

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

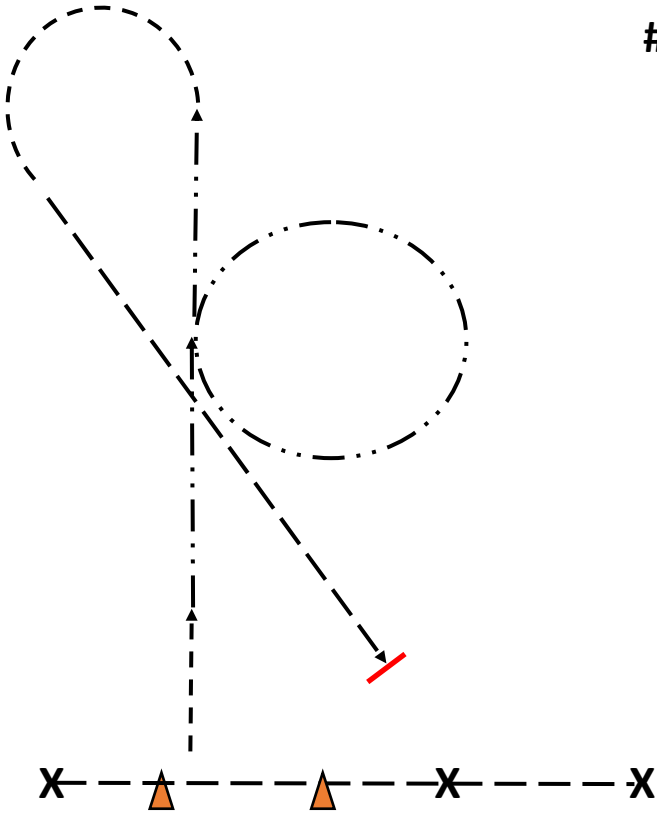
Total Score; First 3 Elements

Total Point Deductions

Point Score, Less
Deductions,
Before Timed

Team Versatility—Equitation

#2



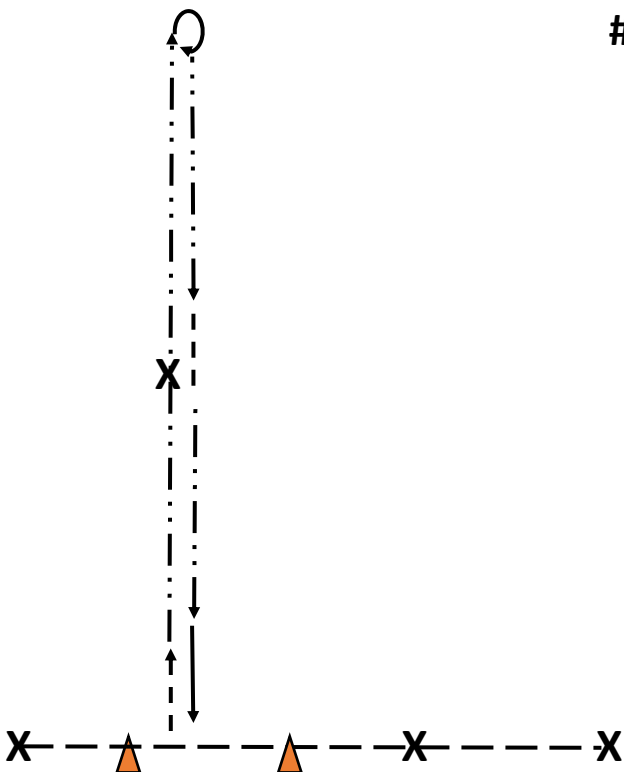
#1

#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



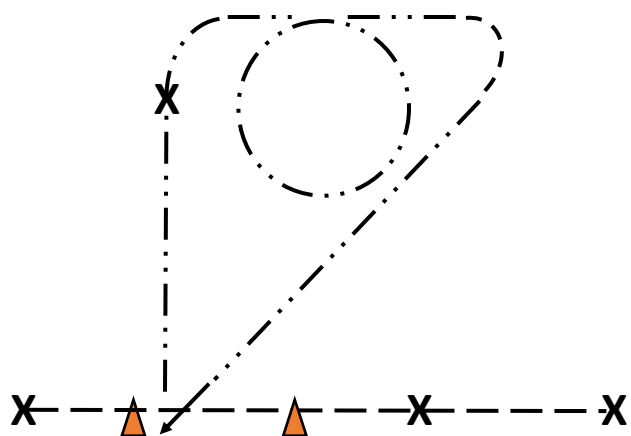
1. Use the arena space to your advantage.
2. Jog/sitting trot a few steps, straight ahead
3. Pick up left lead lope/canter, approximately 1/2 way, change leads (flying change preferred, others accepted) to the right lead.
4. Halt, do a 180 degree Right haunch turn
5. Lope/canter Left lead, approximately 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

