left unless there is physically no room to do so.
	<u>Column Left/Right, Ho!</u> This command can be given in any unit. The lead unit immediately makes a 90° turn in the direction indicated and the rest of the column turns at the exact same place, making square corners as they follow the leader.
About (Right/Left)	<u>(Unit) Left/Right About, Ho!</u> Each specified unit makes a 180° turn in the direction indicated and continues the opposite direction as before.
	Riders DO NOT return to the fence until they hit a fence (possibly taking an automatic right.)
	<u>Column Left/Right About, Ho!</u> This command is best done in troopers, twos, or fours. The lead unit makes a U-turn in the direction indicated with the entire troop following and turning at the exact same place (no cutting of corners) and then back along the inside of the column.
	Lead unit DOES NOT return to the fence until it hits a fence (possibly taking an automatic right)
As Forgers	This command can be done in twos, fours, squads, or squad lines. From twos, the rider on the left moves eight feet apart from, but still dressed across with his/her partner and aligned with the riders in front. From fours, the corporals and TFCs remain in position while the other three riders space themselves each eight feet apart and dress within their four and align with the riders in front. From squads, the Corporal remains in position while all other riders space themselves eight feet apart, maintaining alignment with the riders in front as well as dressing within the unit itself. From a squad line (of two squads), the left pivot of the first squad remains in position while all other riders space themselves eight feet apart and remain dressed across within the unit. Must be completed with an "Assemble, Ho!"
	<u>Assemble, Ho!</u> The riders quickly move right or left back over into their original unit.

Change Hands	This command can be given in any unit and is executed in any one of the long corners of the arena. The command must be given in such a way that the lead unit leads the troop from one corner of the arena diagonally across to the opposite corner while changing its original direction on the fence. The pathway should resemble a large S.
	Note: A change hands is NOT a 45° angle unless the arena is perfectly square. Therefore NO half movements or obliques are to be given during a change hands.
	Note: Once a change hands is started, it must be completed in the opposite corner.
Circle (Left/Right)	<u>Troopers or Twos Circle Left/Right, Ho!</u> The units make a circle in the direction indicated, executing the turn at the same time, and making the same size circle as the first unit. The units continue in the same direction as before.
	<u>Fours, Squads, or Line Circle Left/Right, Ho!</u> The unit makes a 360° pivot turn in the direction indicated, executing the turn at the same time, making the same size circle as the first unit, and continuing as before.
Glovehand to Glovehand	<u>Glovehand to Glovehand, Ho!</u> The command can be done in any unit in either columns or lines coming towards each other. At the command, the riders spread apart while remaining dressed within their units, so that they can pass through each other in such a manner that the left hands or “glovehands” of the riders within one column or line pass by the left hands of riders oncoming column or line. After the units have passed through each other, the riders automatically move back together into their original unit.
	Remember: If two squads are executing a glovehand to glovehand, the corporals DO NOT glovehand with each other. They glovehand with the pivot of the TFC’s four.
	<u>Columns Glovehand to Glovehand, Ho!</u> The command can be done in any unit, but it is not necessary to give it for columns of troopers. At the command, each column shifts to the right so that the whole column passes right alongside the oncoming column. Once the lead unit of each column has passed the end of the oncoming column, it angles back over to its original heading and the rest of the column follows.
Half Left/Right	<u>(Unit) Half Left/Right, Ho!</u> This command can be given in any unit. Each unit immediately turns 45° in the indicated direction while remaining dressed. If given from a column, each unit should still be aligned with and at the same angle as the front.
	<u>Column Half Left/Right, Ho!</u> The command can be given in any unit. The lead turns 45° the indicated direction and the entire column follows, turning sharply at the exact same place.
	Note: If given in one corner of the arena, it is incorrect to aim at the opposite corner unless the arena is perfectly square!
	Note: This command cannot be given during a Change Hands.

Interchange	<u>(Unit) Interchange, Ho!</u> This command is used when single units are positioned so as to cross one another's paths, not whole columns. The command is given just before this cross occurs with the ranking unit of the two units going through the interchange first
	Note: Distance and controlled speeds are especially important during interchanged so that the maneuver can occur smoothly and safely.
	<u>Columns Interchange, Ho!</u> This command can be done with any two or more columns, provided they are positioned so as to cross one another's oaths. The command is given just before the cross occurs with the ranking unit going through the interchange first.
	Note: Distance and controlled speeds are especially important during interchanged so that the maneuver can occur smoothly and safely.
Line of Half-Squad Columns	This command is usually done from any squad or squad line formation, but it can also be done from fours. The Corporal(s) and TFC(s) move out from their squads at a jog or lope, with the troopers from right to left on their respective lefts' falling behind them in a single file column. Riders maintain a distance of six feet in front of them and eight feet between them.
	Note: This command is a separate command from "Assemble" and is complete as soon as the riders are filed out. "Assemble need not be given.
	Maneuvering: To have each column of a Line of Half-Squad Columns turn individually, use "columns..." (EX. "Columns left about"). To have the whole Line of Half-Squad Columns turn as one unit, use "Line..." (EX. "Line left about")
	<u>Assemble, Ho!</u> The fourth trooper in each column moves up on the left of the trooper in front of him/her so as to "pick him/her up." They in turn dress with the other set(s) of two as they move up on the left of the troopers in front of them. The dressed groups of three then move up on the left of their Corporals or TFCs

	<p><u>Breaking/Building:</u> The drilling officer may build or break the troop into any unit from a Line of Half-Squad Columns. Once the troop has been broken or built out of a Line of Half-Squad Columns, “Assemble” can no longer be given.</p> <p>-Column of Troopers: The 1st Corporal’s and 1st TFC’s half-squad columns (if Line of half-squad columns was given from a squad line) moves out briskly in front of the troop or 2nd squad; then the Corporal’s half squad column(s) moves out in front of the TFC’s half squad columns, so on and so forth into a single column of troopers.</p> <p>-Column of Twos: Even troopers move up on the left of the rider in front of them at the same time as the others they are horizontally dressed with. Then the 1st Squad’s four(s), in a column of twos, moves out briskly in front. The Corporals’ fours, in twos, then move in front of the TFCs’ fours</p> <p>-Column of Fours: After building to twos as above, the even twos move up on the left of the twos in front of them into a four (which will then look like a squad or squadline). The 1st squad then moves out in front of the 2nd, and then both squads break to fours (or, just simply break to fours with the 1st Corporal’s four in front.)</p> <p>-Column of Squads: (typically the same process as a Column of Fours without finally breaking to fours at the end)</p> <p>-Squad Line: (typically the same process as Column of Fours but squads may need to then build into squad line if not already in one).</p>
<p>Line of Squad Columns</p>	<p>This command is done from any squad or squad line formation. The Corporal(s) of each squad move out from their squads at a jog or lope, with the troopers of their four from right to left on their respective lefts’ falling behind them in a single file column. The TFC’s then move out and over behind the fourth rider of the Corporal’s fours and the troopers of their four falling behind them in the same manner. Riders maintain a distance of six feet in front of them and eight feet between them.</p>
	<p><u>Assemble, Ho!</u> The last trooper in each squad moves up on the left of the trooper in front of him/her so as to “pick him/her up.” They in turn dress with the other set(s) of two as they move up on the left of the troopers in front of them. Meanwhile the other troopers and the TFC in the four start to shift to their rights to make room for the four as it assembles. The dressed groups of three then move up on the left of their TFCs as the TFC’s four overall moves up on the right of the Corporal’s four. The Corporal’s four then assembles in the same fashion, moving up on the left and dressed with the TFC’s four as they assemble back into a squad.</p>
	<p><u>Building/Breaking:</u> Generally follows the same patterns as building or breaking from a Line of Half-Squad Columns.</p>

