

## Event in Evolution

# Team Versatility

### For Fun This Year

This is a year of trying this out, making adjustments and improvements and deciding if we have the capacity to add this event next year and if we want to. **Districts have a lot of flexibility** in set up, forming teams, etc. This includes changing distances, shortening maneuvers, etc. Make it work in your arena – as long as everyone does the same thing, it's OK. Additionally, there is no planned recognition, districts can choose how they might recognize winners in this team event.

### Procedure for Judging

- Time the “Timed Event” independently, when horse’s nose crosses start and horse’s nose finishes – would be great to use electric timer. Add 5 seconds to the timed event for every fault. (ie: knocks over a pole, drops a flag, crosses outside the designated start/finish poles, etc.) Other events will have “seconds” (points) added depending on the quality of the “maneuver.” Adding 20 seconds is a very poor maneuver, adding 2 seconds is a quality maneuver. Remember, the lowest “time” wins. YES, this is exactly opposite what we do everywhere else.
- Each team member has a role and only does their Event...If I am the In Hand person, I do the chosen In Hand maneuver, then the Rancher exhibitor does their maneuver, and so on.
- Adding Seconds. The maximum seconds added should be if nothing can be found correct about the element. Adding 5-10 seconds would be a single routine mistake, ie: missed lead, but fixed; knocked over a pole. Judges must also find degrees of mistakes or lack of perfection and work to use the entire range of adding 1 to 20 seconds per element. Missing a lead completely around the circle might be a +10 seconds, while having a bit of a heavy hand and less the stellar body position, but accurate and obedient might be +2-5 seconds. Any element untried or completely off course is a +30 for the team.
- Each Athletes’ attire must match their discipline and equipment and be appropriate for the “maneuver” they are to perform. For example, riders may not ride an English saddle with western clothes. Equipment will follow similar events in the OHSET rule book or under T/R, #4 Could be done English, but #1 would need to be Western attire. Meaning In Hand athlete should follow In Hand Rules, Western/English athlete should follow those performance rules, Timed Event those rules and so on.

- Disqualifications. Follow DQ rules already in place regarding humane treatment, uniforms, etc.
- Riders may be in any discipline and uniformity for all team members is NOT required.
- Teams who do not have enough athletes to field a team may follow IHOR rules in this area.

### **Procedure for Set Up and Operation**

- Three start finish poles (diagram attached). When looking at the course from the start gate, the far right start pole is at least 6 feet off of right wall, then 25 feet to the next start pole, moving left across the arena, then the final start pole at least 6 feet off of left wall, but no more than 50 feet (less is OK) between poles.
- Draw for your maneuvers on the first day of your meet. Draw one each from every category – don't dump them all together – you will need 4 draw pails.
- Then plan your path and set up – draw it out and share with the teams; it might be good to designate a small committee for this.
- The order of events will be In Hand, Trail/Rancher, Western/English, Timed Event (remember to time this event) The timed event will run through the start finish line on the right of the course, all other events will start through the left side of the course. Set up with-in these “sides” will be left up to the districts to manage depending on the maneuvers chosen and space available. For example if the three maneuvers on the left side were: rope a dummy, lead over a bridge, and lope/canter one figure 8 with a flying lead change. For set up, I might locate the bridge in one side of the figure 8 space and the dummy in the other side of the figure 8 space, so the western/English riders could easily negotiate their figure 8 and the in hand and rancher folks could easily walk or jog to their “obstacle/maneuver.” Remember, these items are night timed, it's all about performance – so think about time too. Bridge is and In Hand obstacle, put it close to the start/finish line so it doesn't take long for the In Hand person to get to it. AND it's OK to use a shortened arena, it could be a small figure 8 – just use cones to let athletes know what space is available and be sure and let them know the path that is expected.
- Use designated Score Sheet
- Lowest “time/score” wins. – Districts can choose how to recognize teams.

### **When it's Over**

After event, ask judges, volunteer or paid, to fill out evaluation – this might also be a good thing for those in charge of the event to do as well. Return all completed evaluations to CANDI immediately. Scan to [cbothum@ohset.com](mailto:cbothum@ohset.com) or mail to: c/o 1929 NE Walnut Dr., Redmond, OR 97756

## Evaluate the Team Versatility Experience

I am a, check one: Judge \_\_\_ Athlete \_\_\_ Volunteer \_\_\_ District Chair \_\_\_ Spectator \_\_\_

This was our 1<sup>st</sup> 2<sup>nd</sup> 3<sup>rd</sup> Meet (circle one)

I am from \_\_\_\_\_ District.

Team Versatility should.... Be added as an official event or should not be added

I like team versatility but the following improvements could be made:

Here are some ideas for maneuvers/obstacles – please be sure and note which section it should fall under: In Hand, Western/English, Trail/Rancher or Timed Event.

What else should we know before making future decisions about Team Versatility?