#2

#3

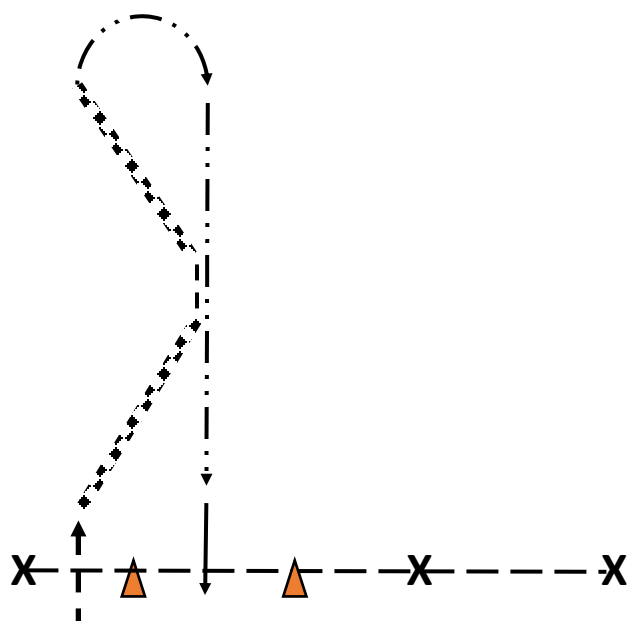
#3



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



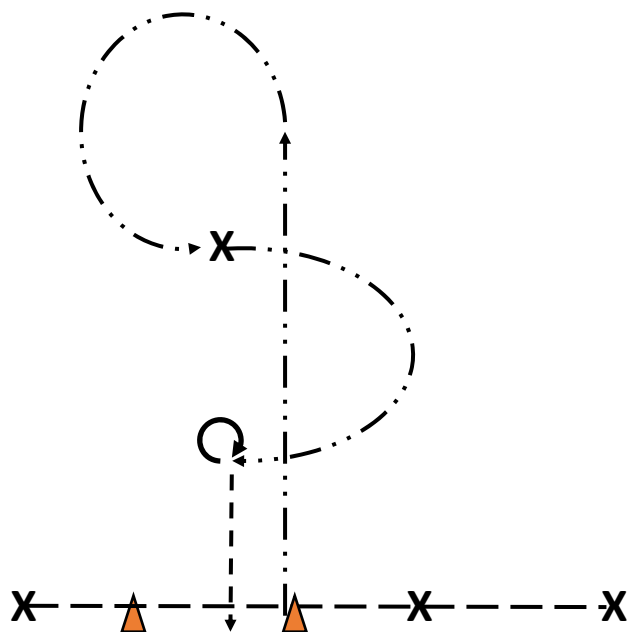
1. Use the arena space to your advantage.
2. Jog/sitting trot a few steps over the start line, then two-track right at the trot (no posting)
3. Balance, straighten, two-track left
4. Pick up Right lead lope/canter and turn corner back toward finish line
5. Shortly before the line, transition to walk,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

