

## GYMKHANA CLASS RULES

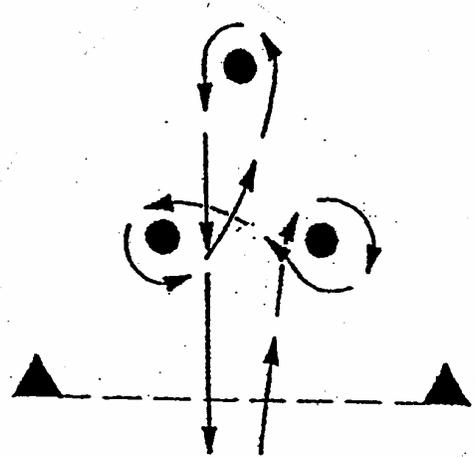
### 1. Cloverleaf Barrels

The equipment shall consist of three (3) barrels placed in a triangle pattern. The pattern shall be set to best fit the arena. A suggested pattern may be as follows: The right and left barrels form the base of the triangle, which will be parallel to the starting line and a maximum of 75' from each other. The third barrel will be down the arena and will be a maximum of 150' from the starting line. It will be equidistant from the right and left barrels.

No barrel may be closer than 15' from any fence. The pattern can be run either right or left. Contestant may touch a barrel in an attempt to prevent it from falling over. Any changes made in the pattern once a class has started will cancel all times run and call for the rerunning to the entire class.

#### *Disqualifications:*

Knock down of barrel, broken pattern, running off course or separation of rider and horse/pony during the timing period will disqualify contestant.

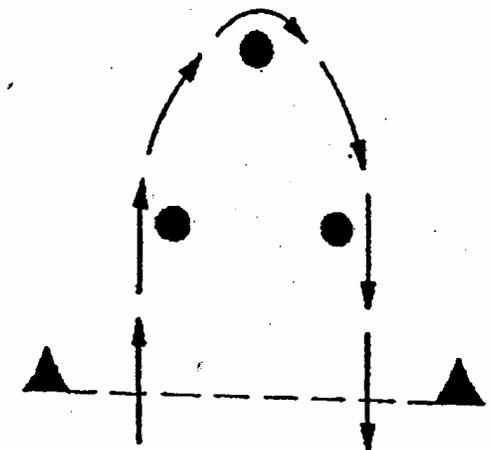


### 2. Flag Race

The three (3) barrels are placed in a triangle pattern, as in cloverleaf barrels. The pattern will be set to fit the arena, with no barrel closer than 15' from any fence. Flag is to be picked up at first barrel, contestant to proceed around the second barrel and deposit flag in container on third barrel and then cross finish line. Containers for the flags shall be at least the size of a two-gallon bucket (plastic or rubber). Material in container (to about 1" from top) should be suitable material to allow flag to be easily removed and stuck, i.e., soybeans, corn, wheat, loose sand. Flag sticks should be 18" in length with about 1/2" round dowel and blunt ends. The container must be set on the outer edge of the barrel and the flag in the outer edge of the container. The same flags will be used by all contestants in a class. If a flag breaks during the run, the rider will be given a rerun. Rider may run the course to the right or left. The rider must signal to the ring crew if they will be running right or left.

#### *Disqualifications:*

The rider will be disqualified for dropping the flag. Flag not staying in the "stuck position" in the material inside the container on the third barrel, not going around the second barrel, knocking over any flag container, knocking over any barrel, using the flag for a bat, running off course or separation of rider and horse/pony during the timing period.

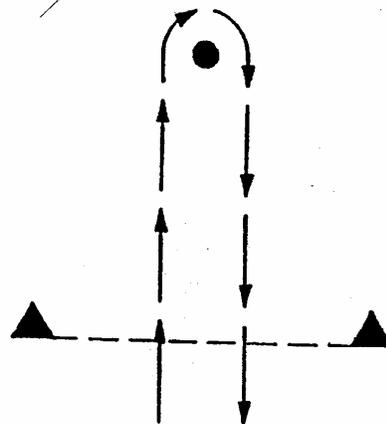


### 3. Plug Race

Pattern will be set to fit arena, with one barrel used to run at. Barrel may not be closer than 15' from any fence. Rider may run left or right. Horse/pony must go around barrel. Rider may touch barrel in an attempt to prevent it from falling over. Barrel must stay in same place for entire class, or entire class must be rerun, including original no times.

#### *Disqualifications:*

Contestant is disqualified for knocking barrel over, breaking pattern or separation of rider and horse/pony during the timing period.



