

## Team Versatility

This event is in its second year of competition (2019); 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 3<sup>rd</sup> fastest time in the Timed Event element, each athlete's team will receive 3<sup>rd</sup> place points and 4<sup>th</sup> place will be skipped. The next athlete's team will be awarded 5<sup>th</sup> 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 3<sup>rd</sup> receive 9 points

31.3.6.1.1.3. Fourth and 5<sup>th</sup> receive 8 points

31.3.6.1.1.4. Sixth and 7<sup>th</sup> 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 3<sup>rd</sup> place, each team will receive 3<sup>rd</sup> place points and 4<sup>th</sup> place will be skipped. The next team will be awarded 5<sup>th</sup> 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 3<sup>rd</sup> receive 9 points

31.6.2.1.1.1.3. Fourth and 5<sup>th</sup> receive 8 points

31.6.2.1.1.1.4. Sixth and 7<sup>th</sup> 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

District \_\_\_\_\_

School \_\_\_\_\_

Athlete #

**In Hand**

Manuever # \_\_\_\_\_

Comments:

SCORE

Point Deductions

Athlete #

**Trail/Rancher**

Manuever # \_\_\_\_\_

Comments:

SCORE

Point Deductions

Athlete #

**Equitation**

Manuever # \_\_\_\_\_

Comments:

SCORE

Point Deductions

Athlete #

**Timed Event**

Manuever # \_\_\_\_\_

Comments:

TIME

Time Penalties

Element Total Time

Point Deductions

**OVERALL TIME**

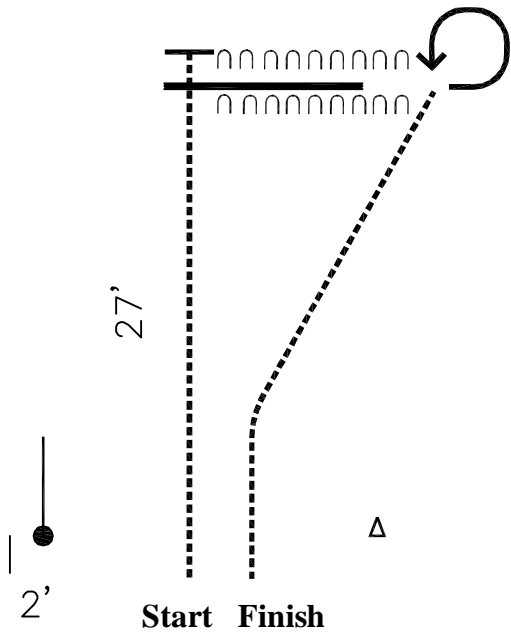
**Overall Time**

Point Score, Less Deductions, Before Timed

**Total Score; First 3 Elements**

**Total Point Deductions**

Jan, 2018



|                          |
|--------------------------|
| <b>Equipment Needed:</b> |
| (1) 12' poles            |

**In Hand #1**

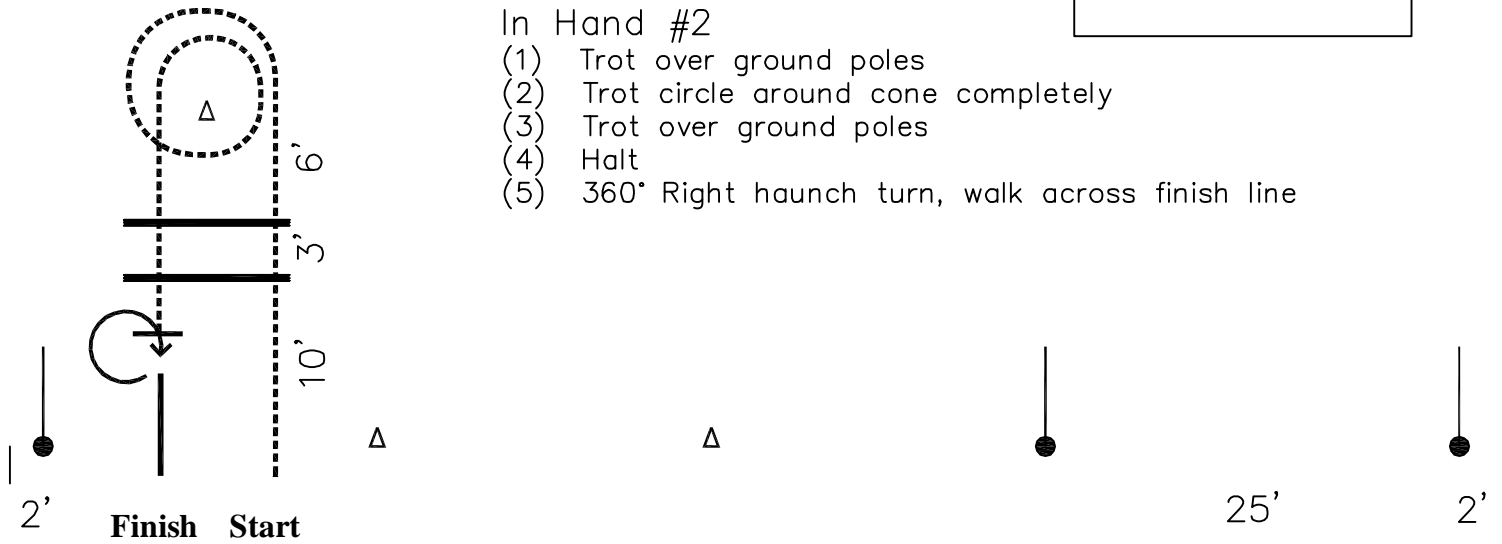
- (1) Trot over
- (2) Halt over pole
- (3) Sidepass right as diagramed
- (4) 180° left haunch turn
- (5) Trot on off side across finish line



|                          |
|--------------------------|
| <b>Equipment Needed:</b> |
| (2) 10' poles            |
| (1) Standard cone        |

**In Hand #2**

- (1) Trot over ground poles
- (2) Trot circle around cone completely
- (3) Trot over ground poles
- (4) Halt
- (5) 360° Right haunch turn, walk across finish line



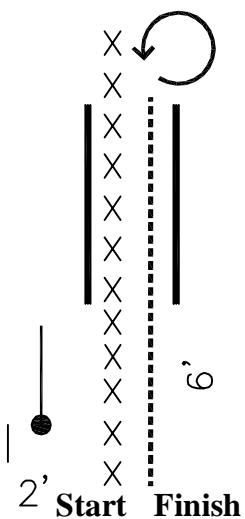
**OHSET**  
**In Hand**  
**Team Versatility**  
 #3.19 Revised 12-09-18

|                 |        |
|-----------------|--------|
| <b>Legend :</b> |        |
| Walk            | —————  |
| Jog/Trot        | -----  |
| Back            | XXXXXX |
| Sidepass        | UUUUUU |
| Start Cone      | △      |

|  |
|--|
| <b>Equipment Needed:</b>                                 |
| (3) Gaming poles   |
| (2) Standard cones (about 12"-18" tall and 12"-14" base) |

In Hand #3

- (1) Back across line, into, and through chute
- (2) 360° left haunch turn
- (3) Trot off side through poles and over line



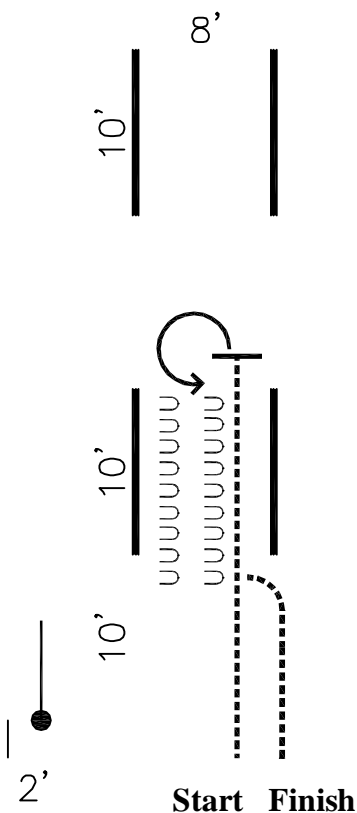
Set up: Poles are 5' apart

|                          |
|--------------------------|
| <b>Equipment Needed:</b> |
| (2) 12' poles            |



In Hand #4

- (1) Trot into poles and halt with front feet even with poles
- (2) 270° left haunch turn
- (3) Sidepass right out of poles
- (4) 90° Right haunch turn
- (5) Trot across finish line



|                          |
|--------------------------|
| <b>Equipment Needed:</b> |
| (2) 10' poles            |



