

Team Versatility

This event is in its first year of competition (2018); athletes and coaches must allow some flexibility where district leadership feels it appropriate. However, as with all rule enforcement and event plans, there must be consistency across all teams. If changes are required for some reason, all participating athletes and coaches must be informed equally in advance in order to allow for preparation. Districts are expected to stay as close to the rules as possible and ask the rules chair for clarifications if necessary.

31. Team Versatility

31.1. Equipment. All equipment, required and optional, shall follow the rules of the specific discipline of each athlete. For example, the Timed Event rider will follow Timed Event rules for equipment, the Equitation rider will follow the rules of whichever discipline they are riding in this event and so on.

31.1.1. Athlete attire must match their tack and equipment

31.1.2. Decoration of horses is allowed.

31.2. This is a 4 person Team Event.

31.2.1. Schools with only 3 eligible competing athletes will be allowed to participate using 4 different equine.

31.3. There are 4 disciplines and overall time in each course. One athlete will represent each discipline, except when rule 33.2.1 is being followed; then 1 athlete will compete in 2 disciplines on 2 different horses. The final category is overall time.

31.3.1. The disciplines will be done in the following order:

31.3.1.1. 1. In hand

31.3.1.2. 2. Trail/Rancher

31.3.1.3. 3. Equitation

31.3.1.4. 4. Timed

31.3.2. In Hand

31.3.2.1. This part of the event may be attired in either English or Western and the athlete will always work with their horse from the ground

31.3.2.2. Elements of this part of the event will include anything you might find in one of our in hand classes, including but not limited to: walk/trot overs, haunch and forehand turns, leading, backing, sidepassing, etc.

31.3.3. Trail/Working Rancher

31.3.3.1. This part of the event might include any element you would find in a trail or working rancher event. Including, but not limited to: roping a dummy, walk, trot, lope overs, picking up objects, etc.

31.3.4. Equitation

31.3.4.1. This part of the event may best be ridden either Western or Hunt Seat Equitation, but if an element is appropriate, could also be ridden Saddle Seat Equitation.

31.3.4.2. Element might include any part of a typical Western or English Equitation pattern. Including, but not limited to: lead changes, haunch and forehand turns, upward and downward transitions, etc.

31.3.5. Timed Event

31.3.5.1. This part of the event will be independently timed. This means every athlete should have an official time from the break of the start plane to the break of the finish plane.

31.3.5.1.1. Time should be at least to the hundredth, but could be to the thousandth if equipment allows.

31.3.5.2. This element of the event will include the type of obstacles used in our timed, non-cattle events. For example items might include: turning a barrel, picking up a flag, weaving a couple poles, etc.

31.3.5.3. Knock downs, and other time penalties incurred, per our Timed Event Rules, will be assessed a 5 second penalty for each.

31.3.5.4. Off course and other "No Time" violations will follow the same rules as our Timed Event section, receiving a no-time.

31.3.5.5. If two teams have a tie for this element then it will be handled as all event ties are handled. For example: If two athletes are tied for 3rd fastest time in the Timed Event element, each athlete's team will receive 3rd place points and 4th place will be skipped. The next athlete's team will be awarded 5th place points.

31.3.6. Overall Time

31.3.6.1. An Overall Time for each team is recorded to at least the hundredth (could be the thousandth if equipment allows); measured from the first break of the plane until the final horse/rider breaks the plane upon completion.

31.3.6.1.1. Overall Times are then placed in order and awarded the following points as a scored element of the course

31.3.6.1.1.1. First Place receives 10 points

31.3.6.1.1.2. Second and 3rd receive 9 points

31.3.6.1.1.3. Fourth and 5th receive 8 points

31.3.6.1.1.4. Sixth and 7th receive 7 points

31.3.6.1.1.5. Eighth receives 6 points

31.3.6.1.1.6. Ninth receives 5 points

31.3.6.1.1.7. Tenth receives 4 points

31.3.6.1.1.8. All others with an overall time receive 2 points

31.3.6.1.2. If two teams have a tie for overall time then it will be handled as all event ties are handled. For example: If two teams are tied for 3rd place, each team will receive 3rd place points and 4th place will be skipped. The next team will be awarded 5th place points.

31.4. Event Set Up

31.4.1. The start/finish line will include 3 poles and two cones

31.4.1.1. Both side poles should be at least 2' off the wall

31.4.1.2. The timed event section must be at least 25' wide

31.4.1.3. Electronic timers if used should be placed at the timed event poles on the start line.

31.4.1.4. There will be a designated “stop box” for the timed event riders, it should be at least 30’ x 25’, but can be as large as possible, leaving room for the other 3 horses to safely wait for completion of the run.

31.4.1.4.1. Timed event riders not stopping in the box will receive a no time.

31.4.1.4.2. Timed event riders not stopping and/or proceeding into the other horses/handlers in an unsafe manner will be disqualified.

