

4.20 Gymkhana Division

4.20.1 General

The horse must enter the ring unassisted. The horse must start from inside the ring and the gate must be closed before the horse starts. The gate must remain closed and the horse come to a halt inside the ring before the gate is opened again. A rider may lead his/her horse from the ring.

A clearly marked visible starting line such as stakes, pylons, lime or cones must be provided with an electronic timer or backup watch strongly suggested. An electric timer or two stop watches should be used. The time recorded by either method will be the official time. Timing begins when judge/timer acknowledges the rider. Time penalties will be added to official time to determine placings. 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. No horse may be entered more than once in any gymkhana class, even if more than one person is showing it.

Two hands are permitted on the reins. A rider may hold on to 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 an upright position.

4.20.2 Tack, Equipment, and Appointments

1. Tack

Any 4-H regulation bridle, mechanical hackamore, or bosal. English, western or Australian saddle in good working order. Properly fitted martingales/tie downs (no bare metal). Protective boots or leg wraps.

Optional: Bat or crop not exceeding 24"; crops must have flat "popper". End of reins or over-and-unders may not be used in place of bat or crop. Slip guards or knee pads; body protection vests, blunt spurs. Non standard equipment may be disqualified at the discretion of the judge.

2. Appointments

Helmet, see rule 1.7#.21a.

Colored jeans or riding attire must be clean, neat and in good repair (no blue jeans).

Long sleeved button or snapped shirt.

Appropriate heeled boots.

4.20.3 Scoring

Scoring is determined by time. There are various systems for relating times to Danish scoring.

4.20.4 Disqualifications

Any rider may be disqualified for any of the following reasons:

1. Failure to enter or leave the arena under control and without assistance.
2. Off course. This includes negotiation of obstacles in other than the specified order or in the wrong direction.
3. Touching an obstacle with the rider's hand, whether or not the obstacle is knocked down as a result of touching it.
4. Fall of the horse or rider.
5. Abusive handling as determined by the judge. Abuse may include, but is not limited to the following: excessive spurring, use of spurs in front of the girth, excessive use of bat or crop, hitting with the bridle reins, hitting the horse in any way in front of the girth, hitting with flag, etc.
6. Use of tack or equipment which is prohibited.
7. 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.

4.20.5 Horsemanship (Equitation class)

Appointments; clean and neat.

Refer to Appendix for scoring.

Tack; clean, supple and properly adjusted

Pattern, include position, communication and control of the horse while performing an accurate pattern. Results are not more important than the form and equitation methods used to do the pattern. In both patterns, wait for judge to acknowledge before beginning pattern.

JUDGE WILL DESIGNATE EITHER OF THE FOLLOWING PATTERNS.

SEE *Suggested Gymkhana Horsemanship Criteria* FOR SCORING.

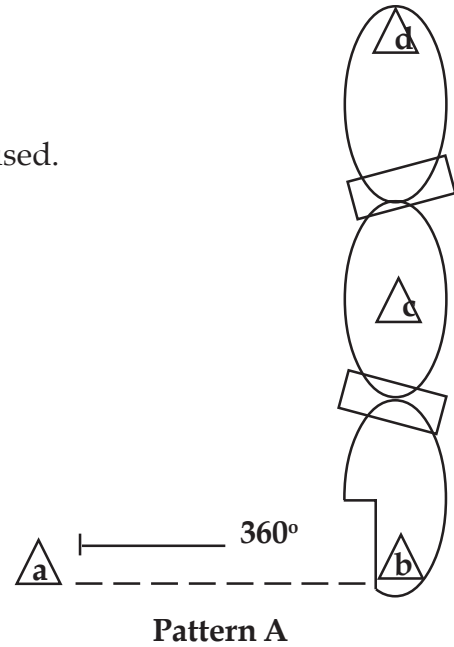
Pattern A:

1. Trot/jog from a to b.
2. Canter/lope around cones as indicated, performing lead changes in indicated area. Distance between markers: 30' - 50'.
3. Halt beside cone b, approximately 10' away; perform 360° turn on haunches.

4. Turn 90°.
5. Canter/lope on the right lead to cone a.
6. Halt five seconds, back five steps. Wait to be excused.

PATTERN B:

1. Walk A to B.
2. Jog/trot B to opposite C.
3. Canter/lope figure 8, as diagramed, around cones C and D, performing lead changes in indicated area.
4. Canter/lope to the rail on the right lead to E.
5. Halt five seconds. Perform 360° turn on haunches. Back five steps. Wait to be excused.



