

GYMKHANA DIVISION

You may need to check your state liability rules regarding ring size before adding any Gymkhana classes. Safety is of major importance; a rider may be led into or out of the arena.

Appointments

Tack, appointments, equipment as listed under appropriate division for seat ridden.

Acceptable: Long sleeves, T-shirts or polo shirts. Any graphics, or printing on any clothing, which is considered obscene or offensive, is unacceptable

NO sleeveless shirts

NO midriff shirts

Optional

- 1. Bat or crop*
- 2. Over N Under whip or Quirt*
- 3. Slip guards or kneepads*
- 4. Body protection vest*
- 5. Blunt spurs (not to be used forward of the cinch)*
- 6. Non-standard equipment may be disqualified at the discretion of the judge*

Judging/Scoring

Scoring is determined by time.

Disqualifications

*Any rider **MAY** be disqualified for any of the following reasons:*

- 1. Failure to enter or leave the arena under control.*
- 2. Failure to begin the course within one minute of entering the ring.*
- 3. Off course. This includes negotiation of obstacles in other than the specified order or in the wrong direction. Crossing the start/finish line before completion of the pattern.*
- 4. Touching an obstacle with the rider's hand, whether or not the obstacle is knocked down as a result of touching it.*
- 5. Soundness of each horse is at the discretion of the judge. Obvious lameness shall be cause for disqualification. Obvious lameness is consistently observably at a trot under all circumstances; marked nodding; hitching or shortened stride; minimal weight bearing in motion and/or at rest; and inability to move.*
- 6. Fall of the horse or rider.*
- 7. Failure of exhibitor to wear correct number in a visible manner.*
- 8. Abusive handling as determined by the judge. Abuse may include, but not limited to the following: excessive spurring, use of spurs in front of the girth, excessive use of artificial aids, hitting with the bridle reins, hitting the horse in any way in front of the girth, hitting with flag, etc.*
- 9. Use of tack or equipment, which is prohibited; breakage of equipment, which prevents completion of class.*
- 10. Lack of sufficient control of the horse by its rider. A rider that obviously has no control of their horse while doing the pattern and produces an unsafe ride.*
- 11. Loss of helmet from exhibitor's person at any time while exhibitor is in the ring.**
- 12. Disqualifications: See # 14 under General Rules*

Penalties

Obstacle knockdown, i.e. poles, barrels, etc., - 5 second penalty.

Class Routine

The gate must remain closed, and the horse comes to a halt inside the ring before the gate is opened again. All further stipulations by the show committee.

Personnel

1. Two timers, if automatic timers are not used.
2. Designated or appointed supervisor to oversee individual class routines.

Equipment

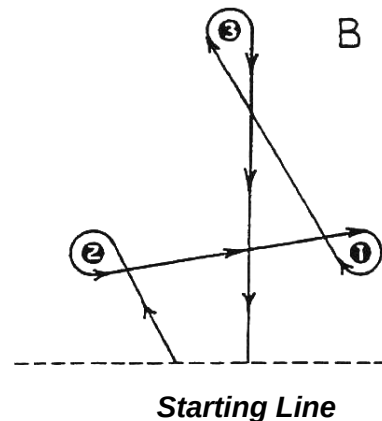
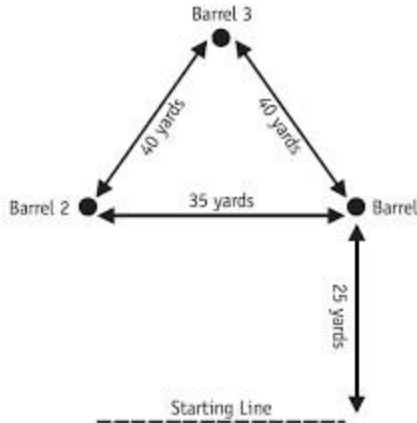
1. Cones to designate start and finish line for timed events.
2. Automatic timers or a minimum of 2 stop watches.
3. Tape measure.
4. Other equipment as specified in class routines or safe and suitable substitutions.