**OHSET**  
In Hand  
Team Versatility  
#3.19 Revised 11-30-18

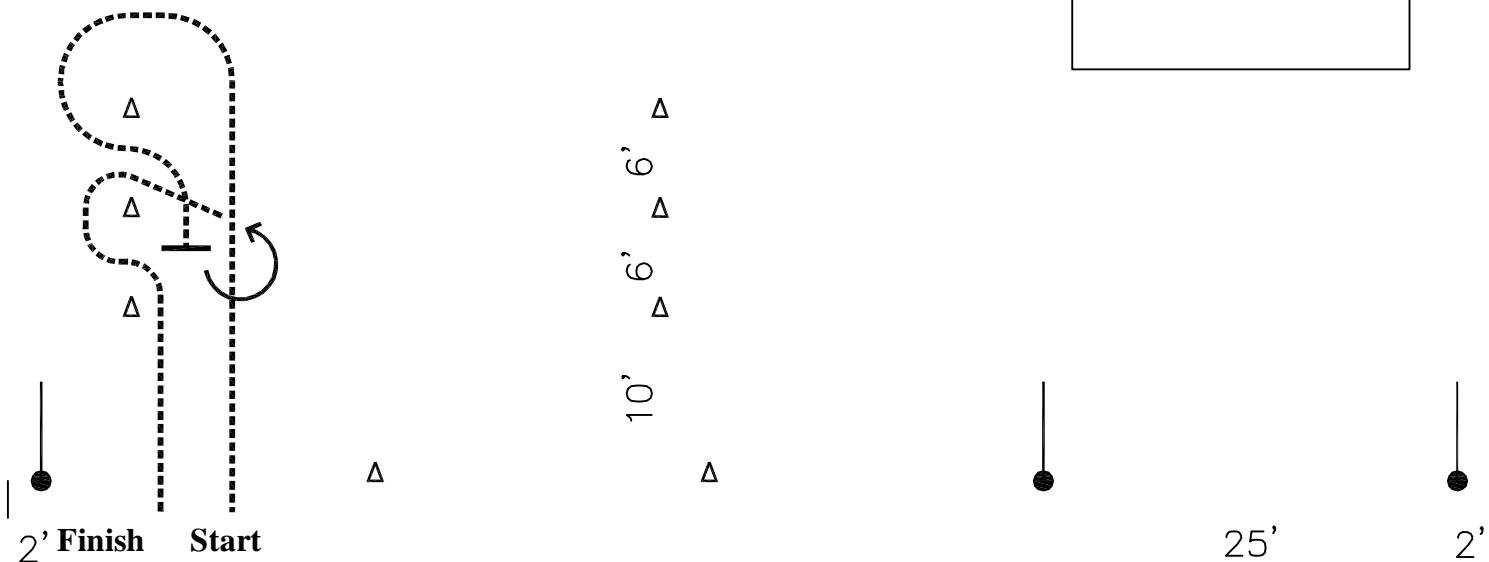
| Legend :   |        |
|------------|--------|
| Walk       | —————  |
| Jog/Trot   | -----  |
| Back       | XXXXXX |
| Sidepass   | UUUUUU |
| Start Cone | △      |

|  |
|--|
| <b>Equipment Needed:</b>                                 |
| (3) Gaming poles   |
| (2) Standard cones (about 12"-18" tall and 12"-14" base) |

### In Hand #5

- (1) Trot near side, right of cones as diagramed
- (2) Halt, 225° left haunch turn
- (3) Trot off side serpentine through cones as diagramed

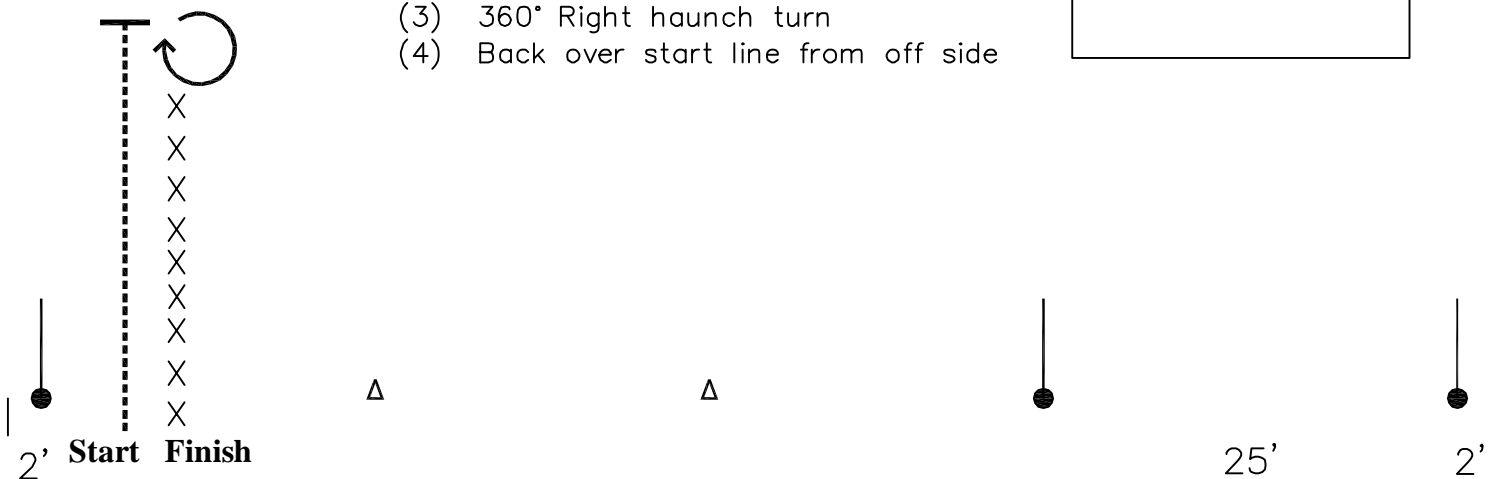
| Equipment Needed:  |
|--------------------|
| (3) Standard cones |



### In Hand #6

- (1) Trot near side
- (2) Halt
- (3) 360° Right haunch turn
- (4) Back over start line from off side

| Equipment Needed: |
|-------------------|
| None              |



| Legend :   |        |
|------------|--------|
| Walk       | —————  |
| Jog/Trot   | -----  |
| Back       | XXXXXX |
| Sidepass   | UUUUUU |
| Start Cone | △      |

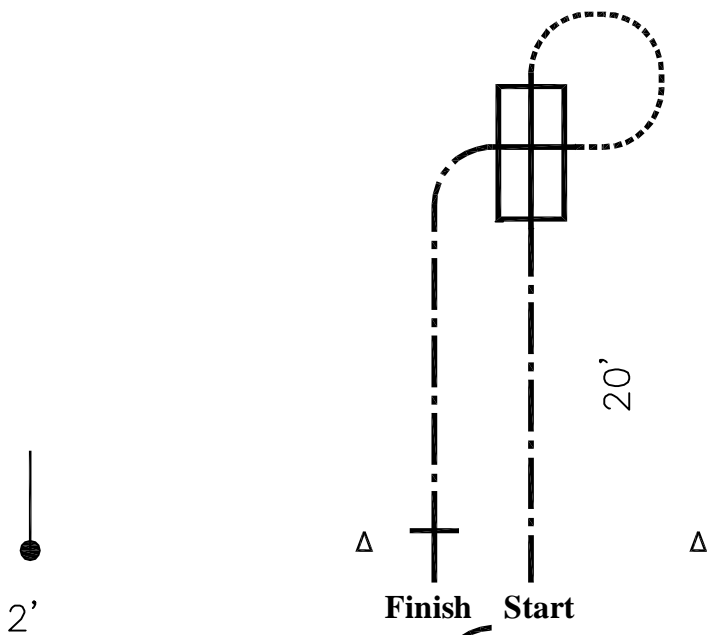
| Equipment Needed:  |
|--|
| (3) Gaming poles   |
| (2) Standard cones (about 12"-18" tall and 12"-14" base) |



|                              |
|------------------------------|
| <b>Equipment Needed:</b>     |
| (1) Bridge 4'x8' (min 4'x6') |