Oblique (Left/Right)	<u>Right/Left Oblique, Ho!</u> This command can be given in any unit. The rider on the right or left end (whichever direction is indicated in the command) of the unit turns 45° angle and moves out slightly faster so that the unit will not lose its pace. The other riders within the units turn their horses' heads are even with the saddle horn of the rider next to them
	Note: Do not differentiate the command (EX. "Fours left oblique" should just be "Left oblique") unless splitting the group (EX. "Fours right and left oblique".)
	<u>Front Ho!</u> The lead horse of each unit straightens out in the original direction while the remaining riders move up and dress within the unit.
	Note: This command cannot be given during a Change Hands.
	<u>Column Right/Left Oblique, Ho!</u> This command can be given in a column or columns of any unit. The first unit of the column executes the oblique as described above. The rest of the column continues forward until the second unit of that column reaches the same spot where the first unit obliqued; then they too oblique, so on and so forth.
	<u>Column Front, Ho!</u> The first unit of the column executes the Front as described above. The rest of the column continues on their column oblique until the second unit of that column reaches the same spot where the first unit fronted; they they too front, so on and so forth.
Wheel (Left/Right)	This command can be done in any unit and is used when line or columns are coming towards each other in a staggered position. As the units pass close to each other, they circle in the direction indicated much the same way as a wagon wheel. The pivot horses remain dressed as do the rest of the riders in the unit. When the wheel has been completed, the units move past each other in the same direction as before the command. The unit need not be specified unless splitting up units to wheel or wheeling in opposite directions.
	Note: Do not differentiate the command (EX. "Fours left wheel" should just be "Left wheel") unless splitting the group (EX. "Fours right and left wheel".)

OTHER COMMANDS

These commands do not need the word "Ho!"

As You Were!	It is given to cancel a command
Command, Sir/Ma'am!	It is usually given by a rider to request a repeat of a command just given or to cue the drilling officer of an incorrect command.

Continue The Movement!	This command is given when the troop is stopped, usually unexpectedly, in the middle of a maneuver. This simply indicates to the troop to continue that same maneuver to completion when the Forward, Ho! is given.
Dress Right/Left Dress!	This command is given at the Halt and is given whenever there is a need to dress as a unit. The rightmost (or leftmost) rider of the troop (or of each unit if the units are split by a large amount of distance or stopped staggered) steps forward about three steps and stops square. Quickly the rider next to him/her moves up to be perfectly dressed with the first rider and so on down the unit.

DRILLING TERMS

Alignment:	This means keeping one rider or unit directly behind the rider or unit in front; vertical alignment.
Briskness:	This means execution of the drills should be sharp and quick and the pace of each gate is energetic.
Distance:	Distance in front and behind units within a column of: Troopers is to be 6 feet, Twos is 8 feet, Fours is 12 feet Squads is 16 feet, Squad line is 32 feet
Dressage: (Dress)	This means keeping the saddle horns in a straight line and keeping stirrup to stirrup either within individual units or between units in a line; horizontal alignment.
Execution:	This refers to how the troop responds to the drilling officer; are commands done correctly and sharply on the "Ho!" without anticipating the command (turning, building or breaking before the "Ho!")? Are the angles of half turns and obliques correct? Are circles the correct size and shape?
Horsemanship:	This means maintaining proper equitation and control at all time.
Safety:	Are riders leaving enough room side to side for each horse and rider to fit without being crushed? Is the whole troop moving at a speed safe for ALL riders? Are interchanges timed correctly so there are no collisions or "near misses?" Is the drilling level appropriate for ALL riders of the troop?
Spacing:	This means keeping correct and uniform distance between the units

Blue Shadows Mounted Drill Team

Drilling & Riding With a Lead

The lead unit's main goal is to balance the troop, as well as maintain pace and set appropriate sizes and angles for different commands. Usually, Sergeants or officers ride in this position. A lead can be any unit (again, with balance in mind) but is usually ridden by one, two or four riders. Riding lead requires additional quick thinking and awareness of what the whole troop is doing, but can be useful for inexperienced troops, troops trying more difficult or creative maneuvers or even for balancing out a troop with a difficult number of troopers, two's, fours or squads riding in drill. (i.e. A troop with 9, 10, 13, 14, 17 or 18 members plus the drilling officer). When reporting to the lead position, the highest ranking member lines up on the right.

Basic Principles

- The lead is to act as the current unit that the troop is in and the troop is to treat them as such (ex: if the troop is in a column of squads, the first squad should have 16 feet distance behind the lead two)
- The lead should always center itself on the unit it is leading (it should act as if it represents the center riders of that unit).
- If a circle is given in squads, for example, the lead riders would make the same size and speed circle as the center two riders of that unit (the Corporal and pivot of the TFC's four) would. Conversely, the unit behind the lead should look to the lead for the appropriate size and speed of that maneuver.
- When the troop is split, the lead should split as appropriately to again make the troop appear balanced (Ex. Troop is in a column of fours and there is a lead of two; if a "Four's circle right and left" were given, the lead riders should probably split with one making a circle to the left and one to the right at the same size and speed as the middle of a four.)
- In cases of commands preceded by "Odd" or "Even" the lead unit is typically considered to be number 0 which, for our purposes, is considered to be even. This may still vary from maneuver to maneuver but the First Corporal or First corporal's current unit is still always considered to be Number 1 which is odd, and the "Odds" and "Evens" for the lead unit(s) would be determined based on that constant.
- If the troop is in a Column of Squads and a "Four's Columns Left and Right" is given, the lower ranking lead rider would actually take the first command as he/she is in front of the Corporal's four.