31.4.1.5. Area between Timed event “inside” pole and cones may be disbursed appropriate to elements drawn for the event. **See diagram below...**

31.5. Event Procedure

31.5.1. Several maneuver options for each discipline will be supplied with patterns annually.

31.5.2. All teams perform the same maneuvers

31.5.3. Draw for maneuvers on the first day of the meet

31.5.3.1. New drawing every meet

31.5.3.1.1. Each maneuver may be used only once per year

31.5.3.1.2. Create a bucket of all current year’s maneuvers for each element of the event. (4 buckets)

31.5.3.1.3. Put all possible maneuvers for each element in each bucket

31.5.3.1.4. Only include each maneuver once, once used, leave it out

31.5.3.1.5. Draw one maneuver from each bucket

31.5.3.1.5.1. This is best if witnessed by a group

31.5.3.1.6. These four maneuvers (1 in each discipline) make up the course

31.5.4. All team members will enter at the same time and be positioned behind the start finish line.

31.5.4.1. The first athlete will break the plane of the start line on to the course, the next athlete may not break the plane of the start line until the athlete on course returns and is completely over the line and off course

31.5.4.1.1. Two athletes on the line, will be assessed a 10 point penalty for each occurrence

31.5.4.2. This process continues until all 4 disciplines are complete.

31.5.4.3. The Timed Event rider must stop completely (NOT still, just controlled and a clear halt) in the “stop box” before returning to the other athletes on the team and/or exiting.

31.5.4.4. Two official times are required.

31.5.4.4.1. These may be manual, electronic, or a combination of timers

31.5.4.4.2. The overall time, from first athlete breaking the plane until last athlete breaks the plane upon finishing. This time will be used as an element of scoring

31.5.4.4.3. The timed event athlete, must be timed independently (just on their run)

31.6. Scoring

31.6.1. Each discipline/element, except the Timed Event is given a score of 1 to 10, 10 being perfect; score definitions mimic other scores throughout OHSET.

31.6.2. The timed event independent time is recorded on the scoresheet

31.6.2.1. Later in the office, this time is compared to others from the meet and placed in order with the other athletes from the same meet.

31.6.2.1.1.1. Those athletes will be awarded points to add to their team's overall scores on the following basis:

31.6.2.1.1.1.1. First Place receives 10 points

31.6.2.1.1.1.2. Second and 3rd receive 9 points

31.6.2.1.1.1.3. Fourth and 5th receive 8 points

31.6.2.1.1.1.4. Sixth and 7th receive 7 points

31.6.2.1.1.1.5. Eighth receives 6 points

31.6.2.1.1.1.6. Ninth receives 5 points

31.6.2.1.1.1.7. Tenth receives 4 points

31.6.2.1.1.1.8. All others receiving a time receive 2 points

31.6.2.1.1.1.9. No Time receives one point

31.6.2.1.1.1.10. A DQ receives ZERO points for the Timed Event element

31.6.3. Penalties may be assessed for the following:

31.6.3.1. Two on the line receive a 10 point deduction for every occurrence;

31.6.3.2. Up to 10 points can be deducted for unsafe behavior behind the line, this is at the discretion of the judge.

31.6.3.3. A 5 second penalty will be assessed for every timed event knock down, missed flag, etc. Assessed utilizing the same guidelines as other timed event rules.

31.6.3.4. Timed Event riders not stopping within the designated stop box will receive a no time.

31.6.3.5. Timed Event riders not stopping within the designated stop box and proceeding toward the other horses in the arena in an unsafe manner, based on judges' discretion may be disqualified.

31.6.3.6. All disqualification rules from performance and timed events apply.

31.6.3.6.1. Any member disqualified equals a 0 (zero) for their performance.

31.7. Judging will be by official OHSET judges; each judge will be able to determine if they are comfortable and qualified to judge this event.

31.7.1. This event should include two OHSET judges and maybe an official timer; this will depend on arena set up and the abilities of the judging team/district leadership. Judges can be timers in most cases, but timers should never be expected to be judges.

31.7.1.1. District meets have the flexibility to decide how many officials, and what their roles are at their district meets.

31.7.1.1.1. At the State meet, 2 Judges and an official timer will be present.

31.7.1.2. One will judge each discipline, including timing the "Timed Event"

31.7.1.3. One will manage overall time and watch for "behind the line" deductions

31.7.1.3.1. If these duties are split up differently because of expertise, that is acceptable.

Team Versatility

STATE

District _____

School _____

Athlete #

Athlete #

Athlete #

Athlete #

In Hand

Equitation

Trail/Rancher

Timed Event

**OVERALL
TIME**

Manuever # _____

Comments:

Manuever # _____

Comments:

Manuever # _____

Comments:

Manuever # _____

Comments:

TIME

Time Penalties

**Overall
Time**

SCORE

SCORE

SCORE

Element Total Time

Point Deductions

Point Deductions

Point Deductions

Point Deductions

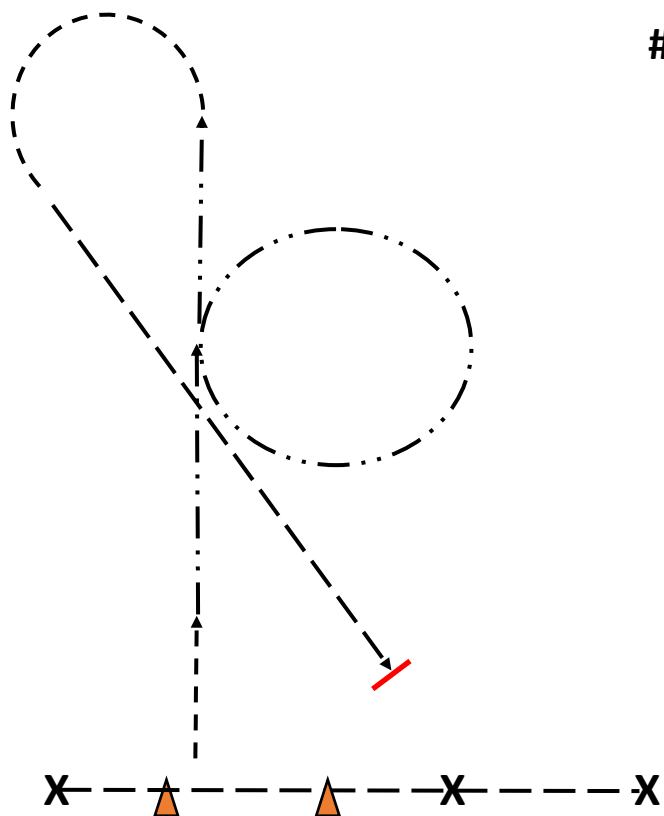
Total Score; First 3 Elements

Total Point Deductions

Point Score, Less
Deductions,
Before Timed

Team Versatility—Equitation

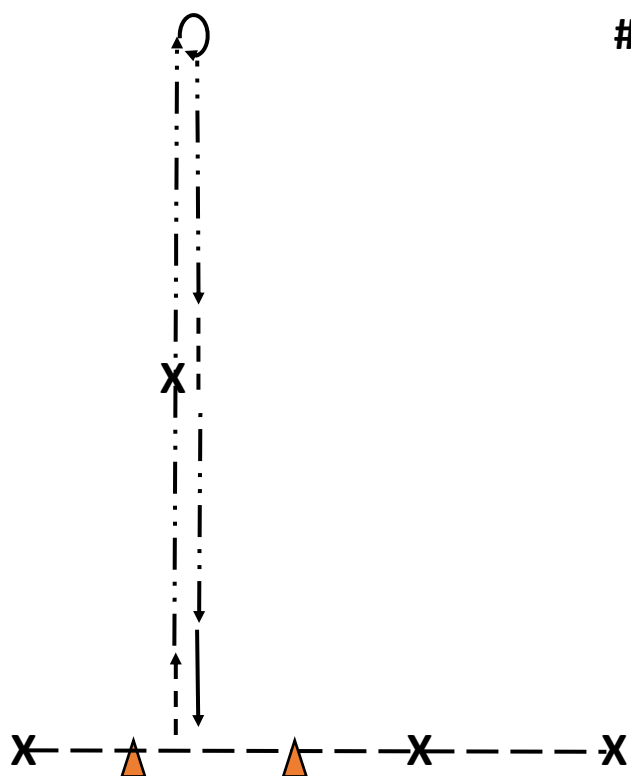
2019



#1

#1

1. Use your arena space the best you can.
2. Jog/sitting trot a short distance
3. Lope/Canter Right lead, and circle right
4. Continue straight ahead, but before turn, transition to a jog/sitting trot
5. Turn the corner onto the diagonal and Extend the trot (English riders should post on either diagonal)
6. Collect and Halt, Settle for 3 seconds
7. Cross the finish line and wait safely for others to finish



#2

#2

1. Use the arena space to your advantage.
2. Jog/sitting trot a few steps, straight ahead
3. Pick up left lead lope/canter, approximately 1/2 way, change leads (flying change preferred, others accepted) to the right lead.
4. Halt, do a 180 degree Right haunch turn
5. Lope/canter Left lead, approximately 1/2 way, transition to the jog/sitting trot for just a few steps
6. Return to the Left lead lope/canter
7. When nearing the finish line, transition to walk and walk across the finish line and wait safely for others to finish