Trail/Rancher #1

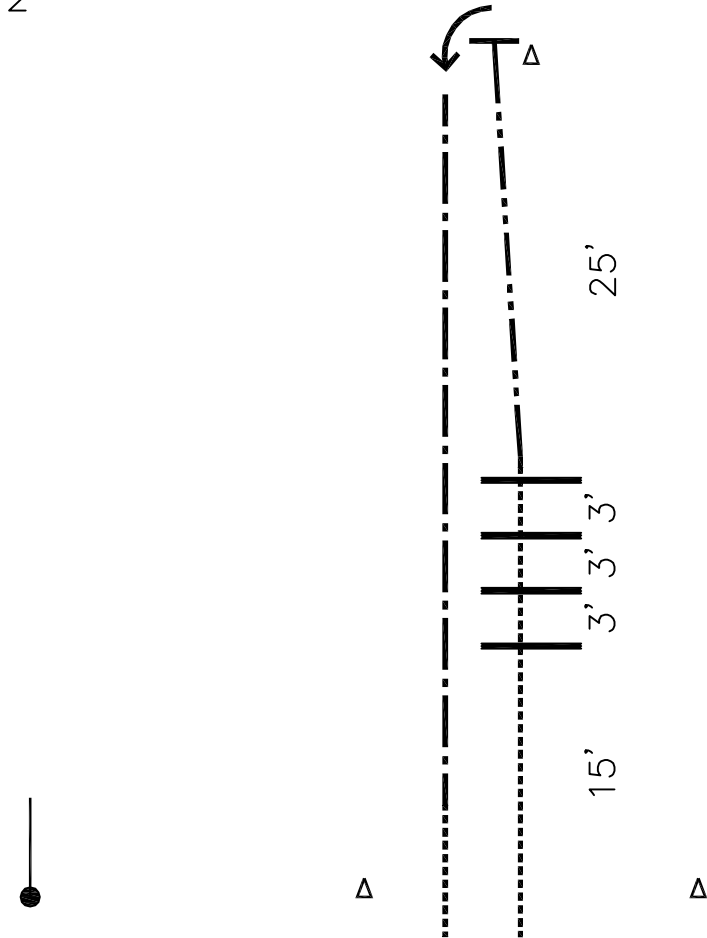
- (1) Lope/Canter right lead to bridge
- (2) Walk over bridge
- (3) Trot circle to bridge as diagramed
- (4) Walk over bridge
- (5) Lope/Canter left lead as diagramed
- (6) Halt
- (7) Walk over line



|                          |
|--------------------------|
| <b>Equipment Needed:</b> |
| (4) 6' poles             |
| (1) Standard cone        |

Trail/Rancher #2 – Must Be Western and closed reins

- (1) Trot over poles
- (2) Lope right lead with energy
- (3) Halt, build loop
- (4) Roll back left
- (5) Lope left lead
- (6) Transition to jog, then over finish line



**Finish Start**

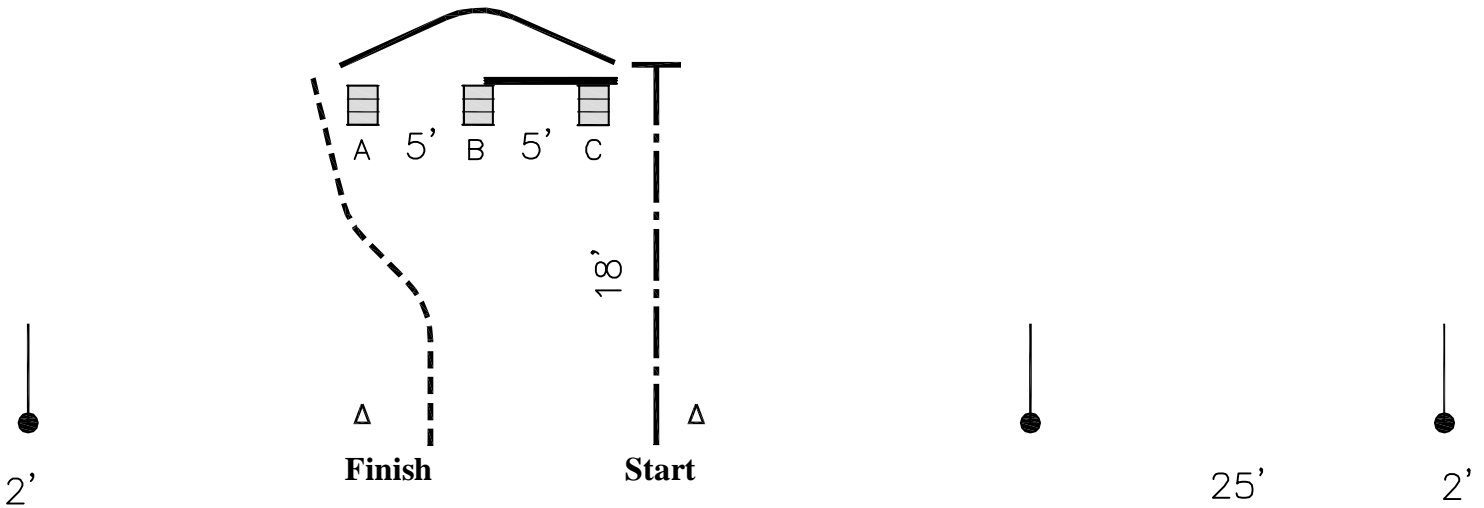
|                 |               |
|-----------------|---------------|
| <b>Legend :</b> |               |
| Walk            | —————         |
| Jog/Trot        | -----         |
| Lope/Canter     | — · — · —     |
| Lope w/ Energy  | — · — · — · — |
| Back            | XXXXXX        |
| Sidepass        | UUUUUU        |
| Start Cone      | △             |

|  |
|--|
| <b>Equipment Needed:</b>                                 |
| (3) Gaming poles   |
| (2) Standard cones (about 12"-18" tall and 12"-14" base) |

### Trail/Rancher #3

- (1) Lope/Canter left lead as diagramed
- (2) Halt at barrel C
- (3) Pick up end of pole and walk to barrel A and place end of pole on barrel A
- (4) Extend trot over line

| Equipment Needed:          |
|----------------------------|
| (3) Barrels<br>(1) 8' pole |

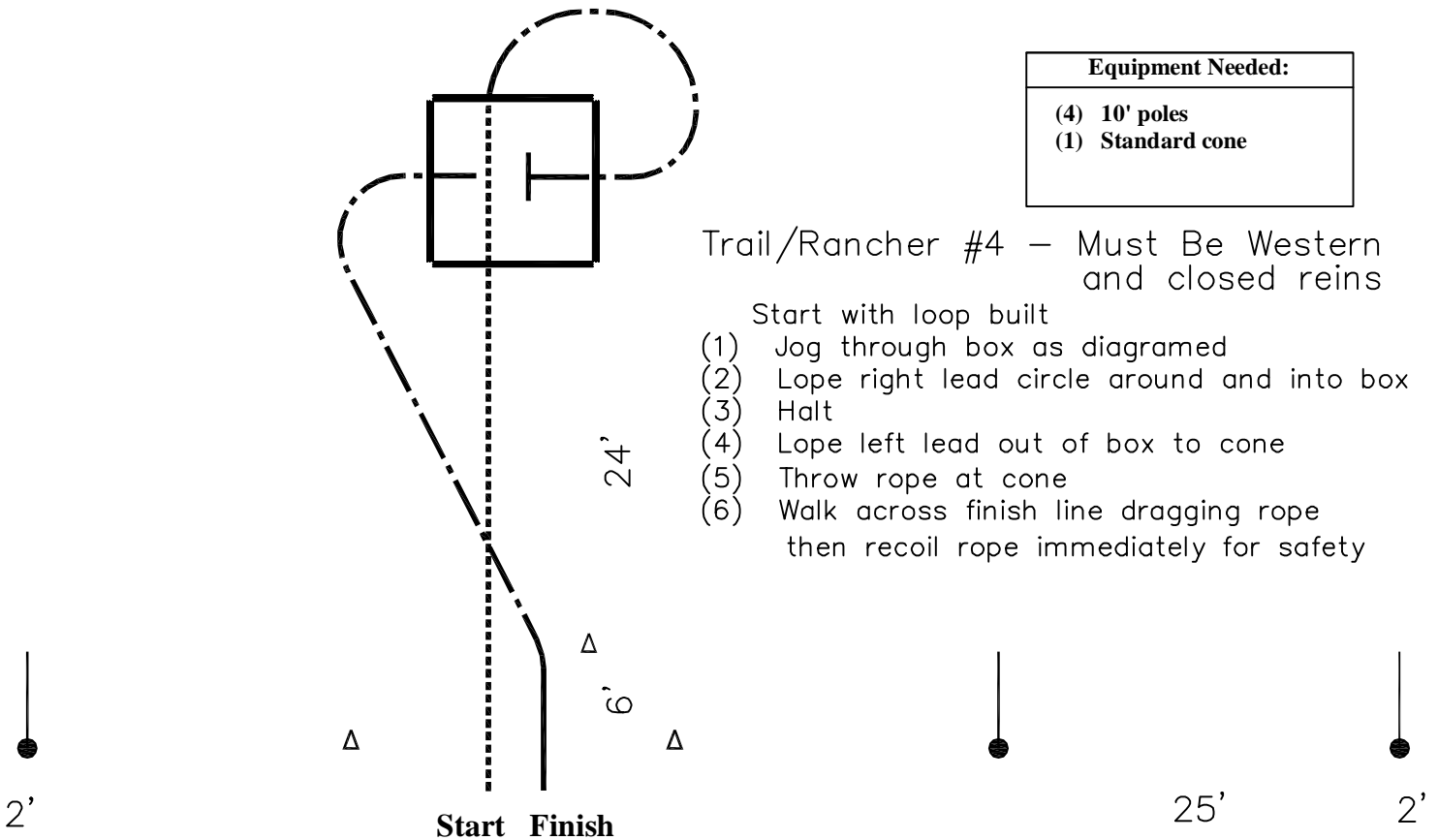


| Equipment Needed:                  |
|------------------------------------|
| (4) 10' poles<br>(1) Standard cone |

