

Intercollegiate/Interscholastic Split String Sheet

Refer to the Split String Format in the I/I Information Packet

Event: _____ Arena: _____

Match: _____ vs. _____ Date: _____ Time: _____

STRING 1:

POSITION	NAME	NO SPURS	NO WHIP	POSITION	NAME	NO SPURS	NO WHIP
1				1			
2				2			
3				3			
				SPARE			

STRING 2:

POSITION	NAME	NO SPURS	NO WHIP	POSITION	NAME	NO SPURS	NO WHIP
1				1			
2				2			
3				3			
				SPARE			

CHUKKER BOXES**TEAM:**

1	NO SPURS	NO WHIP	HORSE SCORE	2	NO SPURS	NO WHIP	HORSE SCORE	3	NO SPURS	NO WHIP	HORSE SCORE	4	NO SPURS	NO WHIP	HORSE SCORE

TEAM:

1	NO SPURS	NO WHIP	HORSE SCORE	2	NO SPURS	NO WHIP	HORSE SCORE	3	NO SPURS	NO WHIP	HORSE SCORE	4	NO SPURS	NO WHIP	HORSE SCORE

The Tournament Manager conducts two coin tosses before the game to determine the order in which all horses play and the order in which each team rides those horses.

Toss 1: Determines which string plays in 1st and 3rd, which string plays in 2nd and 4th chukkers (i.e. the manager states that if the coin comes up heads, String 1 will play in the 1st and 3rd chukkers. If heads comes up, String 1 would play in the 1st and 3rd chukkers, String 2 in the 2nd and 4th chukkers. If the coin lands tails, String 2 would play in the 1st and 3rd chukkers, String 1 in the 2nd and 4th chukkers). Both sets of chukker boxes are then filled out accordingly. No spurs/No whip boxes shall also be checked.

Toss 2: Determines the order in which each team plays the strings (i.e. the manager states that if the coin lands heads, Team A will play the horses in the order of the top box, Team B would play the horses in the order of the bottom box. If the coin lands tails, the teams would play the reverse of this). Team names shall be entered above the appropriate chukker boxes.

The USPA Split String Forms are printed in triplicate. The event manager retains the original and gives each team a copy.

Spare: In the event a spare needs to be brought into the game, the manager will conduct a coin toss to determine which team will ride the spare and which team will ride the horse in the direct opposite position of the removed horse as listed on the split string sheet (i.e. If a horse playing in the #2 position is removed from the game, the tournament manager will flip to see which team rides the spare and which team rides the horse in the other #2 position. The manager will state that if the coin comes up heads, Team A will ride the spare. If the coin comes up heads, Team A plays the spare, and Team B plays the horse opposite, as listed on the Split String Form, regardless if Team B has already played the horse. If it comes up tails, Team B would play the spare and Team A would play the horse opposite). The spare remains with the string as determined by this coin toss. In the event the spare comes in during the first half, the spare remains in that designated string for the duration of the game.