Team Versatility—Equitation

#2

#5

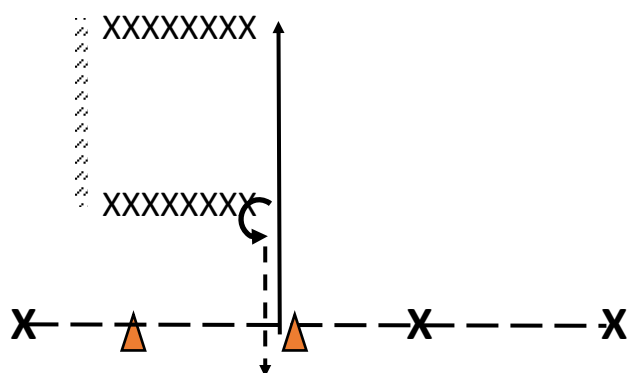
#5



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



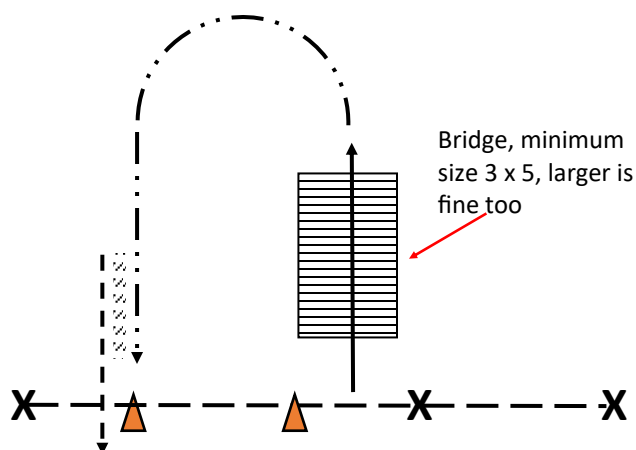
1. Walk out of line far enough to complete the box
2. Halt, Sidepass 8 Cross Overs to the Left
3. Back 8 Steps
4. Sidepass 8 crossovers to the right, forming a box
5. Perform a 180 degree Left haunch turn and jog/sitting trot across finish line for completion

Team Versatility—Working Rancher/Trail

#2

#1

#1

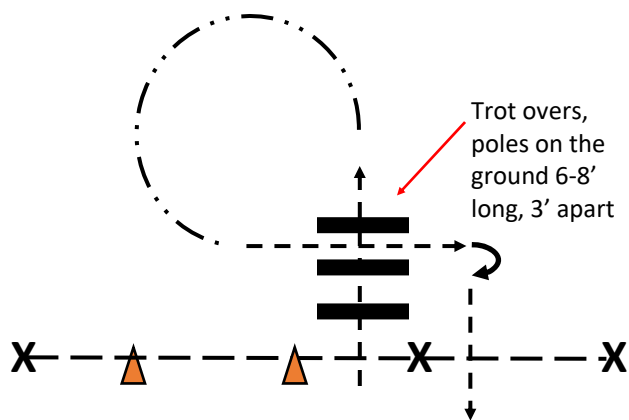


1. Begin over start line with loop built, walk over bridge
2. Pick up Left lead lobe and turn back toward start line, when close enough to end cone that it makes sense, throw your loop toward cone, (not at cone— not looking for a catch, just a simulation) and halt in one motion, keep the tails in hand 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

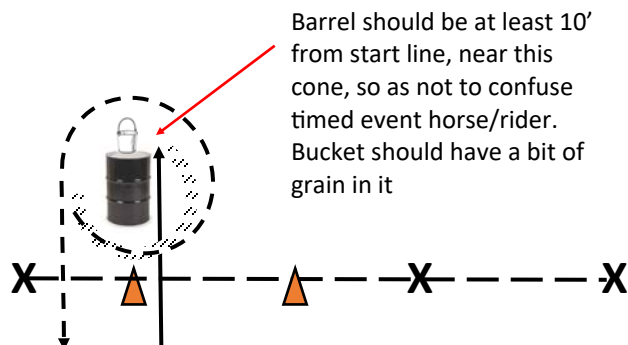
#2

#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



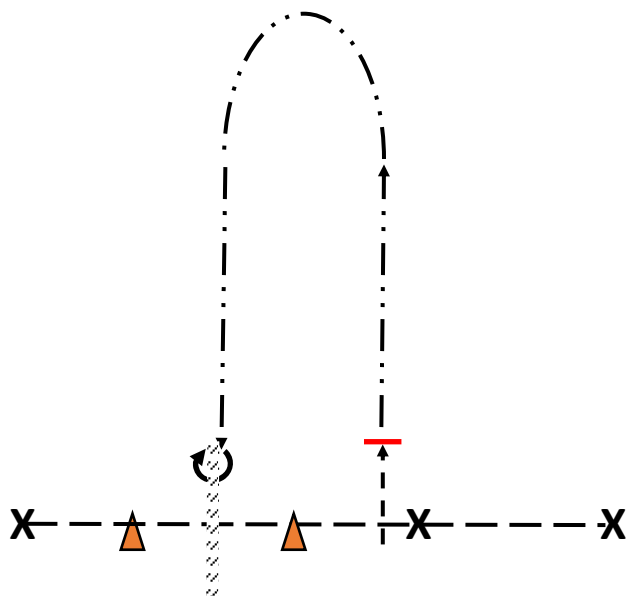
Team Versatility—Working Rancher/Trail

#2

#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.)