### Trail/Rancher #4 – Must Be Western and closed reins

Start with loop built

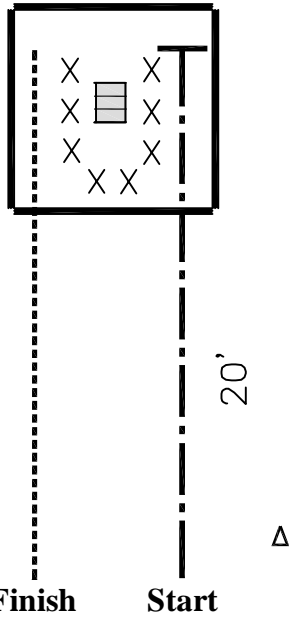
- (1) Jog through box as diagramed
- (2) Lope right lead circle around and into box
- (3) Halt
- (4) Lope left lead out of box to cone
- (5) Throw rope at cone
- (6) Walk across finish line dragging rope then recoil rope immediately for safety



**OHSET**  
Trail/Rancher  
Team Versatility  
#3.19 Revised 12-09-18

| Legend :       |           |
|----------------|-----------|
| Walk           | —————     |
| Jog/Trot       | -----     |
| Extended Trot  | - - - - - |
| Lope/Canter    | —————     |
| Lope w/ Energy | -----     |
| Back           | XXXXXX    |
| Sidepass       | UUUUUU    |

| Equipment Needed:  |
|--|
| (3) Gaming poles<br>(2) Standard cones (about 12"-18" tall and 12"-14" base) |



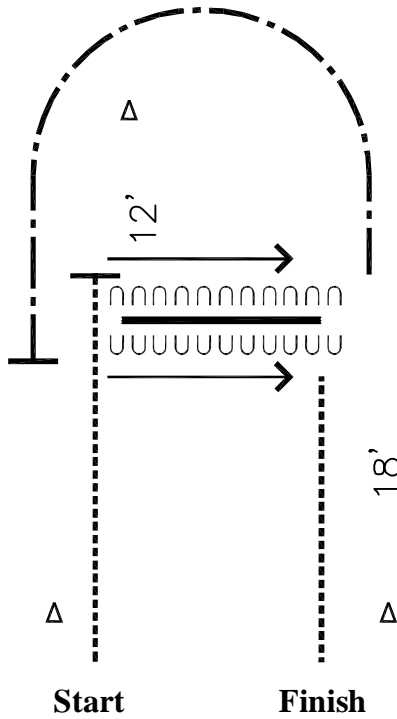
|                          |
|--------------------------|
| <b>Equipment Needed:</b> |
| (4) 12' poles            |
| (1) Barrel               |

**Trail/Rancher #5**

- (1) Lope/Canter either lead into box
- (2) Halt in box
- (3) Back around barrel
- (4) Trot out of box and across finish line



|                          |
|--------------------------|
| <b>Equipment Needed:</b> |
| (1) 10' pole             |
| (1) Standard cone        |



**Trail/Rancher #6**

- (1) Trot/jog to pole as diagramed, halt
- (2) Sidepass right
- (3) Lope/Canter left lead around cone
- (4) Halt at pole, sidepass left, trot/jog across finish line

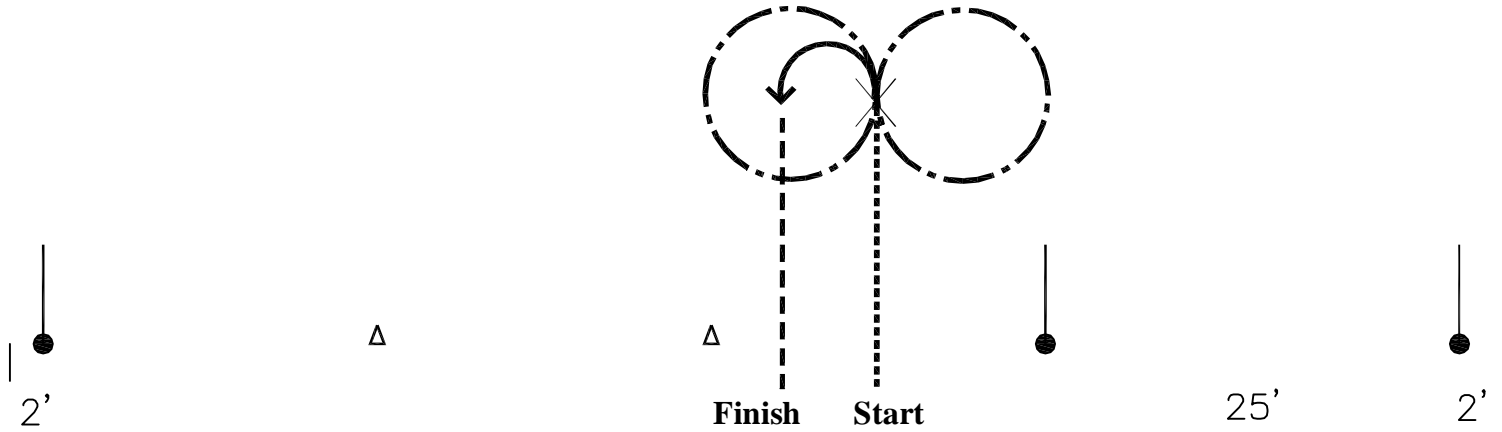


|                 |             |
|-----------------|-------------|
| <b>Legend :</b> |             |
| Walk            | —————       |
| Jog/Trot        | - - - - -   |
| Lope/Canter     | - · - · -   |
| Lope w/ Energy  | - · - · -   |
| Back            | X X X X X X |
| Sidepass        | U U U U U U |
| Start Cone      | △           |

|  |
|--|
| <b>Equipment Needed:</b>                                 |
| (3) Gaming poles   |
| (2) Standard cones (about 12"-18" tall and 12"-14" base) |