- When a “Line of Half-Squad Columns” is given, the lead should follow these guidelines:
 - When leading a column of squads out into Line of Half Squad Columns, the lead riders each lead one column (a lead of one would lead the Corporal’s four, a lead of two or four would have one lead rider in front of the Corporal’s Four and one in front of the TFC’s four...interestingly, the lower ranking lead officer would end up in front of the Corporal’s four and therefore take the first command in most maneuvers)
 - When leading a Squadline out into a line of Half Squad Columns, the lead riders would potentially spread wider apart and position themselves in front of certain columns depending on how many riders are riding lead (For a lead of one, the lead rider would lead out the first Corporal’s four; for a lead of two, the lead riders would lead out the corporal’s fours of each squad; if the squadline has more than two squads, the lead of two splits to the Corporals of the outermost squads; for a lead of four, the lead riders would spread and distribute themselves as appropriate across the corporals and TFC’s)

- When an “As Forgers” is given, the lead splits to be in front of the outmost riders of the unit they are in front of.

- When the troop is building or breaking, the lead should adjust the pace of their gait accordingly to aid the troop in getting its proper distances as quickly as possible, then resume maintaining the ideal pace for the troop.

Blue Shadows Mounted Drill Team

Safety Around Horses

General Safety

- Closed-toed shoes (preferably boots) must be worn at all times around the horses, especially when bathing. No flip flops or sandals.
- Always walk and move quietly around horses but do not sneak or creep.
- Don't surprise a horse by quick movements. Let the horse know you whereabouts by using a quiet voice and gentle pats.
- Don't throw objects around horses including coats, hats, sweatshirts, brushes, etc.
- Be aware of horse's moods. For example; a horse may be thinking of biting or kicking when his ears are laid back.
- Don't chew gum on horseback.
- There is to be no riding double while in Uniform or at Blue Shadows functions.

Safety before Troop

- An officer/sergeant must be in the mounting area at all times to oversee grooming and saddling of horses.
- Request non-members (especially siblings) to remain outside the mounting areas, explaining to them the need for safety.
- Troop members should be instructed in the proper way to tie a horse.
- Troops should be instructed in the proper and safe way to groom, saddle, and bridle, and pick hooves of a horse.
- Sergeants must be trained in checking that saddles fit horse's withers, cinches fit horse's girth, and bridles fit correctly.
- Tie horses only to designated tie rails, never to any fences.
- Do not hang or set anything on tie rails near horses; if something falls or is pulled off by another horse, horses may get spooked and injure themselves or people.
- A distance of 15 feet is to be maintained between horses while leading.
- An officer/sergeant must check cinches and bridles before troop mounts, ensuring appropriate tightness of cinch and fit of bridle.

Safety during Troop

- All riders should be instructed in calling "Troop Halt!" at any time an emergency may happen to occur. Review such procedures every few months.
- Proper distances must be kept while riding.
- It is important to stay dressed within units and not to lag directly behind a horse. Accidents from kicking horses can occur if this happens.

- Each rider is responsible for paying attention to their horse's body language and make motions to prevent or disengage a horse that is moving to bite or kick another horse or rider.

Safety during Break-time

- An officer/sergeant must check all cinches and ensure proper tightening has been completed.
- Designate one-half of the arena for loping and one-half for trotting and walking OR designate on the rail for loping and the inside of the arena for trotting or walking.
- An Officers/sergeant must enforce control of horses during break.
- Riders must control horses at all times.
- Refrain from riding up close behind another horse's hindquarters.
- Don't let horses eat grass or weeds.
- Horses get tired! Allow horses to rest between loping and trotting.
- All riders should walk horses the last few minutes of break.

Safety during Unsaddling.

- Maintain distance of 15 feet while leading horses to pasture gate and mounting areas.
- Do not hang or set anything on tie rails near horses; if something falls or is pulled off by another horse, horses may get spooked and injure themselves or people.
- The mounting area should not be overcrowded with horses at any one time.
- Lead horses to pasture one at a time.
- Do not rake are until clear of horses

Emergency Procedures for Accidents

- Troop officers should always carry updated troop phone/address list in roster at all times as well as phone numbers of Regimental officers. Be sure all riders have release forms, health forms, medical releases on file.
- All rank should be trained for emergency procedures and should know how to run a troop if commanding officers are ever called away.
- If a rider is injured during troop, move the rest of the troop to the other side of the arena. A sergeant or corporal may drill troop, carry on equitation practice, review parts of the horse, saddle, bridle, etc.
- In the event of a fall, rider should be discouraged from moving or standing up until his or her injuries can be assessed.
- The troop officer assesses injuries. The following information should be known:
 - Name of injured
 - Symptoms of Injury
 - Breathing?
 - Bleeding?

- Sergeant/Corporal goes for help from available Regimental officer, ranch owner, 911.
- Officer treats injured for breathing, bleeding, and shock while waiting for help. Do not move injured rider. Keep warm with extra jackets to prevent shock.
- If injuries are major and emergency personnel have been called, officer immediately contacts the parent. If injuries are minor and rider resumes riding, the officer should contact the parents after troop.
- Be sure that the post commander and ranch owner are BOTH made aware of the accident within the same day/evening.
- Contact the parents of injured rider the following day to inquire on his/her condition and express concern.
- Evaluate with the other officers and sergeants how emergency was caused and handled.

Winds

- In cases of very strong, consistent winds troop should be cancelled.
- If very strong winds pick up during riding and continue blowing consistently, troop should return to mounting area.
- Officer/sergeant should remain with the troop until parents arrive.
- Notify Regimental commander/officers of the situation.

Electrical Storm

- Use common sense. If lightening begins to strike the vicinity of nearby mountains, get troops down to mounting area safely and quickly.
- Unsaddle horses and put out to pasture. The do not need to be brushed.
- Officer/Sergeant remains with troop until the parents arrive.
- Notify Regimental Commander/Officers of the situation.

Earthquake

- If an earthquake of moderate magnitude should hit while in the arena, move the troop to the center and remain calm. After shaking stops, officer turns off breaker. Go to parking lot and release horses in the small arena. Officer/Sergeant unsaddles horses while the rest of the troop remains in open area.
- If an earthquake should hit in mounting area, troop should calmly move away from horses and wither assume drop position if near falling objects or walk to open area.
- Officer locks gate.
- Officer/Sergeant puts horses quickly to pasture.
- Officer/Sergeant remains with troop until parents arrive.
- Notify the Regimental Commander/Officers of the situation.

Blue Shadows Mounted Drill Team

Basic Horsemanship

Equitation

Proper equitation is essential for the comfort and safety of both horse and rider. When done correctly, the horse and rider communicate. They become a team, which is the goal of every horseperson. Proper equitation consists of:

1. Sitting up straight in the saddle, yet relaxed enough to move with the horse.
2. Shoulders slightly back and straight across, but not stiff.
3. Head and eyes should be facing forward, not down; rider should be looking around the turn (and at the other riders during drill to ensure dressing and safety).
4. Elbows in at the sides.
5. The left hand holds the reins slightly above and ahead of the saddle horn. All fingers should be closed around the reins and held vertically, like an ice cream cone.
6. The right hand is closed and rests on the rider's leg. Extra reins may be held.
7. Balls of the feet are in the stirrups with boot heels lower than the stirrup.
8. Toes are parallel with the horse's body, not turned outward. The rider should be able to see just the tips of his toes in front of his knees.
9. From the knees down, the legs should be relaxed and slightly away from the horse's sides.
10. An imaginary line should run vertically through the rider's shoulders, hips, and heels.