### 4. Pole Bending

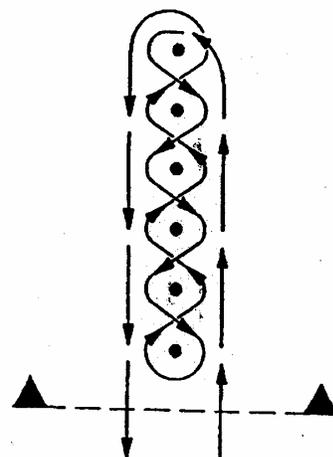
The six (6) poles, which are 6' tall, shall be 21' apart and 21' from the timing line to the first pole. The end pole must also be at least 21' from the arena fence. The pattern may be run left or right. Rider may touch pole to keep it from going down. The decision to determine if a pole goes down because of wind remains with the people designated as the judges by the show committee.

#### Penalty:

There is a five (5) second penalty for each pole knocked down.

#### *Disqualifications:*

Contestant is disqualified for a broken pattern, running off course or separation of rider and horse/pony during the timing period.

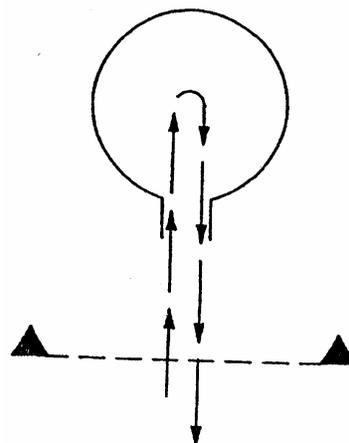


### 5. Keyhole

This event tests the ability of the rider to go in a 4' opening, turn around within a 16' diameter circle and run out again through the 4' opening. The lines should be 100' from the timing line. Lime or flour can be used to lay out the pattern. There should be a small mound of dirt, at the end of each line, covered with lime or flour to mark the entrance. The area surrounding the line should be raked after each run.

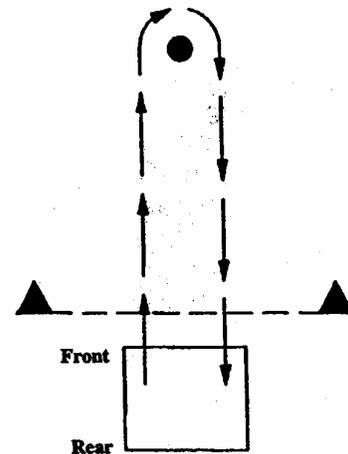
#### *Disqualifications:*

The contestant is disqualified for stepping on or outside the markings of the circle or the opening and separation of rider and horse/pony during the timing period.



6. Speed and Action

A box that is 16' x 16' is outlined with lime or flour and is located three (3) feet behind the timing line. A barrel to run at is placed 125' from the starting line. This barrel may not be closer than 15' from any fence. Mounted rider enters the rear of the box and settles horse/pony for 5 seconds. On judge's signal, contestant runs the pattern. The rider must exit the front of the box (nearest barrel), ride around the barrel, either left or right and then reenter the front of the box for 5 seconds. The time starts when rider crosses timing line and stops with recrossing of timing line. The barrel must stay in place for the entire class. Rider may touch barrel in an attempt to prevent it from falling over.



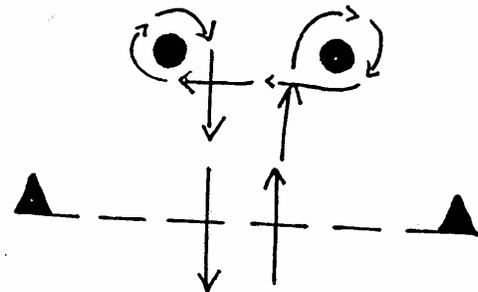
*Disqualifications:*

There will be no time if the rider does not enter the rear of the box, if the barrel is knocked over, the horse/pony does not stay inside the box for the two required five (5) second timing periods, if the horse does not reenter the front of the box, for a broken pattern, or separation of rider and horse/pony during timing period.

7. LT Special

The two (2) barrels are placed in a straight line, horizontal with the timing line. The pattern will be set to fit the arena, with no barrel closer than 15' from any fence.

The pattern can be run either left or right. Contestant may touch a barrel to prevent it from falling over. Any changes made in the pattern once a class has started will cancel all times run and call for the rerunning of the entire



*Disqualifications:*

Contestant is disqualified for knock down of barrel, broken pattern, running off course, or separation of rider and horse/pony during the timing period.

8. Key Race

Pattern is set 100 feet from the timing line. The pattern will consist of 6 poles set 6 feet wide and 12 feet long. 3 poles on each side set 6 feet apart. The rider will ride through the poles, turn around, and ride back through the poles, and across the timing line.

*Disqualifications:*

Knock down of any poles, broken pattern, running off course or separation of rider and horse/pony during the timing period will disqualify contestant.