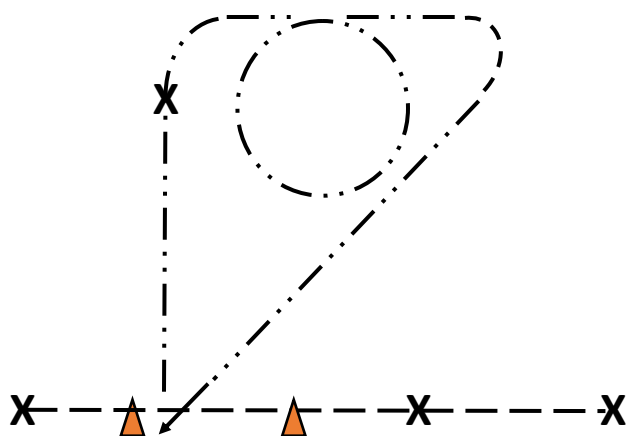
Team Versatility—Equitation

2019

#3

#3

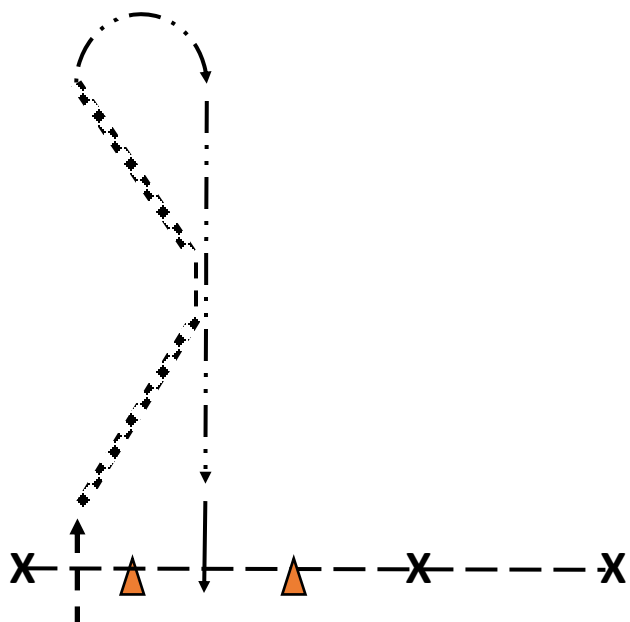
1. Use the arena space to your advantage.
2. Lope/canter Left lead, just before corner, switch to Right lead, flying preferred, but all will be accepted.
3. Turn Right and circle Right Lope/canter a short distance after circle, just before turning, jog/sitting trot
4. Turn the corner, when straight on diagonal, pick up the Left lead and lope/canter to finish line, finish by Walking across the finish line
5. Wait safely for others to finish



#4

#4

1. Use the arena space to your advantage.
2. Jog/sitting trot a few steps over the start line, then two-track right at the trot (no posting)
3. Balance, straighten, two-track left
4. Pick up Right lead lope/canter and turn corner back toward finish line
5. Shortly before the line, transition to walk, pause and finish by walking over the line
6. Wait safely for others to finish

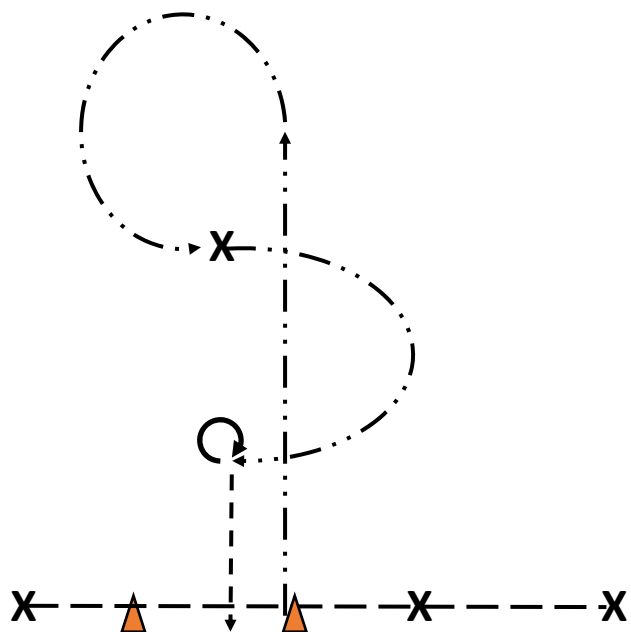


Team Versatility—Equitation

2019

#5

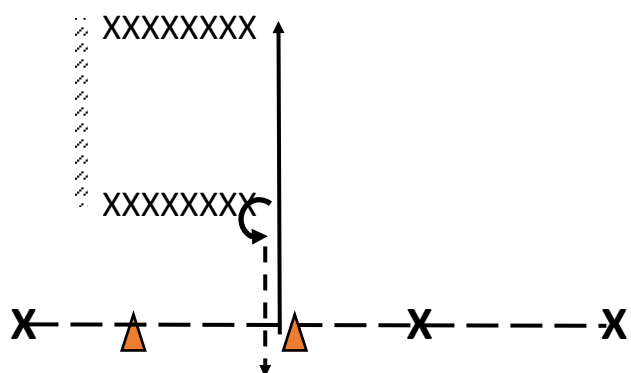
#5



1. Use the arena space to your advantage.
2. Lope/Canter Left lead straight ahead, turn left and begin the first loop of a serpentine
3. Change to Right lead, Interrupted Change Required—finish 2nd loop of serpentine
4. Halt, do a 270 degree Right Forehand turn
5. Jog/Sitting Trot over finish line for completion
6. Wait safely for others to finish

#6

#6



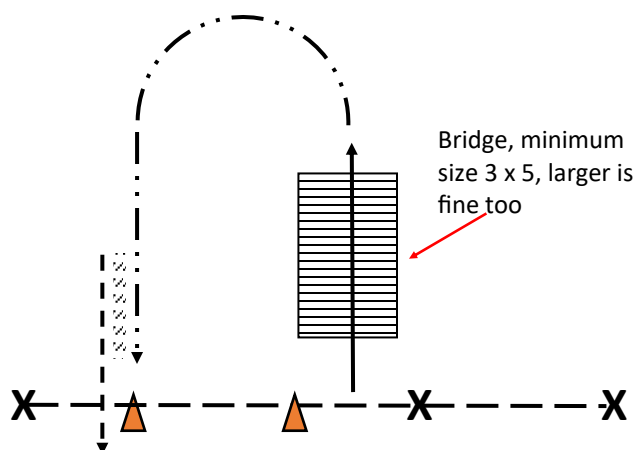
1. Walk out of line far enough to complete the box
2. Halt, Sidepass 8 Cross Overs to the Left
3. Back 8 Steps
4. Sidepass 8 crossovers to the right, forming a box
5. Perform a 180 degree Left haunch turn and jog/sitting trot across finish line for completion