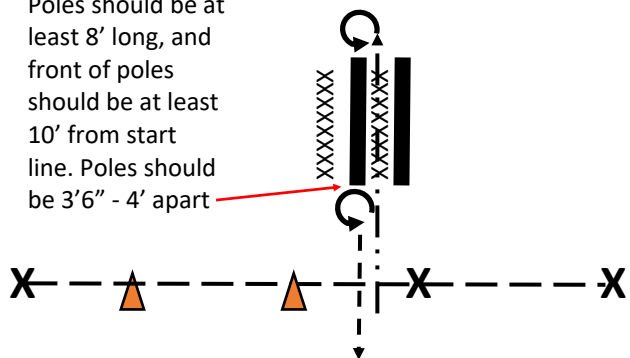


#5

#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



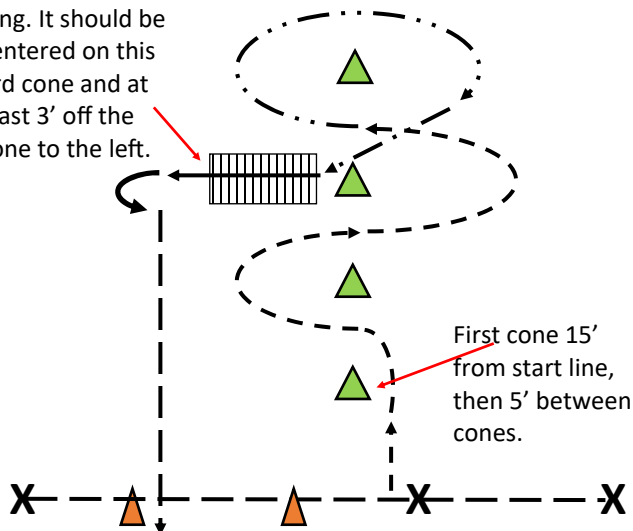
Team Versatility—Working Rancher/Trail

#2

#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...

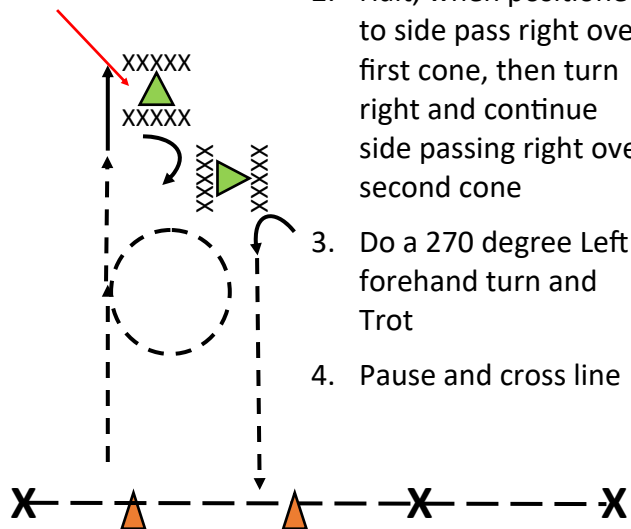
Walk	—————	Lope/Canter	- . . - . . - . . - . . -
Jog/Sitting Trot	- - - - -	Back Up	////////////////////
Extended Trot	- - - - -	Two-Track	▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲

Team Versatility—In Hand

#2

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

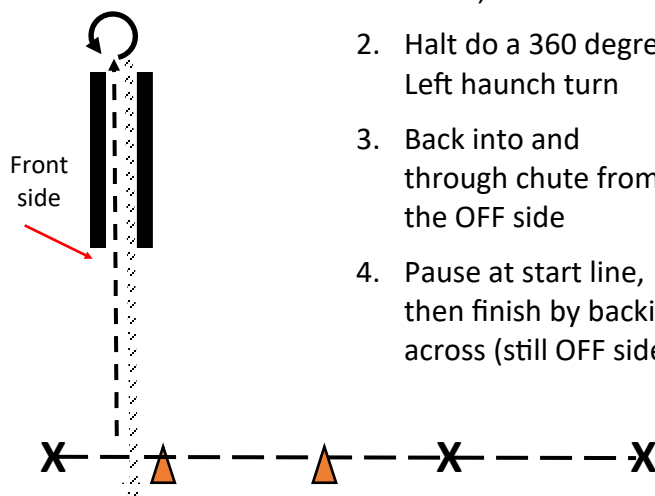
Cone #1



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

#5

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)