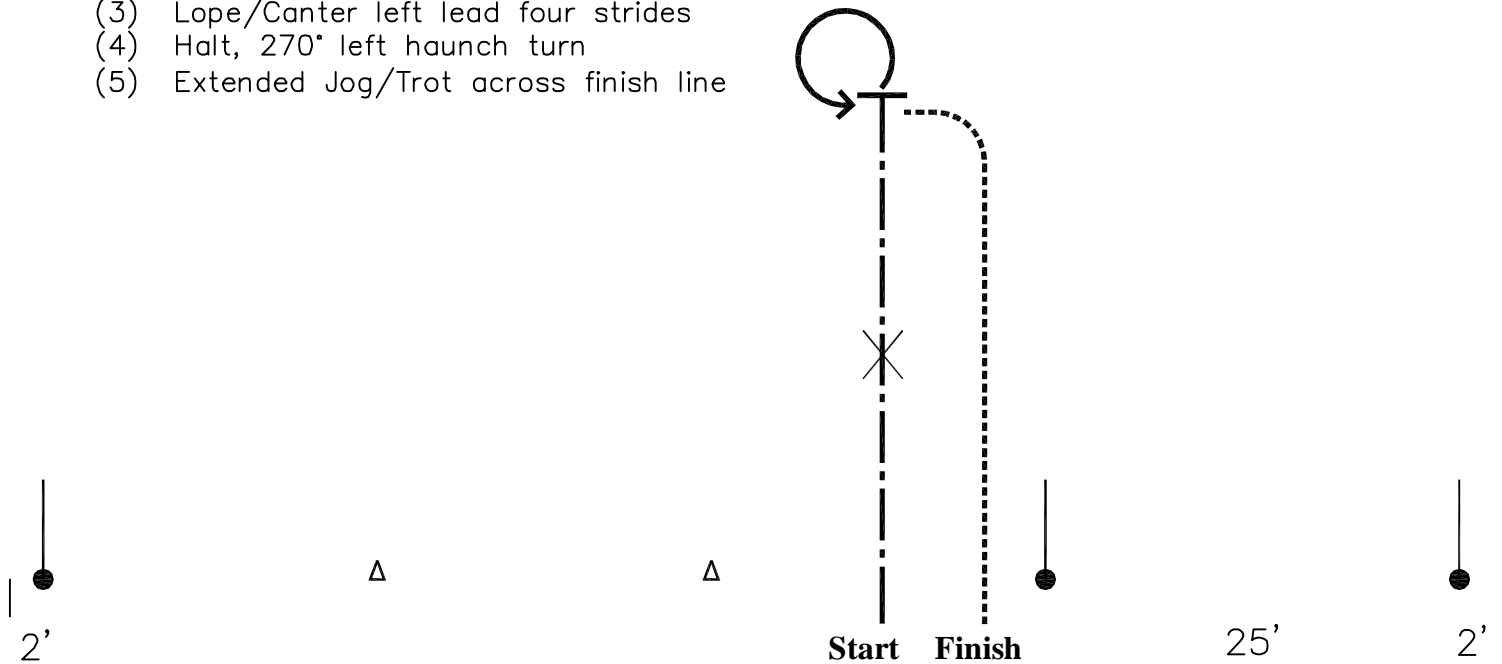
### Equitation #1

- (1) Jog/Trot to center of figure 8
- (2) Lope/Canter figure 8 starting to the left
- (3) Change lead (change optional)
- (4) Halt, 180° left forehand turn
- (5) Extended Jog/Trot across finish line



### Equitation #2

- (1) Lope/Canter right lead four strides
- (2) Change lead (change optional)
- (3) Lope/Canter left lead four strides
- (4) Halt, 270° left haunch turn
- (5) Extended Jog/Trot across finish line



**OHSET**  
**Equitation**  
**Team Versatility**

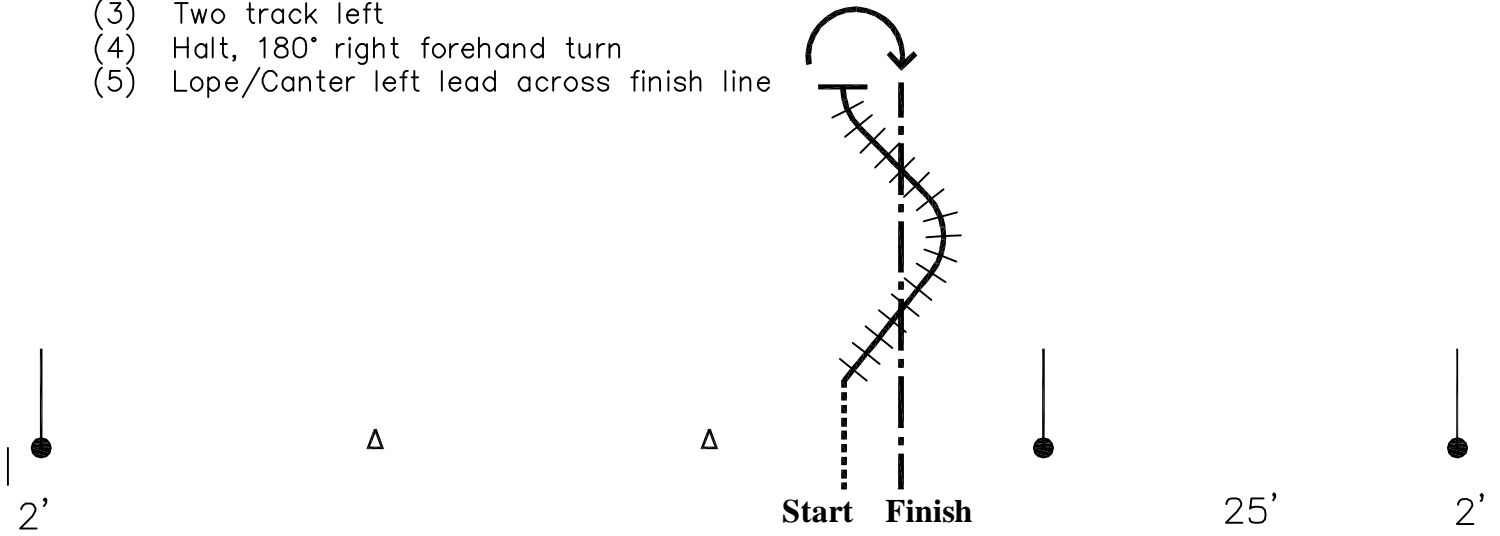
#3.19 Revised 12-09-18

| Legend :       |           |
|----------------|-----------|
| Walk           | —————     |
| Jog/Trot       | -----     |
| Extended Trot  | - - - - - |
| Lope/Canter    | ———       |
| Lope w/ Energy | - - - - - |
| Back           | XXXXXX    |
| Sidepass       | UUUUUU    |

| Equipment Needed:  |
|--|
| (3) Gaming poles   |
| (2) Standard cones (about 12"-18" tall and 12"-14" base) |

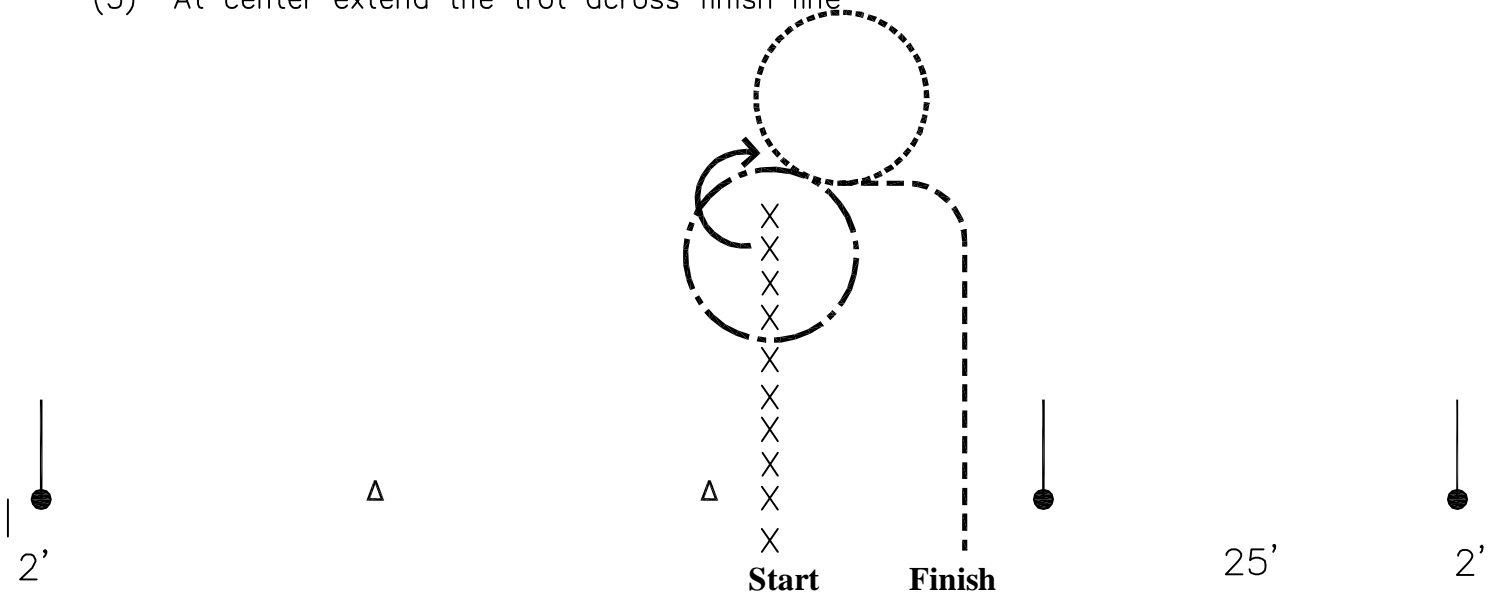
### Equitation #3

- (1) Jog/Trot across start line
- (2) Two track right
- (3) Two track left
- (4) Halt, 180° right forehand turn
- (5) Lope/Canter left lead across finish line