The rider communicates with the horse by using the reins, his legs, and his body. Cues are given quietly and gently. If the horse doesn't respond, then the cue should be repeated more firmly. Usually when a horse doesn't respond as requested, it is because the rider is accidentally giving the wrong or conflicting cues. The rider needs to be aware of exactly what he is asking the horse to do.

Reining

The horse's head follows the rider's hand to move away from pressure. If the rider moves his hand back, the horse will slow or stop. To turn left, the rider moves his hand to the left. The right rein will touch the horse's neck and the horse will turn left (This is called neck reining.) The opposite is done to turn right. Once the desired action is done by the horse, the pressure should be immediately released. The rein hand should always remain straight up and down, almost as if holding an ice cream cone...not tipping side to side, forward and back.

The rider's hand movements should be done gently so that the horse's mouth is not hurt. Sudden or hard jerks on the reins, especially if it forces the horse to open his mouth, are not proper. If the horse doesn't respond to neck reining, the rider should gently pull on one rein until the horse turns, then immediately release the pressure on the rein. By releasing the pressure, the rider is rewarding the horse for turning. The horse would become confused if the pressure wasn't released after he responded to the cue.

The rider should never use the reins to maintain his balance in the saddle. The reins should be held loose enough so that constant pressure isn't applied to the horse's mouth. Yet the rider shouldn't have to take up extra slack in the reins to cue the horse.

Leg Cues

The rider uses his legs to tell the horse to move forward and at what speed, a soft squeeze of both the rider's legs asks the horse to walk; a firmer squeeze asks for a jog. A squeeze or tap with one leg cues the horse to lope and tells the horse which lead to pick up. Since some horses are more responsive than others, the rider should always begin with a gentle squeeze, rather than kicking the horse's sides. Before a leg cue is given, the rider should slightly raise the reins to collect the horse and to let him know a cue is coming.

Most horses are trained to move away from pressure. The squeezing of legs mentioned above propels the horse forward. Combined with reining cues, leg pressures are also used to turn the horse. To turn to the left, the rider moves his hand to the left and nudges the horse with the calf of his right leg. It is opposite for a right turn. Leg pressures are released as soon as the horse responds.

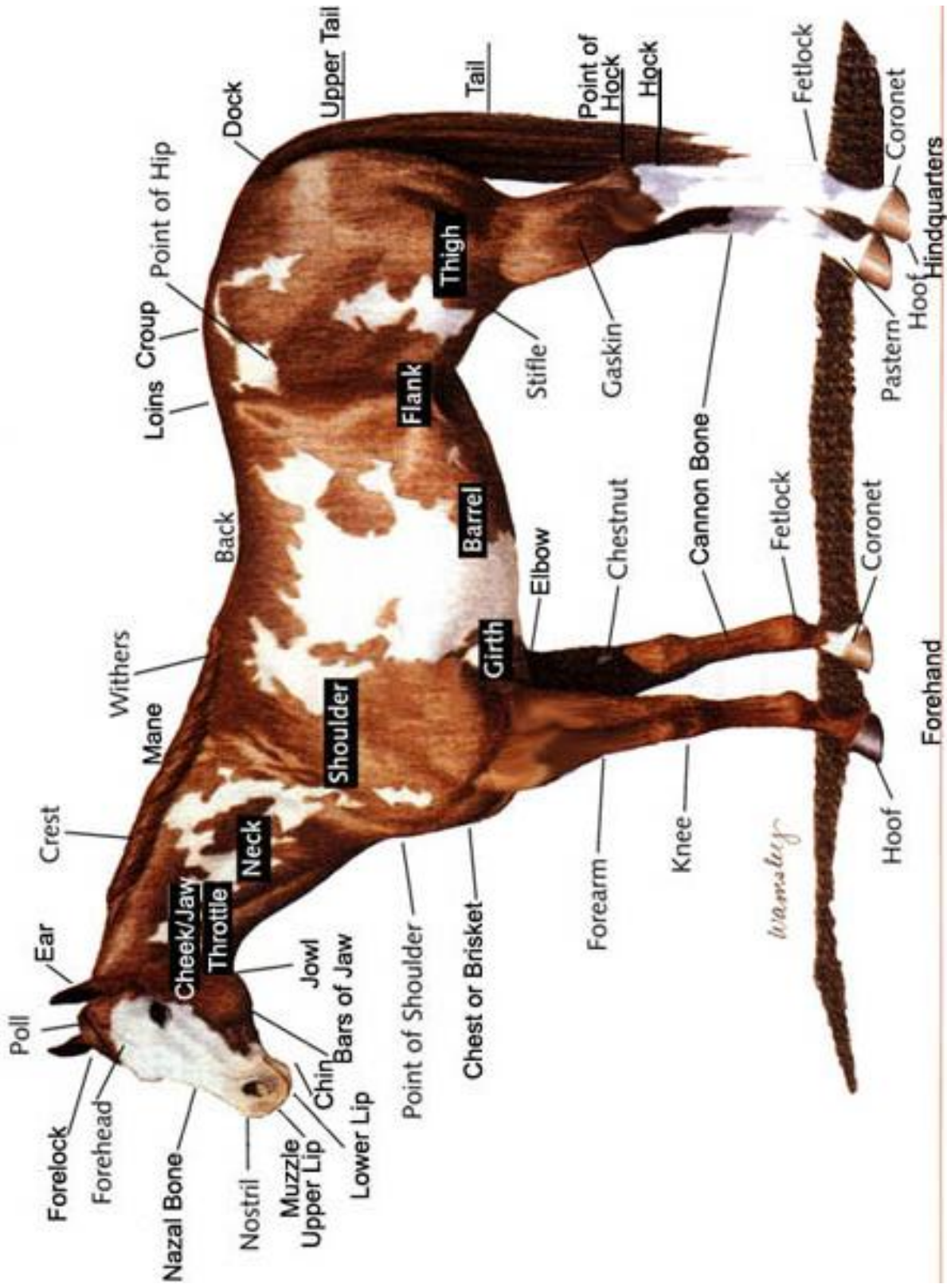
Body Cues

By shifting his body weight, the rider can cue the horse. Leaning forward urges the horse to move forward; leaning back cues the horse to stop or back; and leaning to the side tells the horse to turn. Body cues should be a slight almost invisible movement that only you and your horse feel. For example, to turn left, you apply just a little extra weight in your left stirrup.

All three cues work together. The rider needs to be sure that he is giving the horse three consistent cues or the horse will not understand what it is being asked. (For example, if a rider leans back putting pressure on the reins while kicking the horse, the horse won't know if he is supposed to move forward or stop.) As the rider's ability improves, the cues become natural movements, barely visible to someone watching. Then the day arrives that horse and rider seem to move as one--they are a team.

