



SPORTS

Horsemen gallop past scoring record

By Jessica VanWinkle
Workshop Participant

At traditional football games, fans are likely to yell "defense!" and "offense!" At their game on June 26, the Lexington Horsemen did not need to hear these words. Lexington's arena football team defeated the Waco Marshals 116-18. With this win, the Horsemen not only set a record for the most team points — previously 74 — they set a record for the most points scored in a National Indoor Football League game. At one point, the big screen T.V. at Rupp Arena flashed an obvious message to fans, "More Horseman than Marshal can handle."

This was the mood for the entire game. The Horsemen controlled the offense. With 8:35 left in the first quarter, they scored three touchdowns on only four offensive plays. The offensive streak continued, and the Horsemen never were behind.

"I felt extremely satisfied, but my leg is also very tired after a long game," said kicker Justin Hutton, after kicking 17 after-point attempts and making 14 for the Horsemen.

The defense also contributed to the record-breaking score. In the second quarter, the Horsemen had three interceptions for 66 yards.

"It's really cool," said Horsemen quarterback Dusty Bonner about the record-setting game. "It takes a total team effort and everyone contributed."

Bonner was 10-for-12 passing. He passed for 184 yards and six touchdowns. Defensive back Derrick White, who scored two touchdowns for the Horsemen, believes that his team is still trying to improve.

"We're trying to get better for playoffs and trying to win the NFL championship," said White.

The next Horsemen game is against Staten Island. If the Horsemen win this game, they can clinch the Atlantic North division title.



Quarterback Dusty Bonner pitched out to Derek Homer for one of the Horsemen's touchdowns. Bonner also threw for 184 yards and six touchdowns.

Caudill is off to a winning start in the NFL

by Jessica VanWinkle
Workshop Participant

The Lexington Horsemen June 26 game was an important one to defensive lineman Jeremy Caudill. It was the first time Caudill played with the Horsemen.

Caudill, a former University of Kentucky standout, recovered a fumble for the Horsemen during Saturday's game.

His life as a Lexington Horseman is a little different than his experience as a Wildcat, said Caudill.

"We're a little more well-known because we travel more and go farther places," Caudill also said that getting paid is a nice incentive for being part of the Horsemen.

Spectators enjoy three-ring football antics

by Kayleigh Roberts
and Amanda Morris
Workshop Participants

It's a bird, it's a plane, no, it's Horsemen gear!

The Lexington Horsemen ran onto the field, ready to start what would prove to be a record-breaking game. More unbelievable than their slaughter of the Waco Marshals with a final score of 116-18, was the fact that many fans didn't realize what was happening before their eyes.

"I don't know what it was but it wasn't football," 9-year-old Austin Ryan told his mother after the game.

The crowd was showered with gifts ranging from free T-shirts to leis, even coupons falling from a miniature blimp. These, however, were the small prizes. Before the game, fans had a chance to buy numbered footballs, which were thrown into the open roof of a Cadillac SRX at halftime. Those lucky enough to make this nearly impossible shot were eligible for a chance to win a

trip to Cancun, Mexico, and that was just the half-time show.

Horses were brought onto the field as one rider made a show of riding both at once and encouraged the crowd to cheer and applaud his antics. These trained horses performed tricks to amuse the crowd during a pause in the game.

Throughout the game, the big screen TVs alternated game replays with clips from movies like "Dumb and Dumber," "Superstar" and "Wayne's World." When Hollywood's famous faces weren't filling the screen, some fans got their 15 minutes of fame in exchange for their willingness to dance, kiss and act crazy for the camera.

During the second half, fans had the chance to get "leid" when Rupp Arena staff passed out colorful plastic leis. The Fillies dance team also entertained spectators with ongoing dance routines on the sidelines.

"I thought the Fillies were fun to watch," said Jessica VanWinkle.

It was only when announcer Doug



A trained horse and stunt rider entertained fans at halftime with circus-like stunts.

Bruce informed fans that the Horsemen were mere points away from breaking the record for most touchdowns in a single NFL game that attention was turned back to football. The sideshows

and attention-getting antics were definite crowd-pleasers. In fact, for some in attendance they were as entertaining as the actual game.



Above: Post-game the Fillies remained on the field to pose for pictures and sign autographs for Horseman fans.

Left: Rachel Gillam dances to cheer on the Horsemen.

These boots were made for trotting Fillies get down on Rupp turf

by Kaycee Brown
and Brooke Stutler
Workshop Participants

Twenty-four girls, two days a week, three months a year kick it on the field, is the typical season for a Horsemen Filly.

The Horsemen Fillies are officially a dance team, but in the world of indoor football they are called a pro-cheer team. They've been kicking up their white boots in Rupp since 2003.

The hip-hop influenced team is strictly fun and isn't afraid to admit it, explained Filly Rachel Gillam after the Horsemen's victory against Waco Saturday June 26.

The Fillies perform during the game, dance on the sidelines and present a half-

time show. You would think with all these routines to learn, the girls would be practicing constantly, but this team manages to pull it off with two practices a week.

The University of Kentucky's dance team's coach, Cathy Agent, also coaches the Fillies. She choreographs their routines and encourages input. The routines and costumes try to reflect the theme present during each Horsemen game.

In addition to coaching the Fillies, Agent teaches two Junior Filly teams at Barbara Ann School of Dance in Lexington. The youngest Fillies are ages 6-12, the second group 13-18. Both have the opportunity to perform at Rupp for at least four games. Junior Fillies also

dance at a Lexington Legends baseball game, UK events, parades and other competitions or activities throughout the Horsemen's season. The Junior Fillies are not required to try out, just sign up for class.

Earning one of the 25 spots on the Horsemen Fillies Dance Team requires more than just a sign up. It starts with a five-hour tryout in January. A prospective Filly must be at least 19 and have graduated from high school or the equivalent.

Judges evaluate hip-hop and pom dance ability, cheer and motion technique as well as the quality of her toe-touch. Girls trying out for the Fillies must have what their website describes as "the glamour and physique of a pro-cheerleader" to earn that coveted spot.