### Equitation #4

- (1) Back eight to ten steps across start line
- (2) 270° right haunch turn
- (3) Lope/Canter right lead circle as diagramed
- (4) At center break to jog/trot and circle left
- (5) At center extend the trot across finish line

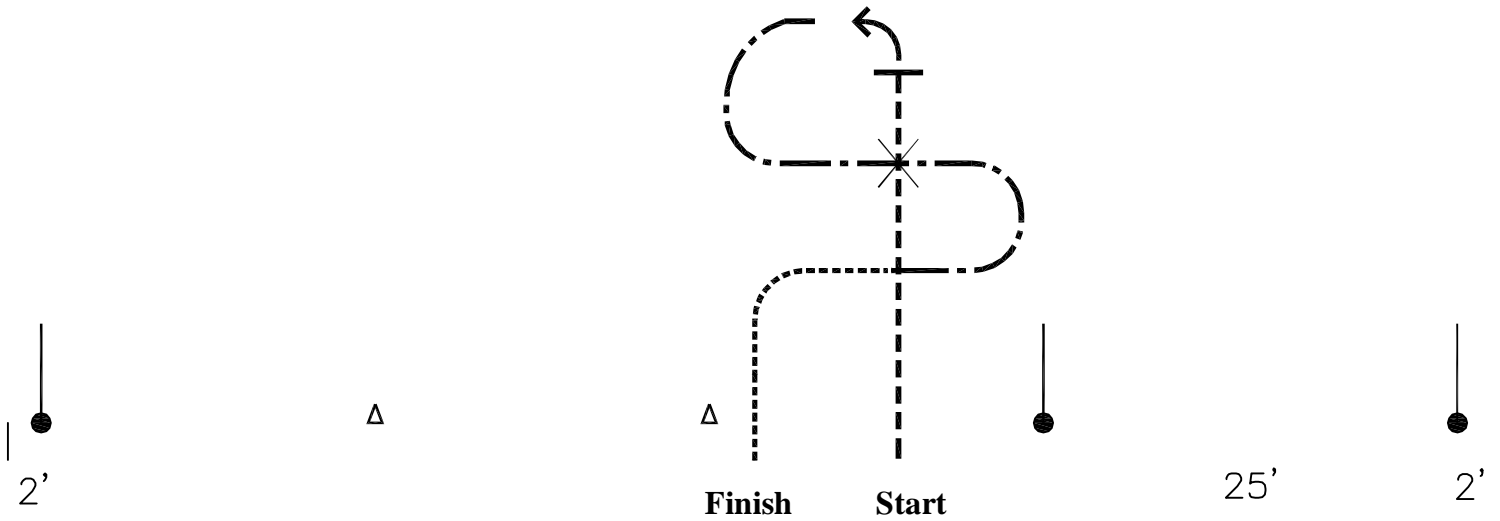


| Legend :       |             |
|----------------|-------------|
| Walk           | —————       |
| Jog/Trot       | - - - - -   |
| Extended Trot  | - - - - -   |
| Lope/Canter    | —————       |
| Lope w/ Energy | - - - - -   |
| Back           | X X X X X X |
| Two Track      |             |

| Equipment Needed:  |
|--|
| (3) Gaming poles   |
| (2) Standard cones (about 12"-18" tall and 12"-14" base) |

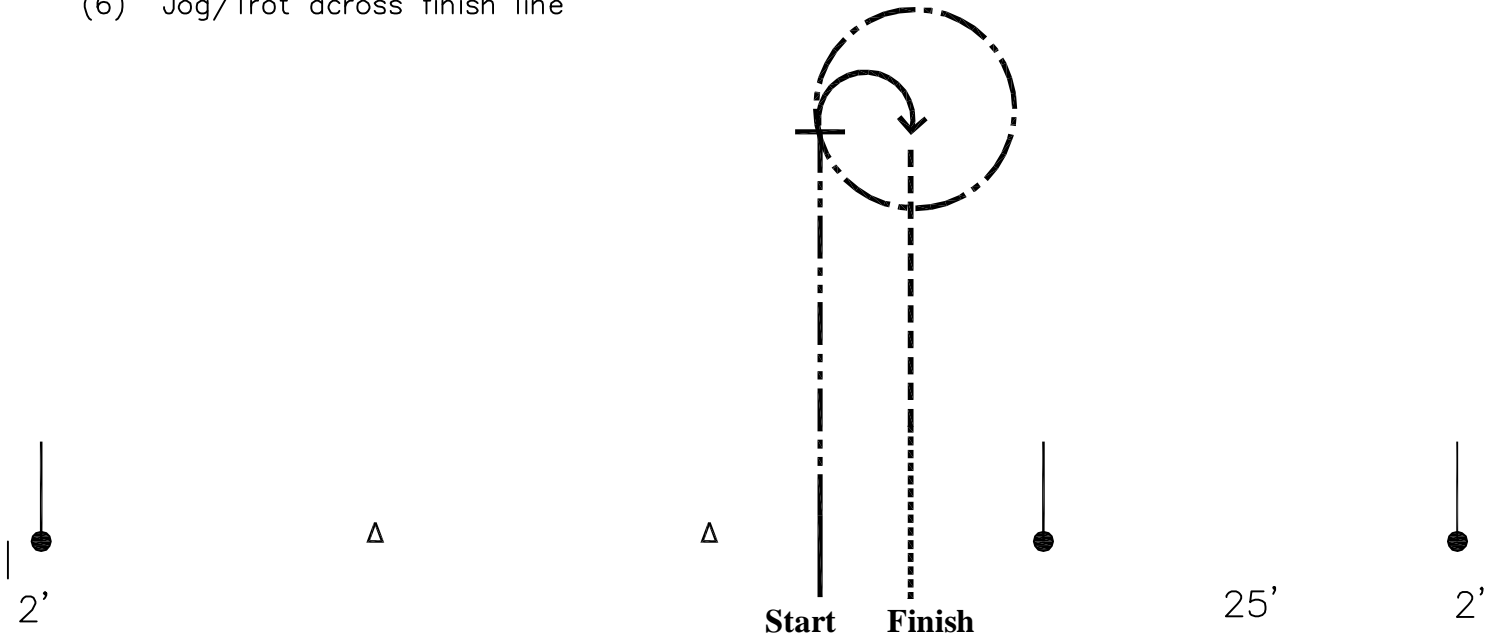
### Equitation #5

- (1) Extended Jog/Trot across start line
- (2) Halt, 90° left haunch turn
- (3) Lope/Canter serpentine as diagramed utilizing your best change of leads
- (4) Transition to Jog/Trot and finish across line



### Equitation #6

- (1) Walk two lengths across start line
- (2) Lope/Canter right lead with energy
- (3) Collect Lope/Canter and circle right
- (4) Halt, 180° right forehand turn
- (5) Extended jog/trot 3/4 way back to finish line, then collect
- (6) Jog/Trot across finish line