Team Versatility—Working Rancher/Trail

2019

#1

#1

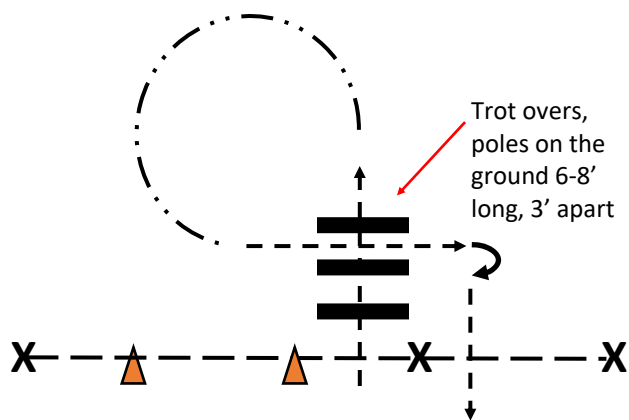


1. Begin over start line with loop built, walk over bridge
2. Pick up Left lead lobe and turn back toward start line, when close enough to end cone that it makes sense, throw your loop toward cone, (not at cone— not looking for a catch, just a simulation) and halt in one motion, keep the tails in hand and jerk slack
3. Immediately back up with energy, followed by an immediate jog off over finish line dragging the rope.
4. Once the horse crosses the finish line, immediately coil the rope and wait safely for the final rider to finish

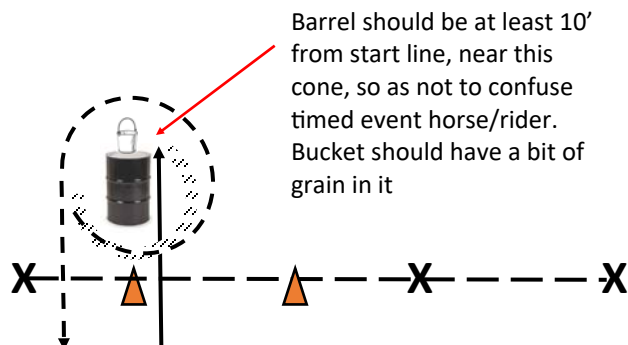
#2

#3

1. Jog over poles, pick up Left lead lobe,
2. Circle to be on target, when straight, transition to the jog and jog between 2nd and 3rd poles as diagrammed.
3. Halt, do a 90 degree right haunch turn and jog over finish
4. Wait safely for final rider to finish



1. Walk to barrel, pick up bucket with left hand, back around barrel carrying bucket until facing start line, place bucket back on barrel
2. Trot, with energy, around barrel and over finish line
3. Wait safely for final rider to finish



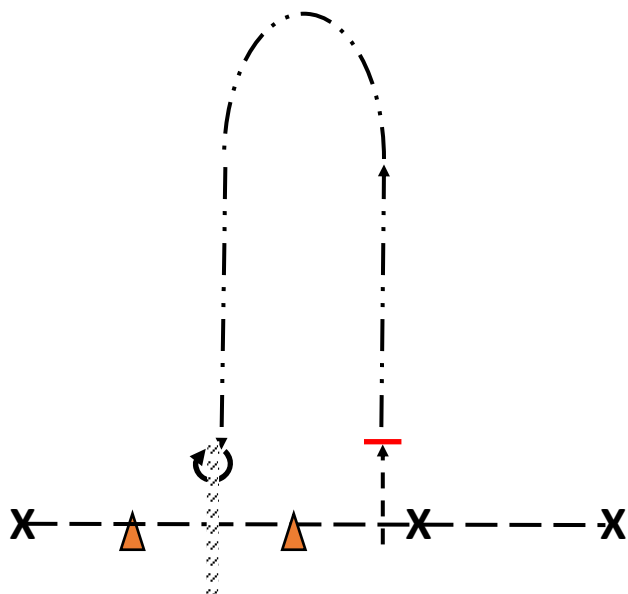
Team Versatility—Working Rancher/Trail

2019

#4

#4

1. Use the arena space to your advantage.
2. Enter at the jog carrying rope coiled a short distance in, halt
3. Build loop and swing it twice, then carry loop and pick up the left lead rope
4. Lope with energy around corner and back toward finish line
5. When nearing the finish line, halt, do a 180 degree right haunch turn (while carrying the loop)
6. Back with energy over finish line. (still carrying the loop.)