A clearly marked visible starting line such as stakes, pylons, lime or cones must be provided. An electric timer or two stopwatches should be used. The time recorded by either method will be the official time. Time penalties will be added to official time to determine placing. Lowest time (including any penalties) wins. Timer failure will entitle a rider to a re-run and the time obtained will be used plus any penalties occurring in the re-run. Circling once before leaving the ring is permissible.

Two hands are permitted on the reins. A rider may hold onto the saddle at any time during the run. Knocking over obstacles is a five second penalty per obstacle knocked over. A rider may bump an obstacle without penalty if it does not fall over. However, touching an obstacle with your hand to hold it up or trying to reset it is a disqualification. An obstacle is considered knocked over if it rolls on its side or flips end-over-end even if it lands in the upright position.

The show committee/management shall designate the order in which the entries shall compete. Cruelty to or the abuse of an animal by any person at a 4-H event will result in immediate dismissal from the grounds. All class fees will be forfeited.

CLOVERLEAF BARREL RACE



The contestant is allowed a running start and a choice of two methods of running the course, starting to the right or left barrel first. In the first method, at the signal from the starter, the entry will circle barrel number 1 clockwise, circle barrel number 2 counterclockwise, circle barrel number 3 counterclockwise and then cross the finish line. The second method allows the rider to circle the left barrel 2 counterclockwise first and then the right barrel 1 clockwise, barrel 3 clockwise and then cross the finish line.

The course must be measured exactly. Barrels number 1 and 2 should be 25 yards from the timing line with a distance of 35 yards separating them. Barrel number 3 should be 40 yards from barrels 1 and 2. If the course is too long for the available space, the pattern should be reduced to 5 yards (15 feet) at a time until the pattern fits the arena. Adequate space should be allowed between the barrels and any obstacle. The distance from barrel number 3 to the finish

line need not be reduced 5 yards (15 feet) at a time if there is sufficient room for the horse to stop. Barrels should be set at least 15-20 feet from the arena walls or fences so the horses must turn around barrels, not at the fence. You may need to check your state liability rules regarding ring size before adding any Gymkhana classes.

FLAG RACE

Timed Event A pail of sand with a flag in it will be placed at far end of ring. Contestant is given another flag. Contestant rides around pail, places flag in pail and picks up other flag and races back to finish line. Flag must be in pail when contestant crosses finish line or contestant will be disqualified. Hitting horse with the flag will mean disqualification. Must cross finish line with the second flag. Flags should be two different colors. Variations of this race are available in different states.

KEYHOLE RACE

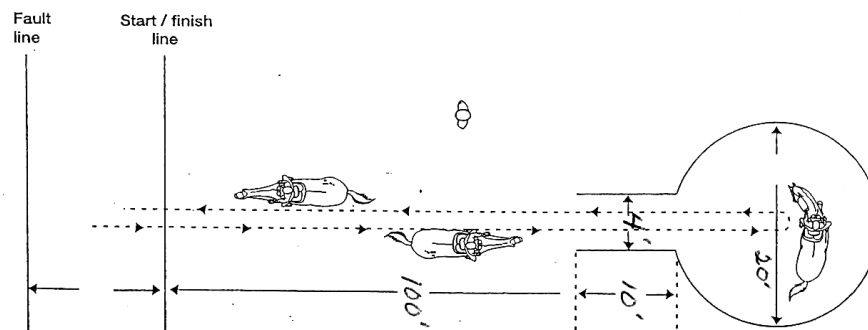
The starting line will be 50-100 feet (according to arena size) from the entrance to the keyhole. The entrance will be 4 feet wide and 10 feet long, connected to a circle 20 feet in diameter, forming a keyhole.

The contestants will cross the starting line, proceed through the entrance, turn right or left in the circle making a complete 180-degree turn.

The contestant will then return through the entrance and cross the finish line.