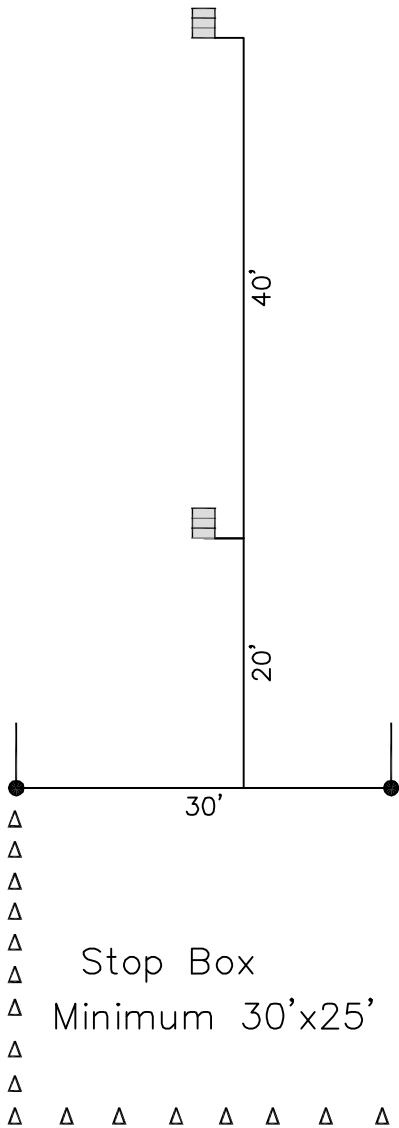


**OHSET**  
**Equitation**  
**Team Versatility**

#3.19 Revised 11-30-18

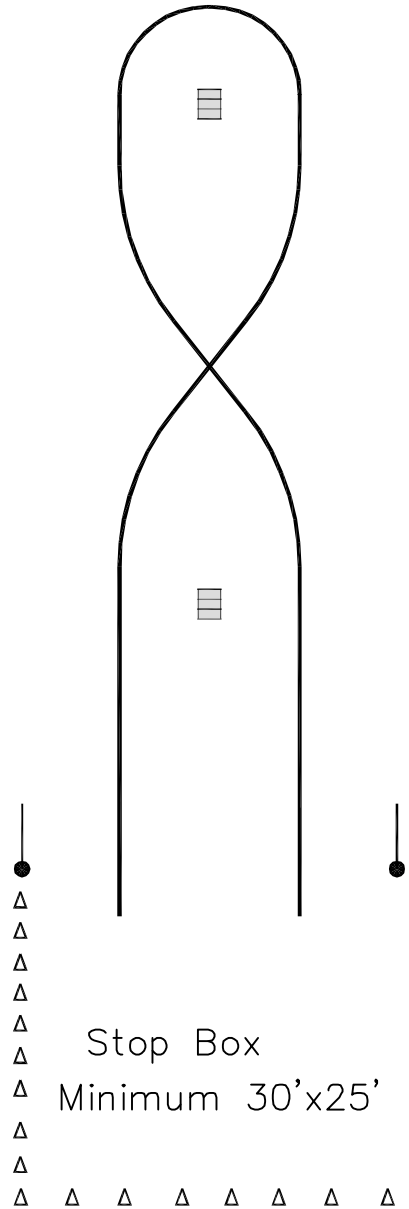
| Legend :       |           |
|----------------|-----------|
| Walk           | —————     |
| Jog/Trot       | -----     |
| Extended Trot  | - - - - - |
| Lope/Canter    | .....     |
| Lope w/ Energy | .....     |
| Back           | XXXXXXXX  |
| Sidepass       | UUUUUU    |

| Equipment Needed:  |
|--|
| (3) Gaming poles   |
| (2) Standard cones (about 12"-18" tall and 12"-14" base) |



Timed #1

Equipment Needed:  
(2) Barrels  
(2) Gaming Poles

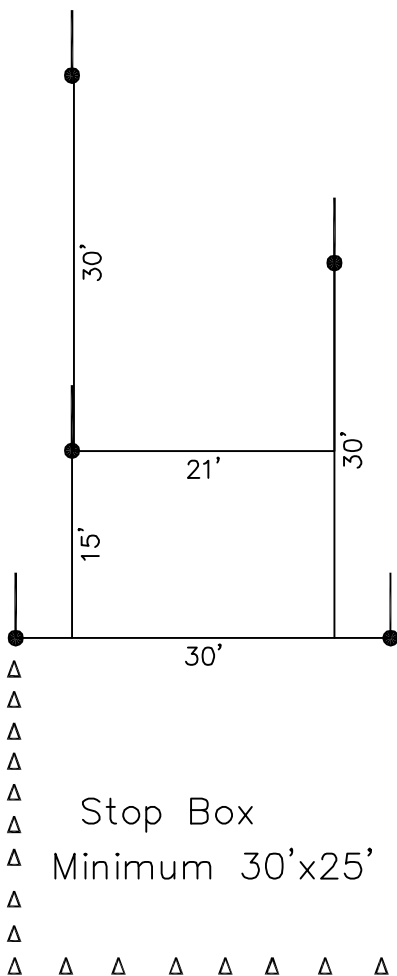


Timed #1

Equipment Needed:  
(2) Barrels  
(2) Gaming Poles

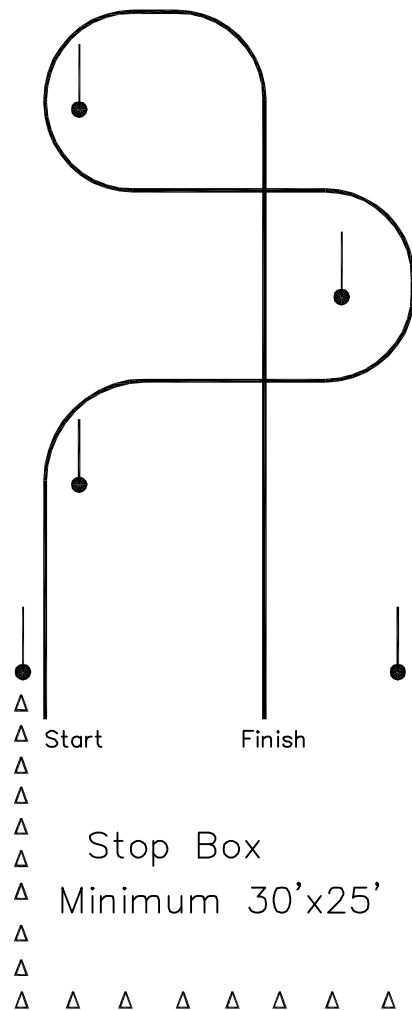
**OHSET**  
**TIMED PATTERN**  
**Team Versatility**