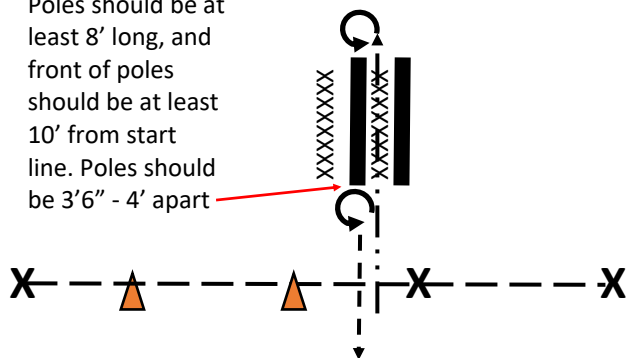


#5

#6

1. Lope through chute, Halt
2. Do a 90 degree Left haunch turn to prepare for Sidepass
3. Sidepass Left over pole
4. Perform another 90 degree Left haunch turn and trot over finish line
5. Wait safely for final rider

Poles should be at least 8' long, and front of poles should be at least 10' from start line. Poles should be 3'6" - 4' apart



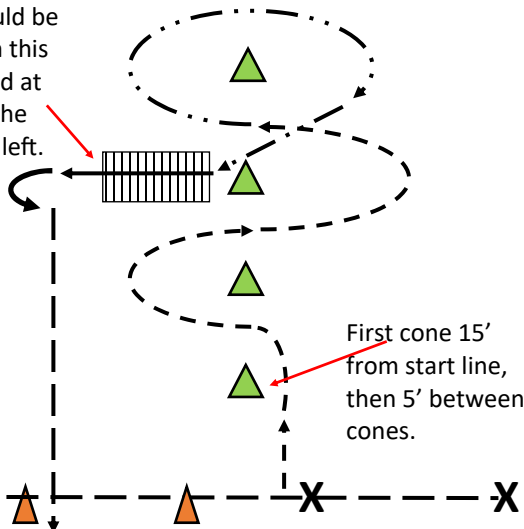
Team Versatility—Working Rancher/Trail

2019

#6

#6

This could be a bridge or plank, at least 2' wide and 4' long. It should be centered on this 3rd cone and at least 3' off the cone to the left.



1. Enter at jog, turn left and begin serpentine of cones, after 3rd cone, Lope, Right lead and circle right toward bridge/plank
2. At bridge, transition to walk, walk over bridge, halt and perform a 90 degree Left Forehand turn
3. Extended Trot over finish line
4. Wait safely while final rider finishes



General Notes...

- ⇒ Remember flexibility is critical here. How things are set up will depend entirely on what maneuvers have been drawn and how much arena space is available. If Districts have to improvise, that is OK, as long as it is the same for everyone and we don't throw something not covered in the drawn maneuver at athletes.
- ⇒ Communication is also critical. If changes have to be made, be sure all participating athletes, coaches, and advisors are made aware of the change prior to the start of the event.
- ⇒ If not noted, finish over the line at the last designated gait.

Legend for all diagrams...

Walk	—————	Lope/Canter	- . . - . . - . . - . .
Jog/Sitting Trot	- - - - -	Back Up	/////////
Extended Trot	- - - - -	Two-Track	▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲

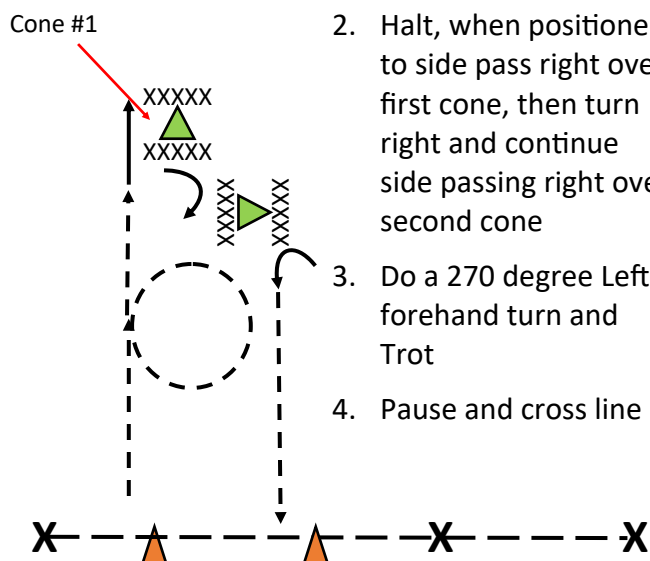
Team Versatility—In Hand

2019

Cone 35-40' from start line. 2nd Cone, 6-8' to the right of the 1st cone and 10' closer to the start line

#5

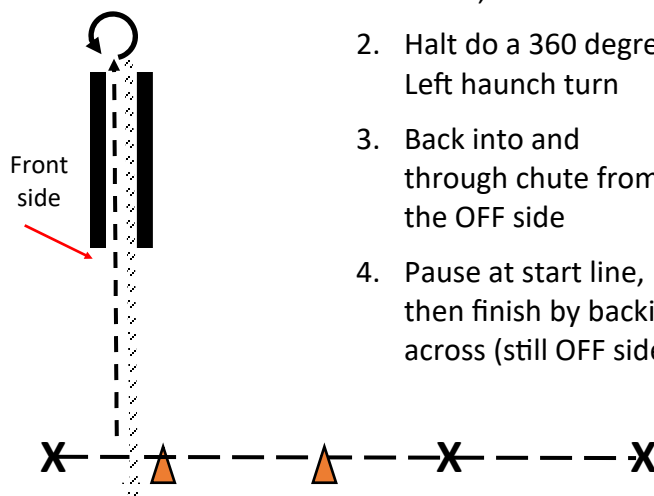
1. Trot, circle right, when almost to cone, walk
2. Halt, when positioned to side pass right over first cone, then turn right and continue side passing right over second cone
3. Do a 270 degree Left forehand turn and Trot
4. Pause and cross line