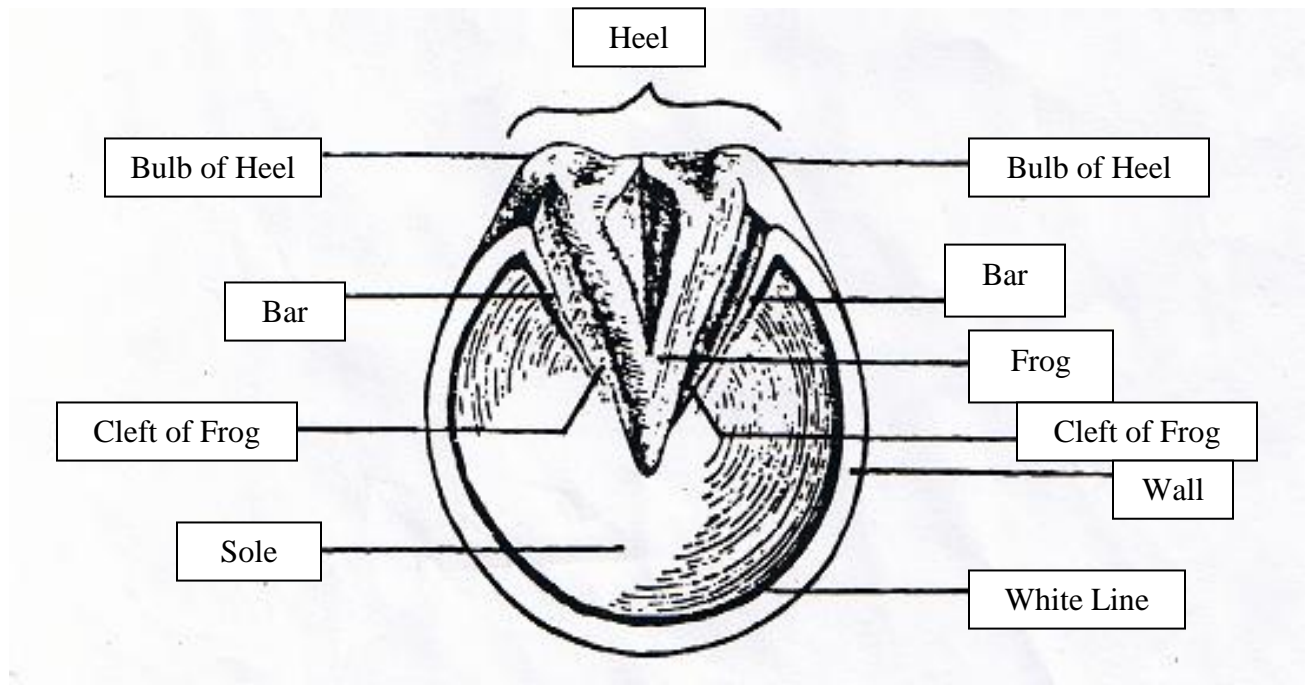
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Parts of the Horse



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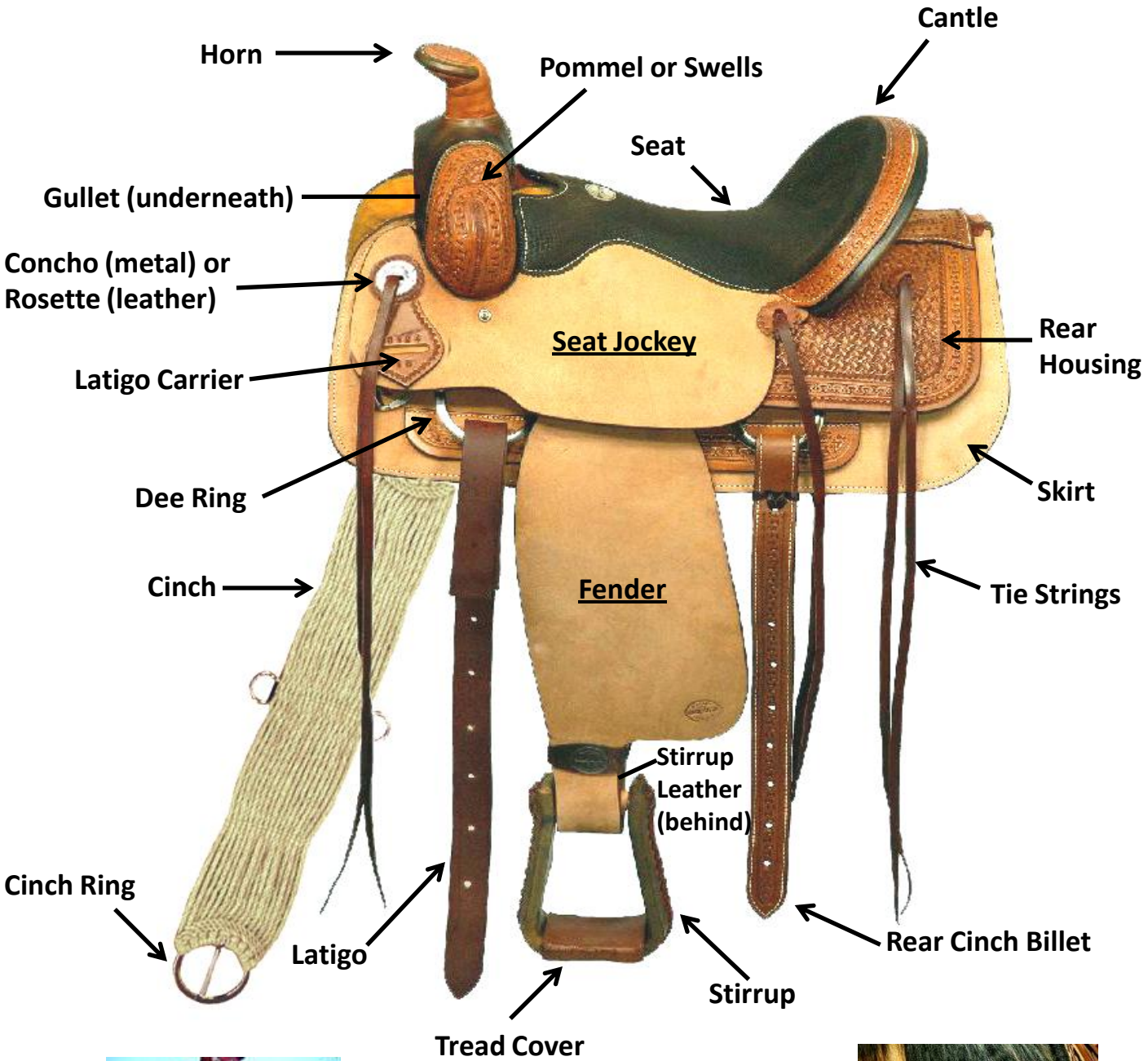
Parts of The Hoof



- The frog acts as a sort of shock absorber, and should touch the ground evenly when the horse is shod. If it does not, all the shock of the impact of the horse's weight falls upon the walls alone.
- The cleft of frog is the main V-shaped groove you clean out when picking a horse's hooves (however it's important to clean the whole hoof each time, checking for rocks, nails, loose shoes, damage or infection).