#6

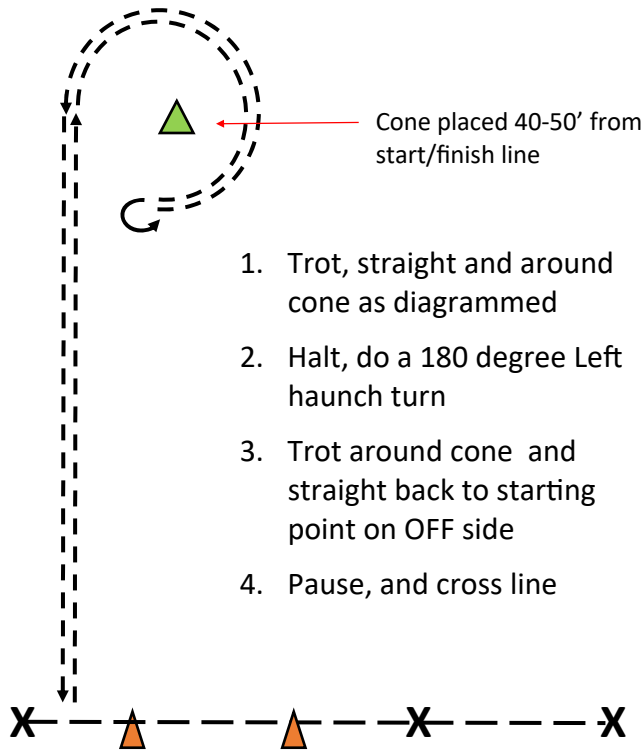
Notes regarding all IN HAND elements

- ⇒ 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.