#6

Poles on ground, 6-8' long; front side 20-25' from start line; 4-5' apart

1. Trot from OFF side into and through chute, handler too.
2. Halt do a 360 degree Left haunch turn
3. Back into and through chute from the OFF side
4. Pause at start line, then finish by backing across (still OFF side)



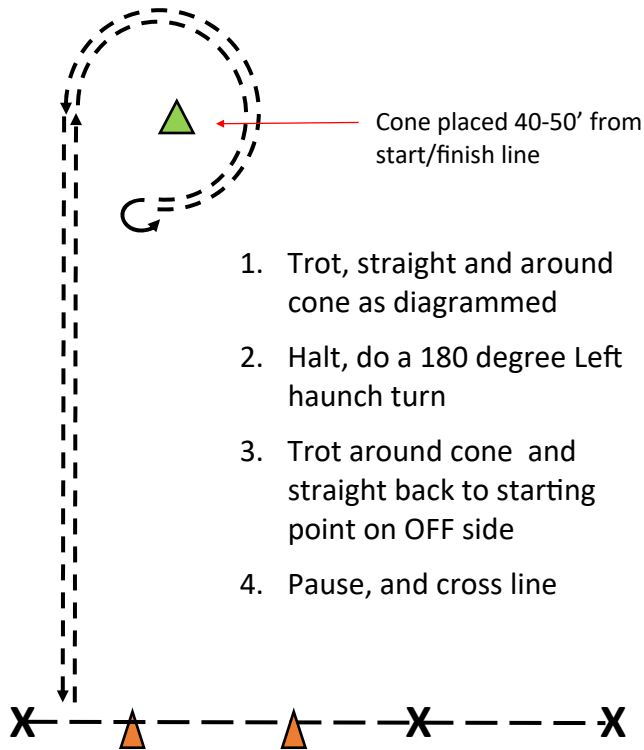
Notes regarding all IN HAND elements

- ⇒ Once you return over the finish line, you may return to the near side of your horse
- ⇒ When you complete your maneuvers, find a safe and comfortable place to wait for your team members; safety is scored.
- ⇒ Pause means hesitate, you do NOT need to present to the judge(s), but do quickly pause to let the judges know you have completed.