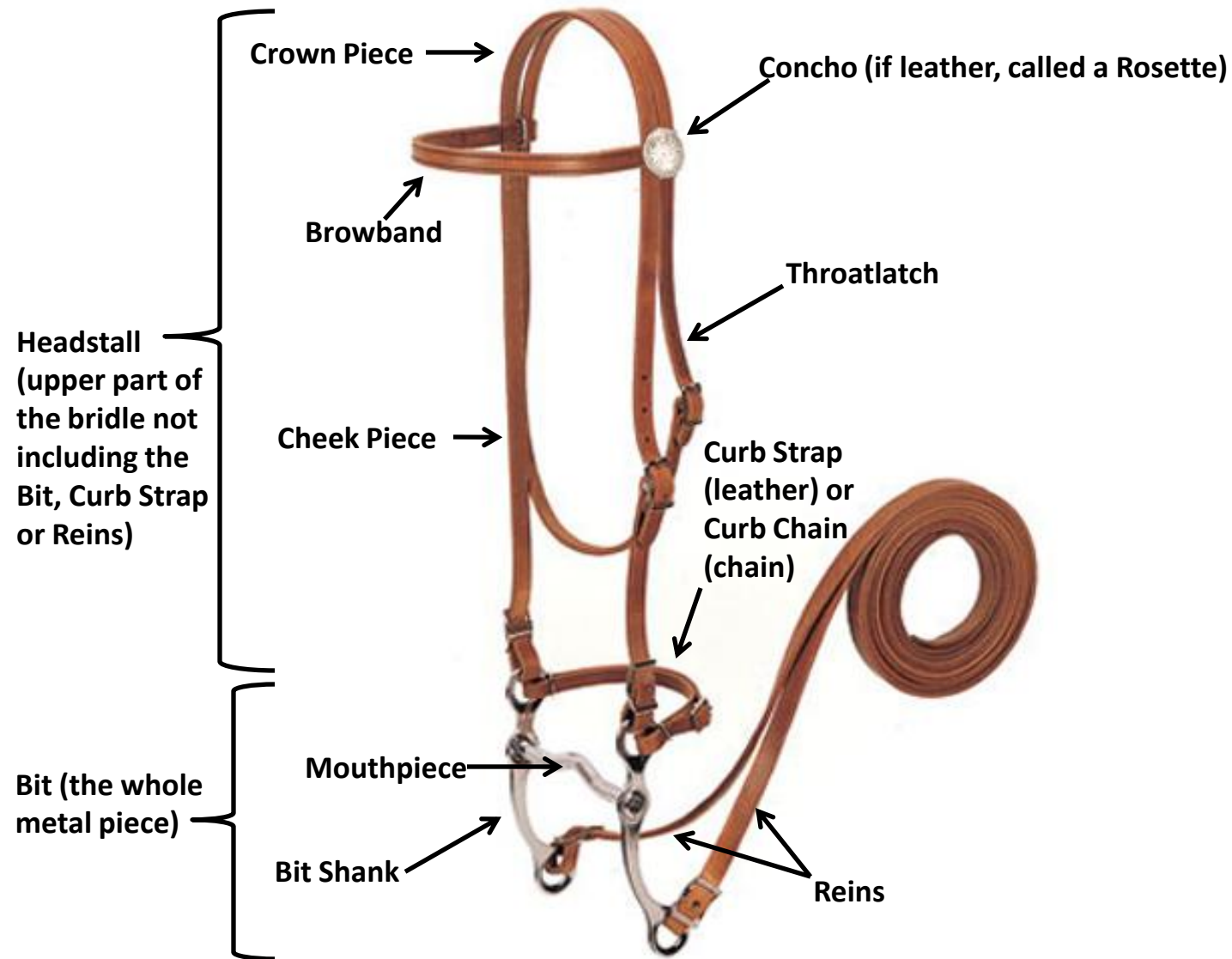
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Saddle Parts



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Bridle Parts



Split Ear Headstalls Examples



Fitting a Bridle

1. Adjust the bridle so it is obviously larger than the horse will need. Slip the bit into his mouth with your left hand and with your right hand, gently pull the crownpiece up over the his ears slipping his right ear through first, then left. Make sure there are no twists and that the mane and forelock are not bunched underneath.
2. Make sure the browband is even across the horse's forehead and slide it down so it's not pinching his ears. Likewise, with a split ear bridle, adjust the earpiece so it's loose around his ear.
3. Adjust cheek pieces so that there are 1-2 wrinkles in the corner of the horse's mouth and it's not hitting him in the teeth.
4. Adjust the curb strap or chain until only two fingers can snugly fit sideways between the horses chin and the chain/strap.

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Common Bit Types / Hackamores

NON-LEVERAGE BITS – Reins attach directly to the mouthpiece; as the rider takes a contact on the rein, the horse feels an equal amount of contact on the bit in his mouth. The narrower the mouthpiece, the more severe the bit is considered. Works on “Direct Pressure.” Most young horses are started with a non-leverage bit during their initial training.



Loose Ring Snaffle Bit - The bit acts with a nutcracker action (provided it is jointed) on the bars of the mouth (the area of gum between the front and back teeth), the corners of the mouth and the tongue.

LEVERAGE or CURB BITS – Reins attach to the shank (metal below the mouthpiece). When the rider pulls on the rein, the horse feels a greater amount of contact on the bars of the mouth as well as under the chin (by way of the curb chain which is attached to the bit) and over the poll. The longer the shank, the more severe the bit. Works on “Leverage” or “Indirect Pressure.” Western horses over the age of 5 are generally expected to be far enough along in their training to use a leverage bit which requires a much lighter cue from the rider than the direct pressure of a non-leverage bit.



Jointed Curb Bit (Tom Thumb) - combines the nutcracker action on the bars of the mouth with the curb or leverage action on the chin and poll.



Solid mouth, Ported Curb Bit (Grazing Bit) - shanks are generally swept back; doesn't have nutcracker action but instead also places pressure on the roof of the mouth with the “Port” (the curved center of the mouthpiece). The higher and narrower the port, the more severe the bit.

HACKAMORES/BOSALS – instead of having a metal bit inside the horse's mouth, a hackamore is a type of noseband that works on the pressure points of the face, nose and chin. Sometimes used for horses with dental injuries or tongue injuries. Like a bit, a hackamore can be gentle or harsh, depending on the hands of the rider. It is a myth that a bit is cruel and a hackamore is gentler. The horse's face is very soft and sensitive with many nerve endings. Misuse of a hackamore can not only cause pain and swelling on the nose and jaw, but improper fitting combined with rough use can cause damage to the cartilage on the horse's nose, or even break the fine bones that protect the nasal passages.