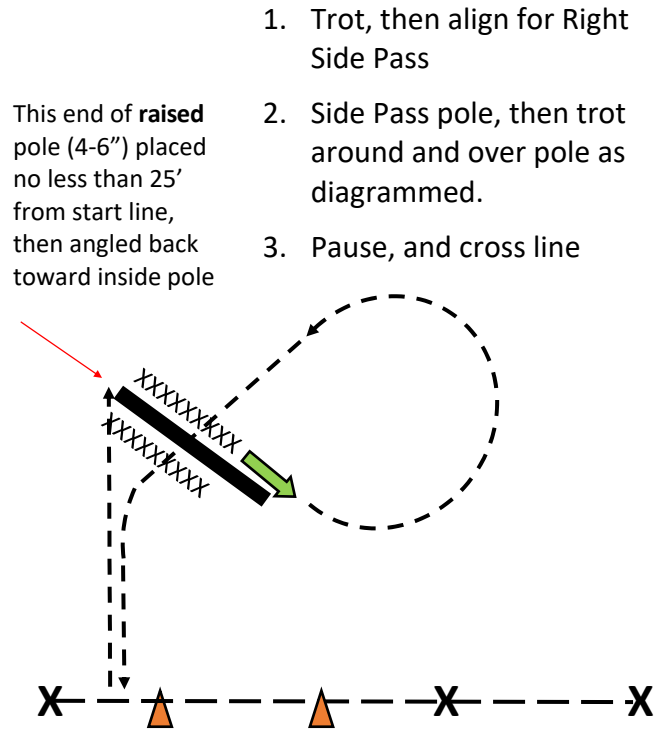
Team Versatility—In Hand

#2

#1

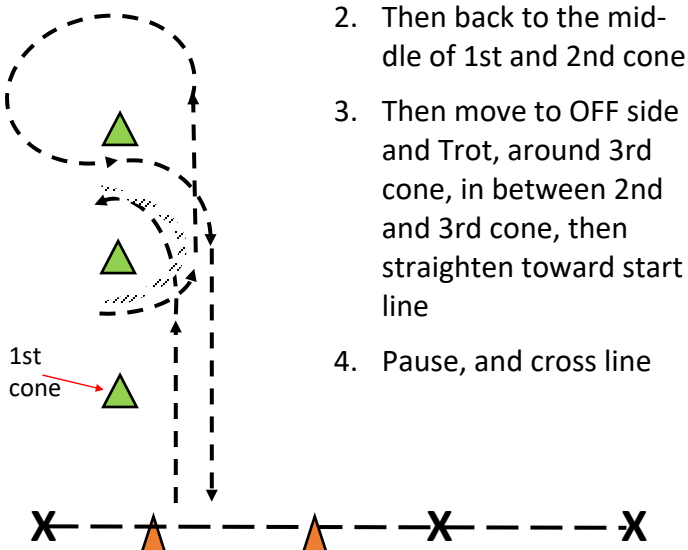


#2

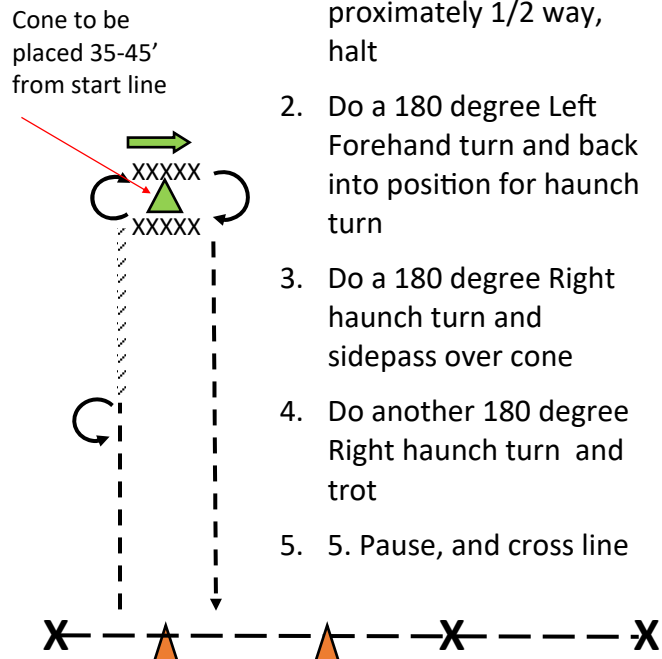


First cone is set 20' from start line, then 10' between each of the next two cones

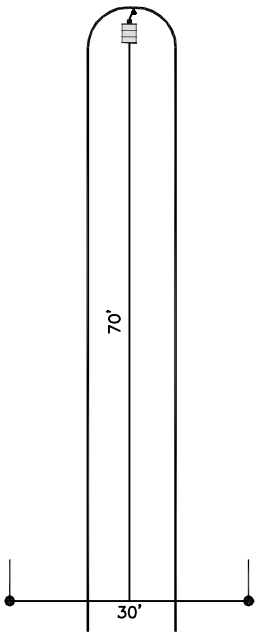
#3



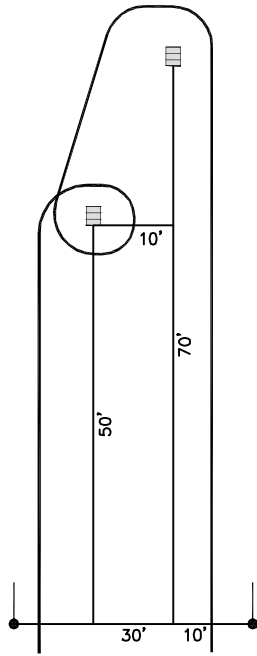
#4



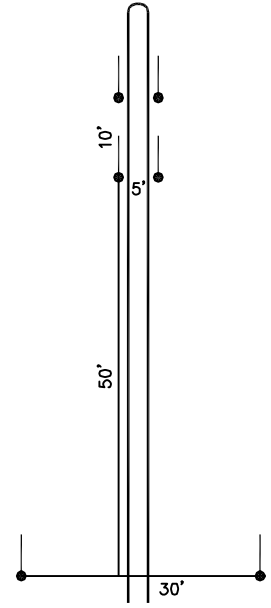
#2



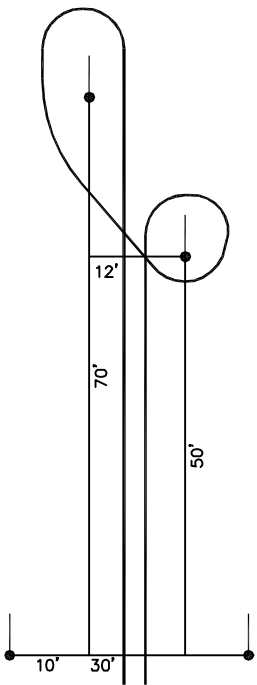
Pattern #7
Pick up flag



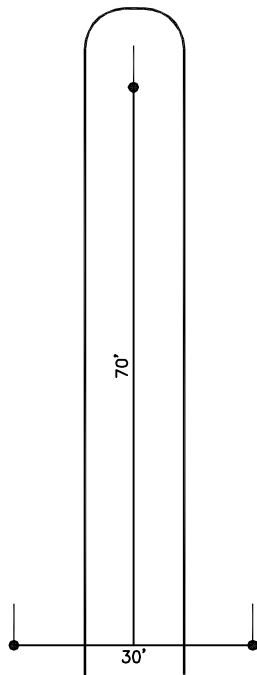
Pattern #8



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