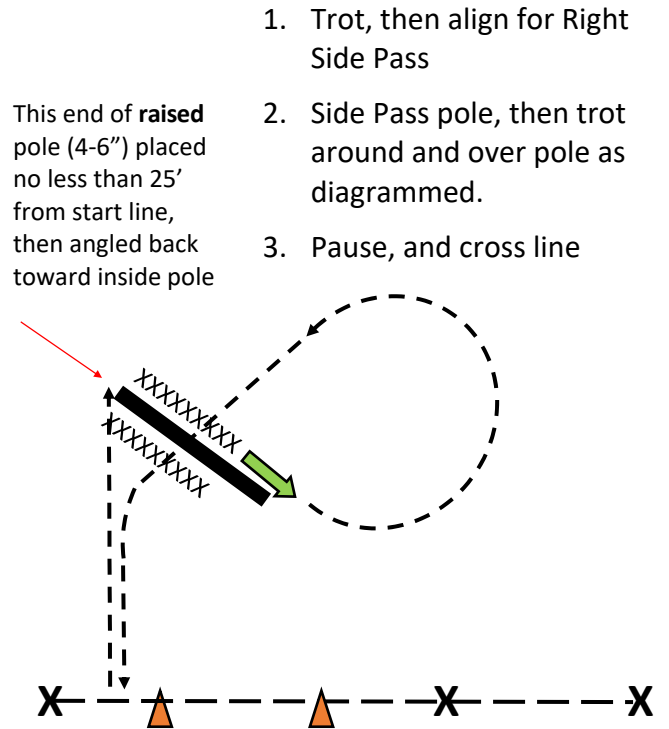
Team Versatility—In Hand

2019

#1

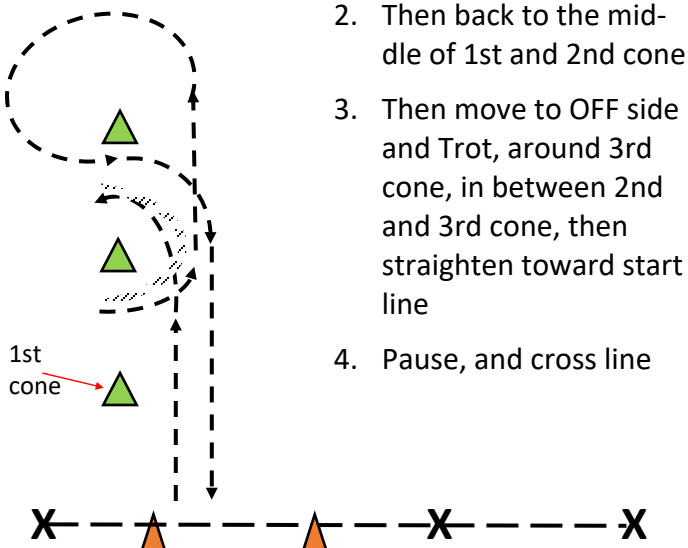


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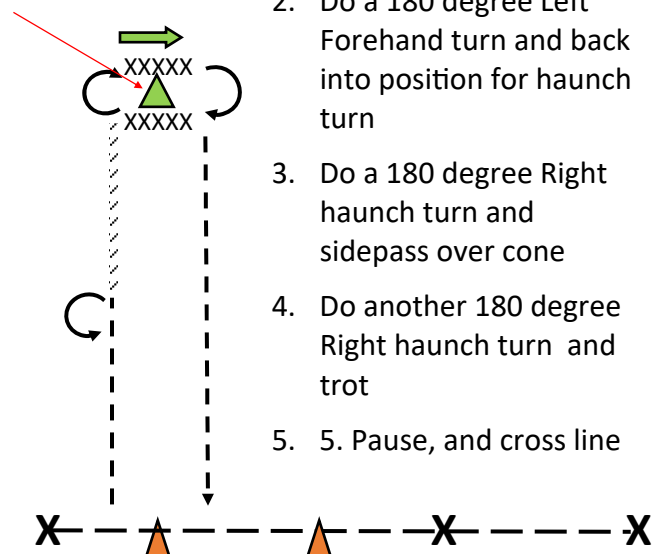
#3

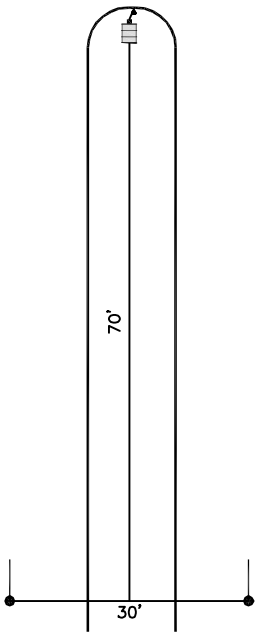
First cone is set 20' from start line, then 10' between each of the next two cones



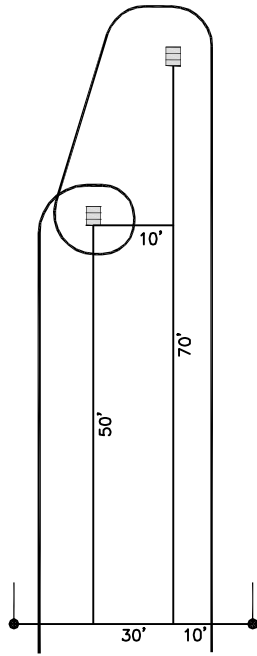
#4

Cone to be placed 35-45' from start line

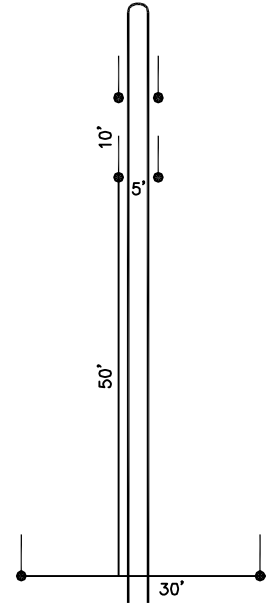




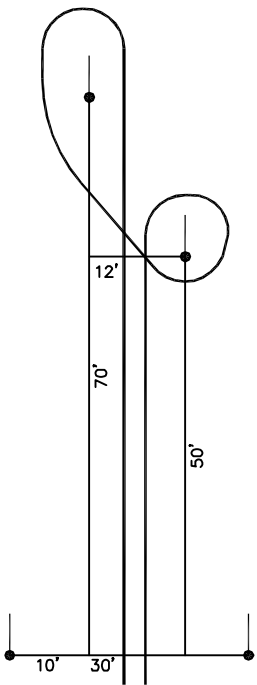
Pattern #7
Pick up flag



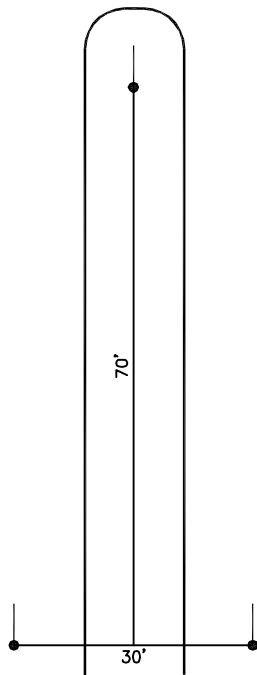
Pattern #8



Pattern #9
Key Race



Pattern #10



Pattern #11

WR/TRAIL #1	IN HAND #1	EQU #1	TIMED #1
WR/TRAIL #2	IN HAND #2	EQU #2	TIMED #2
WR/TRAIL #3	IN HAND #3	EQU #3	TIMED #3
WR/TRAIL #4	IN HAND #4	EQU #4	TIMED #4
WR/TRAIL #5	IN HAND #5	EQU #5	TIMED #5
WR/TRAIL #6	IN HAND #6	EQU #6	TIMED #6