Mechanical Hackamore



Bosal Hackamore

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Grooming

Grooming is essential to a horse's health as well as his looks. The brushing of a horse's coat opens his oil and sweat glands thus promoting a glossy coat. Horses should be groomed at least once a day and always before and after a ride. The grooming process is as follows:

Step 1

Tie your horse securely to a tie rail or hitching post.

Step 2

Use a currycomb to loosen caked mud and dirt from his coat. Currycombs may be made of metal or rubber. Never use a metal currycomb on a horse's legs, face, or bony places. The rubber currycombs may be used with caution on these places.

Step 3

The body brush is used to bring up loosed dirt and dust from the skin. Starting at your horse's ears, brush his entire body using with-the-hair strokes. Be sure to clean between his legs, under his belly, and behind his pasterns.

Step 4

Use the dandy brush or finishing brush to flick off any remaining particles of dust and hair. Again, beginning at the back of your horse's ears, clean around his eyes, over the cheeks, and down his nose. Continuing to use the with-the-hair strokes, briskly brush the whole body.

Step 5

After brushing your horse's coat, you may use a clean towel or cloth to finish removing dirt and dust. This puts a final sheen on his coat.

Step 6

A damp cloth or sponge is used to clean your horse's eyes, nostrils, and under his tail.

Step 7

Comb out your horse's mane and tail with a mane and tail comb. A stiff hairbrush or dog's grooming brush may also be used. When combing out the tail, stand to one side and pull the tail towards you rather than standing directly behind your horse's hindquarters.

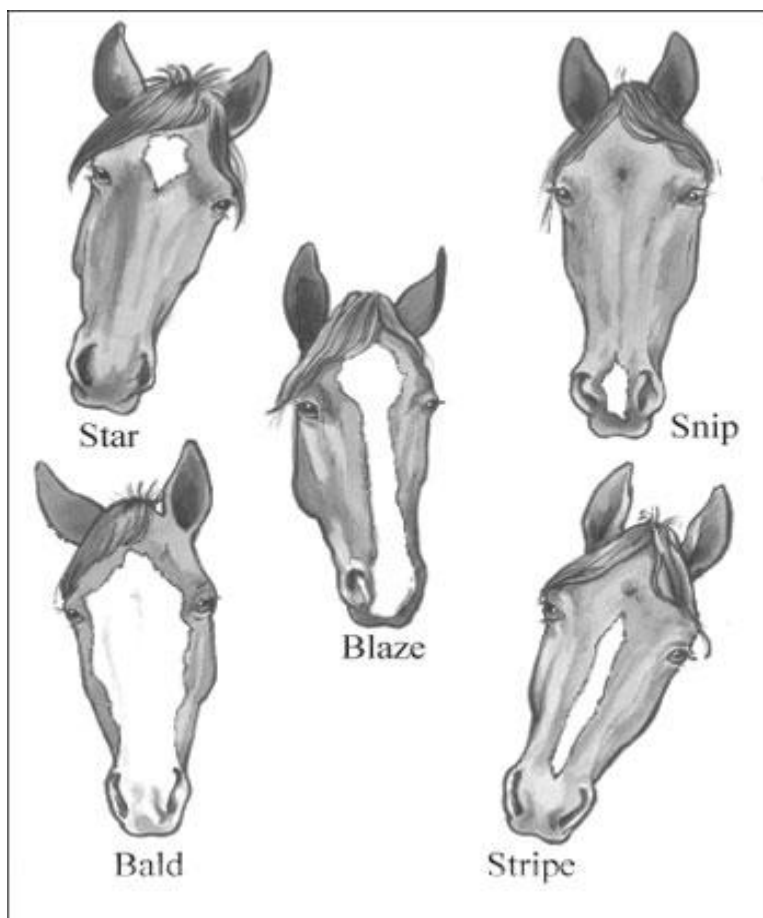
Step 8

Using the hoof pick, clean your horse's hooves.



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Face Markings



Star: White spot on the forehead

Snip: White spot located on the muzzle, between or just below the nostrils

Stripe: Narrow white stripe down the center of the face, on the bridge of the nose

Blaze: Wide white area that runs along the bridge of the nose

Bald: White that starts above the forehead, goes to the muzzle, and extends beyond the bridge of the nose to the sides of the face

Leg Markings



Coronet

Pastern

Ankle

Sock

Stocking

Heel

Coronet – the coronet is a band above the hoof. A white strip on the coronet is also called coronet.

Pastern – the pastern is the narrow part of the leg between the angle and the hoof. A white marking extending to the top of the pastern is also called pastern (if it only goes halfway up, it is called a “Half Pastern”)

Ankle – the ankle marking is white extending up the leg to cover just the ankle/fetlock.

Sock – a white marking extending up the leg above the ankle/fetlock but NOT reaching the knee or hock.

Stocking – the stocking is white extending all the way up to or past the knee.

Heel - A horse may only have white covering the heel, and may be referred to as outside heel white extending, outside heel, or inside heel

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Horse Coat Colors

(These descriptions is what is most commonly agreed upon and take into account both the physical appearance. Please remember that different breed groups and horse organizations may use different classifications or terms.)

BLACK - a black horse has dark skin and black hair all over it's body except where there are white markings (usually on the legs or face). There will be no brown or red hairs growing naturally anywhere. The problem with true black colorations is the pigment does fade when exposed to the sun, so they may start out true black but fade to dark brownish or reddish coloration over the summer. The best time to check for a true black is in the spring when the new coat comes in. Some black horses have pigment in their hair that never fades. These are called "Non-Fading Blacks."

Non-Fading Blacks



Fading Blacks (in full, faded coat)

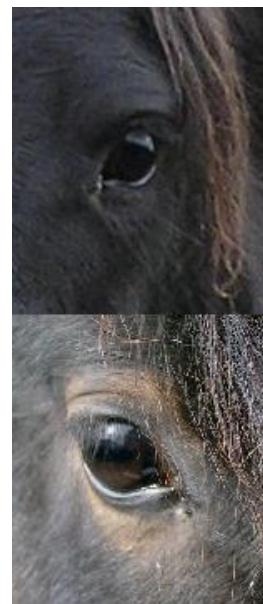


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Horse Coat Colors

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BROWN or SEAL BROWN – Brown horses have bodies shaded black and brown or are mostly black (which is often called seal brown). Their soft parts, such as the muzzle and eyebrows, and around the flanks, quarters and girth, are red or golden brown (sometimes called “mealy”). Seal browns are often mistaken for black horses, but the coloring on the soft parts identifies them as brown. A brown horse will often give off a “brown sheen.” They are also genetically distinct from black horses or dark bays.