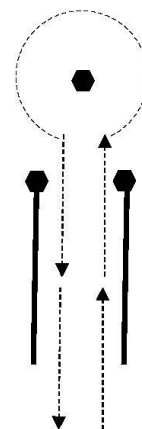
In addition to the disqualifications listed under general rules for game classes, a contestant may also be disqualified if the horse steps on or outside of the chalk line marking the entrance and circle of the course.

Keyhole Race



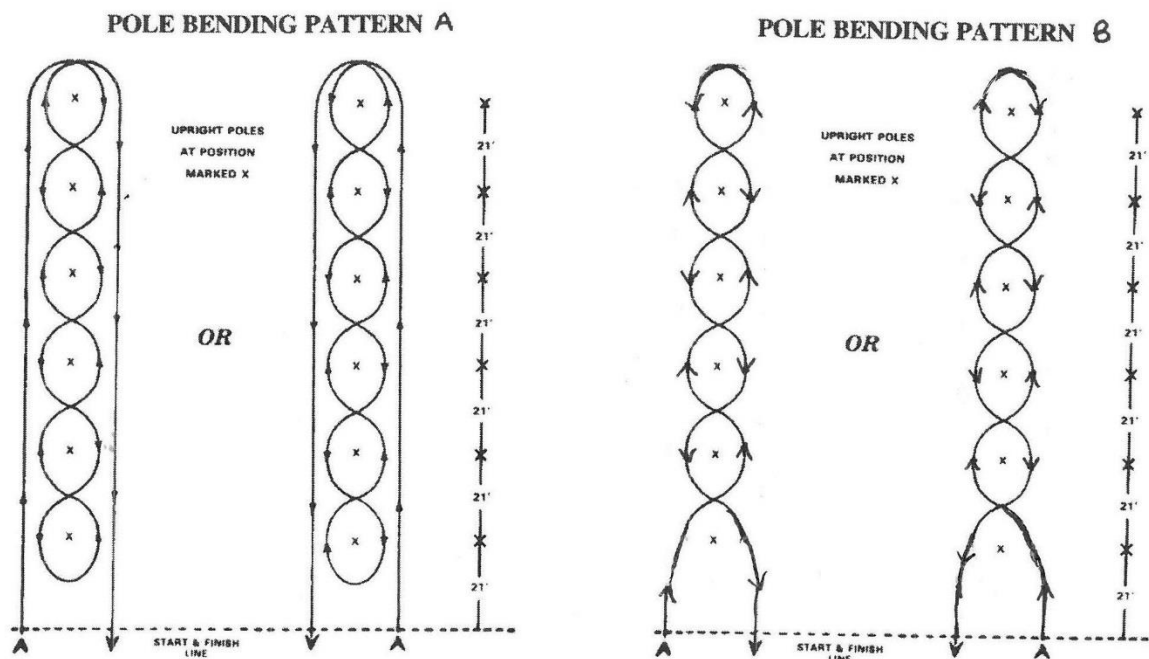
Arizona Keyhole Race

The chute may be created with ground poles and/or stakes. The rider will run into the chute and turn right or left around the stake or barrel and return back through the chute. The rider will be disqualified if the horse knocks down the chute or the stake/barrel. Chute to be 6' wide and 10' from turnaround stake or barrel.



POLE BENDING

Poles (stakes) shall be approximately 1 ½" in diameter of a safe material that will not splinter. Each shall be from 6' – 7' high with a safe stable stand not more than 14 inches in diameter. Distances between poles and starting line to first pole should be 21' but may be reduced to 18' for pony competitors in a pony pole bending class. For in-hand pole bending, both handler and animal must weave the pattern together.



SIT-A-BUCK

Class Routine

Each exhibitor must ride bareback without a training saddle, blanket, etc. Upon entering the ring, the judge places a piece of paper (approximately 3" x 5") under the rider's leg between the knee and buttocks. The horses are then worked at a walk, trot, and canter both directions of the ring. Any rider not performing the gaits asked by the judge in a reasonable amount of time is eliminated.

As exhibitors lose their paper, they are eliminated. The last to lose the paper is first; next to last, second, etc.