#1.18      Revised 12-09-18



Pattern #2

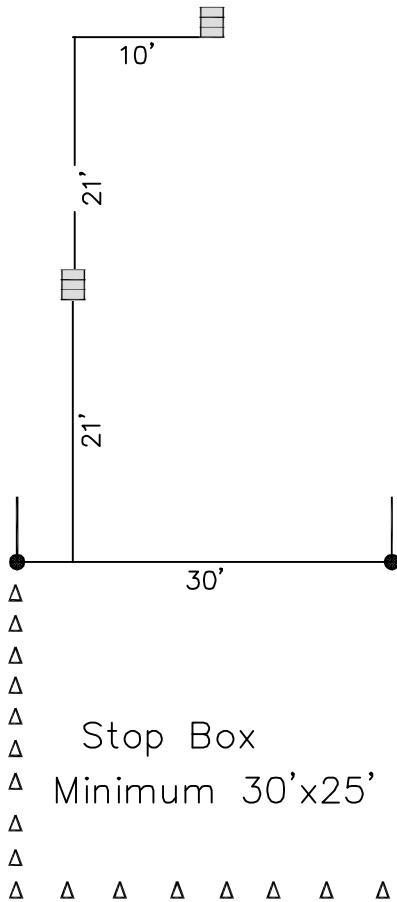
Equipment Needed:  
 (5) Gaming Poles



Pattern #2

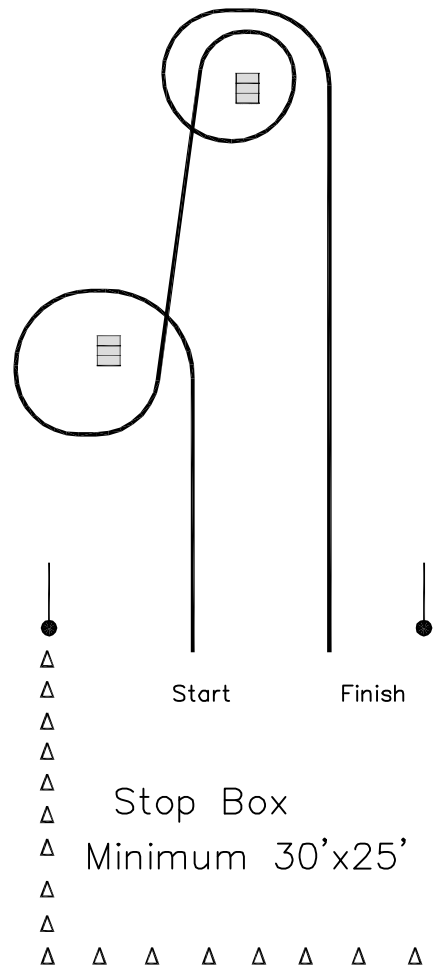
Equipment Needed:  
 (5) Gaming Poles





Timed #3

Equipment Needed:  
 (2) Barrels  
 (2) Gaming Poles

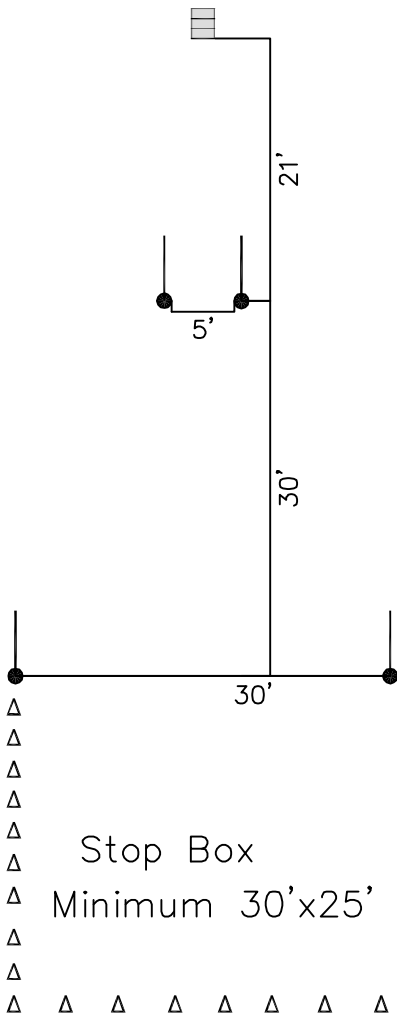


Timed #3

Equipment Needed:  
 (2) Barrels  
 (2) Gaming Poles

**OHSET**  
**TIMED PATTERN**  
**Team Versatility**

#1.18                      Revised 12-09-18

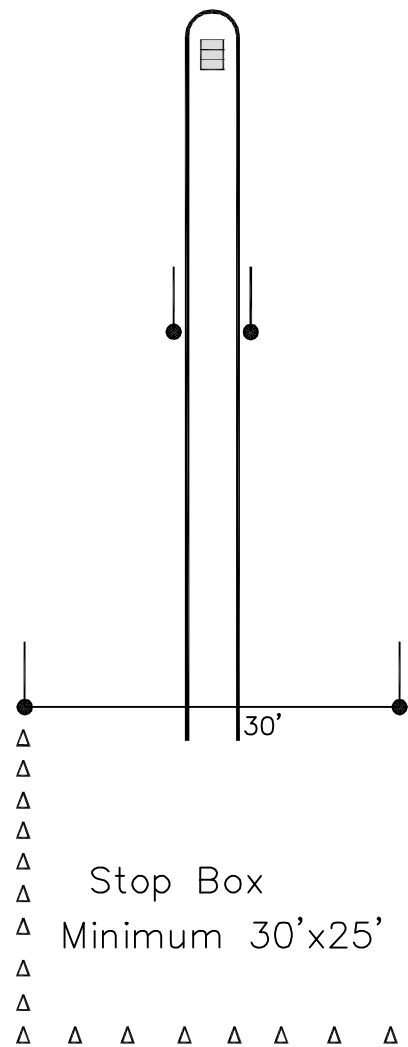


Pattern #4

Equipment Needed:  
(4) Gaming Poles  
(1) Barrel

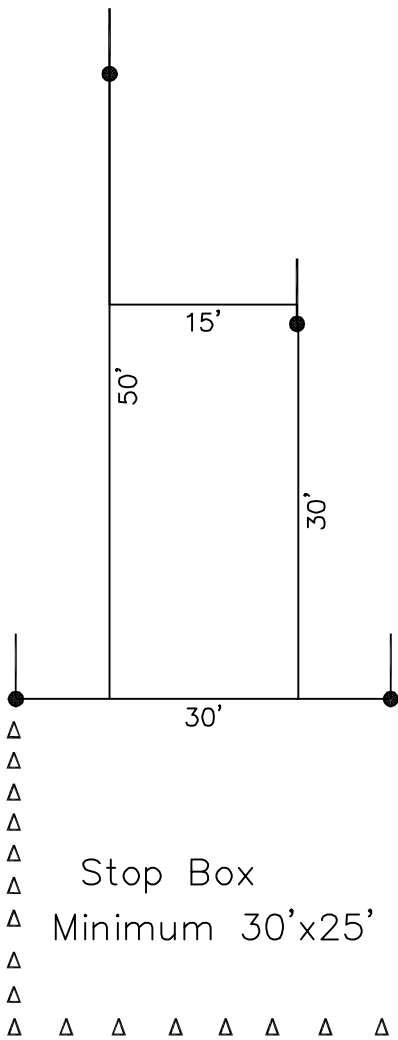
**OHSET**  
**TIMED PATTERN**  
**Team Versatility**

#1.18 Revised 12-09-18

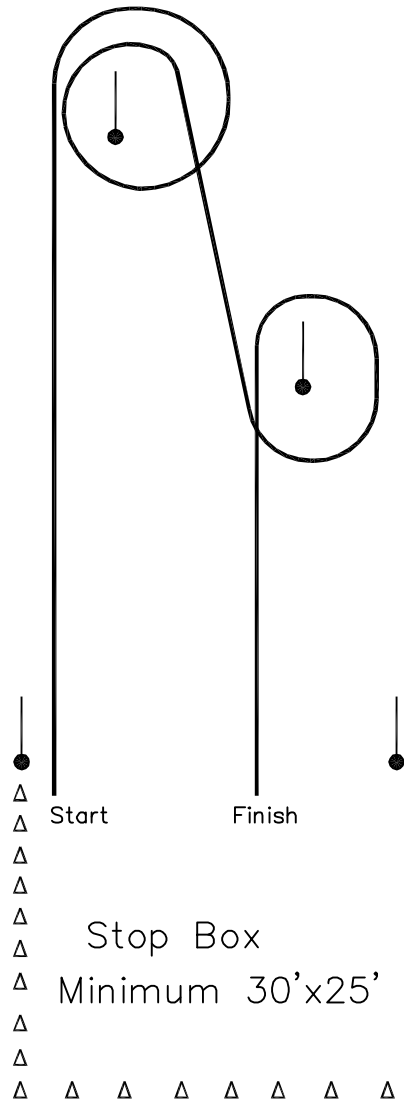


Pattern #4

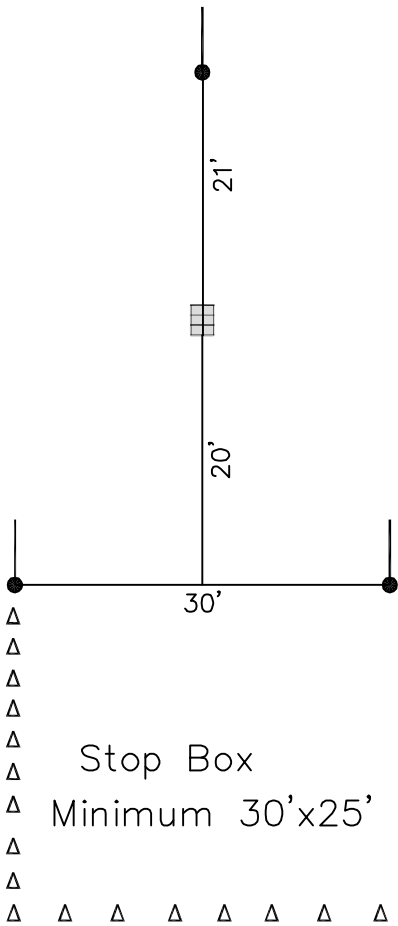
Equipment Needed:  
(4) Gaming Poles  
(1) Barrel



Timed #5  
Equipment Needed:  
(4) Gaming Poles

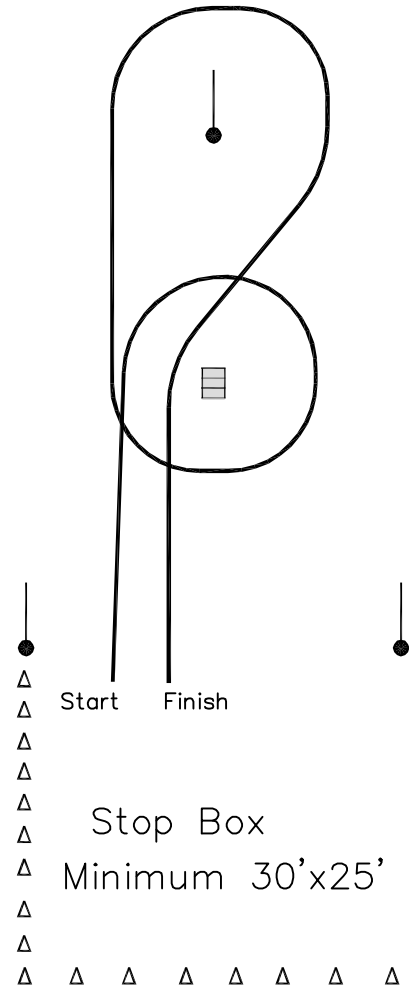


Timed #5  
Equipment Needed:  
(4) Gaming Poles



Pattern #6

Equipment Needed:  
(3) Gaming Poles  
(1) Barrel



Pattern #6

Equipment Needed:  
(3) Gaming Poles  
(1) Barrel

**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**