Black horse with faded mane (Top)
versus Brown horse (Bottom)

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Horse Coat Colors

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BAY— Bay horses have brown bodies with black points (mane, tail, ear tips, muzzle and legs). They can vary from a reddish-golden color all the way to nearly black. They are often described as having black stockings. Bay is caused by the “agouti” gene diluting black. Like the other colors, a bay may have white markings on the heads or legs.



Light or Golden Bay



Dappled Bay



Red or Blood Bay



Mahogany Bay



Dark or Black Bay
(still has red/brown
on body and five
black points)



Still a bay, even
though his legs
are white!



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Horse Coat Colors

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SORREL or CHESTNUT – there is much debate over what constitutes a sorrel or chestnut; for the most part they are interchangeable meaning a horse with a red to brownish-red body and a red or brown mane and tail that can be slightly darker, the same color or lighter than the body (flaxen). Sometimes “Sorrel” is reserved for a body color that is red or copper-red while “Chestnut” used for a dark red or “brownish-red” color.

Light or Golden



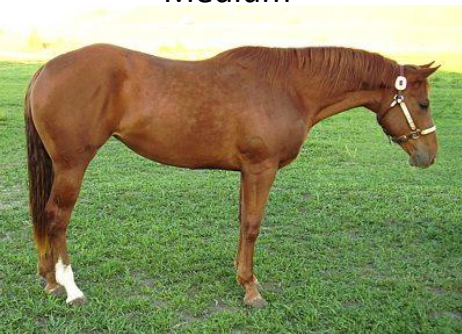
Sandy or Light Flaxen



Medium Flaxen



Medium



Red



Dark Flaxen



Dark



Liver



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Horse Coat Colors

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GREY— Contrary to popular belief, grey is not so much a color as it is a pattern (or more accurately still, a color modifier). Grey is a dominant gene that causes the horse's natural coat color, whether it be bay, black, dun, or palomino roan, to slowly "depigment" as the horse ages, much like human hair, regardless of the color, "greys out" with age. Most greys go through a lovely dappled phase, ending up nearly white or sometimes fleabitten. Because grey is a dominant gene, all grey horses will have at least one grey parent. Foals are born dark and usually show evidence of greying on their faces first, particularly around the eyes. Also, the tip of the tail on most greys lightens up early on.

Rose Grey: bay or chestnut base greying out



Dapple Grey



Fleabitten Grey: little spots that look like "flea bites"



"White" Grey: often mistaken for white, was born dark and whitened with age



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Horse Coat Colors

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PALOMINO- is basically a chestnut/sorrel plus 1 cream gene; because Chestnuts have no black hairs, the entire coat is diluted. The mane and tail are almost always white.



CREMELLO- is basically a chestnut/sorrel plus 2 cream genes (or palomino plus 1 cream gene; a very pale palomino color---white markings are still discernable against the pale cream colored coat. Cremellos have blue eyes and light colored skin. (The only true pink skin is under white markings.)



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Horse Coat Colors

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BUCKSKIN- is basically a bay plus 1 cream gene; because the cream gene doesn't affect black hairs, the dark points remain even after the bay body color has been diluted. Body color is yellow or gold, mane and tail and legs are black; usually does not have a dorsal stripe.



PERLINO- is basically a bay plus 2 cream genes (or buckskin plus 1 cream gene); When two cream genes are present, the body color becomes very pale, and the black points are diluted to a red or brown color



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Horse Coat Colors

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DUN- also a dilution gene; It is often considered a "primitive" color because most very ancient breeds are predominantly or entirely dun, i.e. Przewalskis, Tarpans, etc; usually yellow, gold, peach or silver body coat color and darker points with the addition of certain markings known as dun factors. Has a distinct dorsal (or eel) stripe down the back and often leg barring (or zebra stripes) and/or a transverse stripe across the withers.

Dun: note dorsal or eel stripe and zebra stripes on legs



Red Dun



Grullo (or Grullo Dun): note the stripe on withers and zebra stripes on legs



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Horse Coat Colors

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ROAN— roan is a genetic modifier on any other base or modified color horse. It causes white hairs to be interspersed throughout the horses coat but the head, legs, mane and tail remain the original color (usually darker). The more common examples are found below but there are many other possibilities.

**Red or Strawberry Roan
(Sorrel/Chestnut + Roan Gene)**



**Bay Roan
(Bay + Roan Gene)**



**Blue Roan
(Black + Roan Gene)**



**Palomino Roan
(Sorrel/Chestnut + Creme + Roan)**



Blue Shadows Mounted Drill Team

Horse Coat Colors

(These descriptions is what is most commonly agreed upon and take into account both the physical appearance. Please remember that different breed groups and horse organizations may use different classifications or terms.)

APPALOOSA— most commonly seen in the Appaloosa breed of horses, this is a highly variable spotting pattern caused by a group of genes called the Leopard Complex. Appaloosa pattered horses also have distinct markings besides their spots---they have striped hooves, mottled skin, and white sclera. Examples of the types, show below.



Blanket: white patch covering rump with large spots, may cover back & shoulders

Snowcap: white patch covering rump **WITHOUT** spots, may cover back, shoulders



Leopard: large defined spots all over body and head

Varnish Roan: white and colored hairs across body; legs and head usually darker



Snowflake: defined white spots

Few Spot: mostly white body, dark legs, very few spots



Blue Shadows Mounted Drill Team

Horse Coat Colors

(These descriptions is what is most commonly agreed upon and take into account both the physical appearance. Please remember that different breed groups and horse organizations may use different classifications or terms.)

PINTO– Pinto is a coloration commonly confused with the term “Paint” which actually refers to a breed that may exhibit Pinto colorations ; Two main types: Tobiano or Overo with three main subtypes of Overo being frame, Sabino or Splash. If a horse exhibits both Tobiano and one or more of the three Overo traits, then it’s called Tovero. (specific descriptions below).

Tobiano: white crossing the horse's back between the withers and the dock with areas of color on the head, chest, and flanks. Most have normal face markings like stars and blazes, and almost always have four white feet.



Frame Overo: have a dark topline between the withers and dock, with blocks of white on their sides and necks; usually have large blazes or apron markings; feet are usually dark, but may be white if combined with other genes



Sabino Overo: comes in many forms. Can be as minimal as socks and a star or blaze. Many sabinos have white patches, often with roaned edges, creeping up their sides from the belly. The most extreme sabinos will look entirely white with only a couple small patches of color on the head or ears.



Splash White Overo: look as if they've literally been splashed with white paint from the underside or dipped in white paint. Splash markings tend to have smooth, crisp edges, and most splashes have blue eyes.



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Horse Coat Colors

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WHITE: as with many horse colors there is much controversy about “white.” The general consensus is that a white horse is born with white hairs over it’s entire body; the skin is pink and the eyes are almost always dark, not blue. There may be small spots of colored pigment on the skin but the hairs over it are still white. Generally thought to be achieved through selective breeding of horses that show extreme expression of the sabino gene.