EGG AND SPOON RACE

Class Set Up

The exhibitors are each given 1 egg and 1 spoon (preferably hard boiled or wooden eggs will be used). **Regular silverware teaspoons should be used.** Plastic spoons and regular silverware shall not be mixed. After everyone has received an egg and spoon the riders must proceed at a walk around the ring. It is permissible to hold the egg in place with the thumb until everyone has entered the ring and the judge gives the word for the class to begin. The exhibitors must then hold the spoon by the handle at least 1 inch from the bowl and not touch the egg with the thumb or fingers. Touching of the egg with any part of the body after the class begins shall result in disqualification.

Class Routine

The exhibitors will be asked to walk, trot/jog and canter/lope their mounts. If any exhibitors have their eggs after working both directions in the ring, the judge may ask for more intricate maneuvers such as stopping, riding with the feet out of the stirrups, backing up, or reverse at the trot/jog. Leads not to count unless specified to count by the judge. Any exhibitor not riding at the gait requested by the judge will be eliminated. As exhibitors lose their eggs, they will be eliminated. The last to drop the egg is the first; next to last, second, etc.

WATER RACE

Class Set Up

Each exhibitor is given a paper cup filled with water. It is a good idea to use cups with some sort of design on them so the water can be measured easily. It is recommended to put the exhibitor's number on the cup.

Class Routine

The class is worked at a walk, trot, and canter for a set amount of time. Usually 3 to 5 minutes will be sufficient. Any exhibitor not riding at the gait requested by the judge will be eliminated. The riders with the most amount of water left in their cups at the end of the ride will be the winners. A variation of this class has the riders hold the cup on their open palm as they ride.

RIBBON RIDE

Class Set Up and Routine

Entries are made in pairs; a pair consists of 2 horses and 2 riders. The riders hold between them a piece of paper (approximately 3" x 10") and ride as directed. Letting go of the paper by either rider or tearing (completely in two) of the paper eliminates the pair. Not riding at the gait requested by the judge eliminates the pair. The last pair to let go or tear their paper is first.

IZZY DIZZY (see diagram this section)

Class set up: Four cones to designate dismount area, horse handler, spotter and a bat.

Class Routine

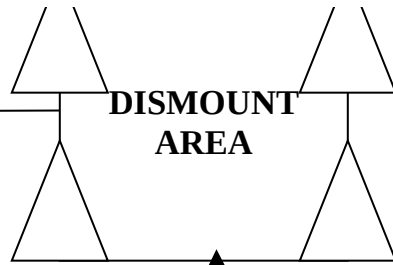
Rider and horse ride to dismount area, dismount, lead horse to horse handler, run to bat, spin around bat a designated number of times (suggested 5 times) with head firmly touching bat (base of bat must stay on ground). Removal of head from bat requires participant to resume with spin #1). Upon completion of spins, participant then must run and cross finish line on foot.

IZZY DIZZY

HOLDER

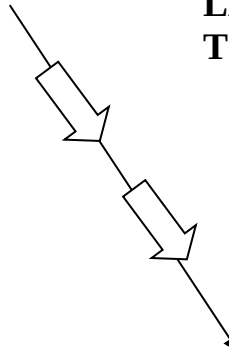


**STOP AND DISMOUNT
BETWEEN CONES**



**DISMOUNT
AREA**

**LEAD HORSE
TO HOLDER**



BAT

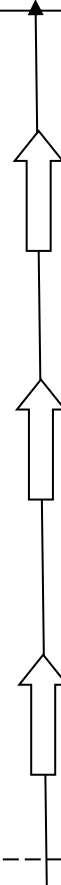
**SPIN AROUND BAT
HANDLE OF BAT
MUST BE AGAINST
THE FOREHEAD;
END OF BAT MUST
BE ON THE
GROUND**

SPOTTER



**RUN TO
FINISH LINE**

**RIDE
HORSE TO
DISMOUNT
AREA**



TIMING LINE

FINISH

START

DISQUALIFICATION

Stopping and/or dismounting anywhere other than between the dismount area cones. If the competitor over-runs the dismount area, he/she must return to the dismount area, stop and dismount.