Equipment needed to run division:

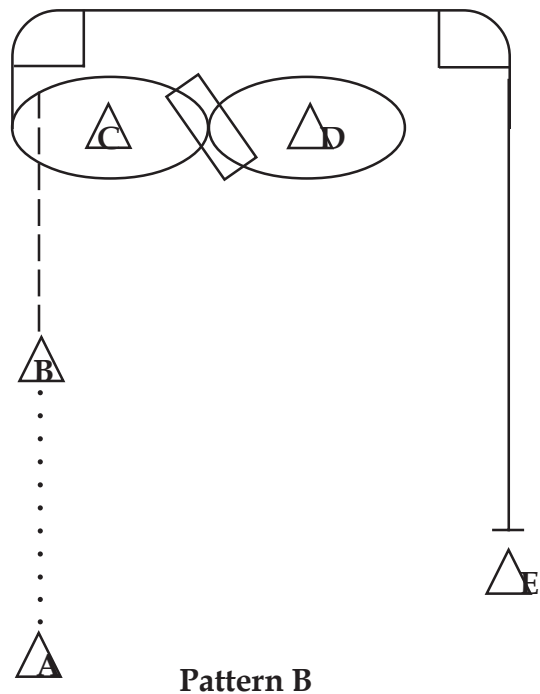
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|------------------------------------|--------------------------|
| Electronic timer or 2 stop watches | 50' or 100' tape measure |
| 2 starting poles | |
| Bucket (3 gallon horse bucket) | |
| 6 poles and bases for pole bending | |
| 2 flags with alternate colors | |
| 5 lb. bag of lime for key hole | |
| 6 to 8 cones | |

4.20.6 Gymkhana Classes

1. Keyhole Race
2. Pole Bending
3. Cloverleaf Barrel Race
4. Flag Race

4.20.7 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.

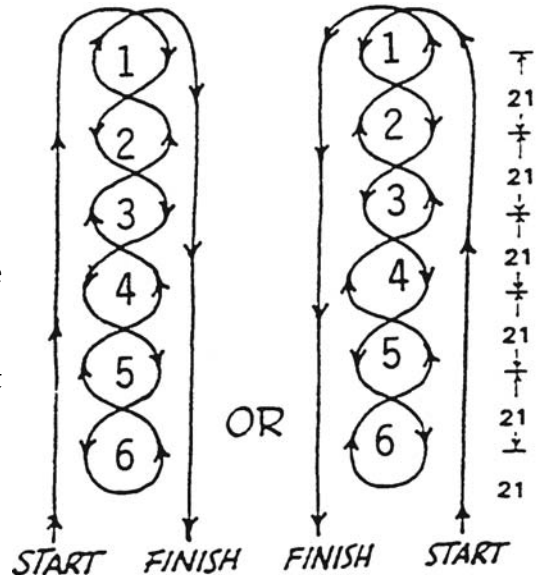
The contestant will then return through the entrance and cross the finish line.

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.

4.20.8 Pole Bending

Six poles are to be placed 21 feet apart in a straight line down the approximate center of the arena, the first pole being 25 feet from the timing line. Poles should be set on top of the ground, 6 feet in height and with no base more than 14 inches in diameter.

Each contestant will begin from a running start to either the right or the left of the first pole. They will run the remainder of the course according to either one of the illustrated patterns.

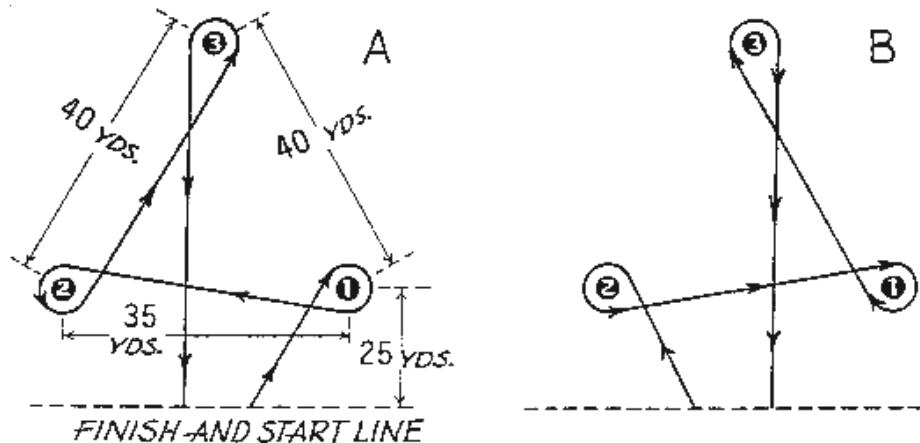


4.20.9 Cloverleaf Barrel Race

The contestant is allowed a running start and a choice of two methods of running the course. 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.

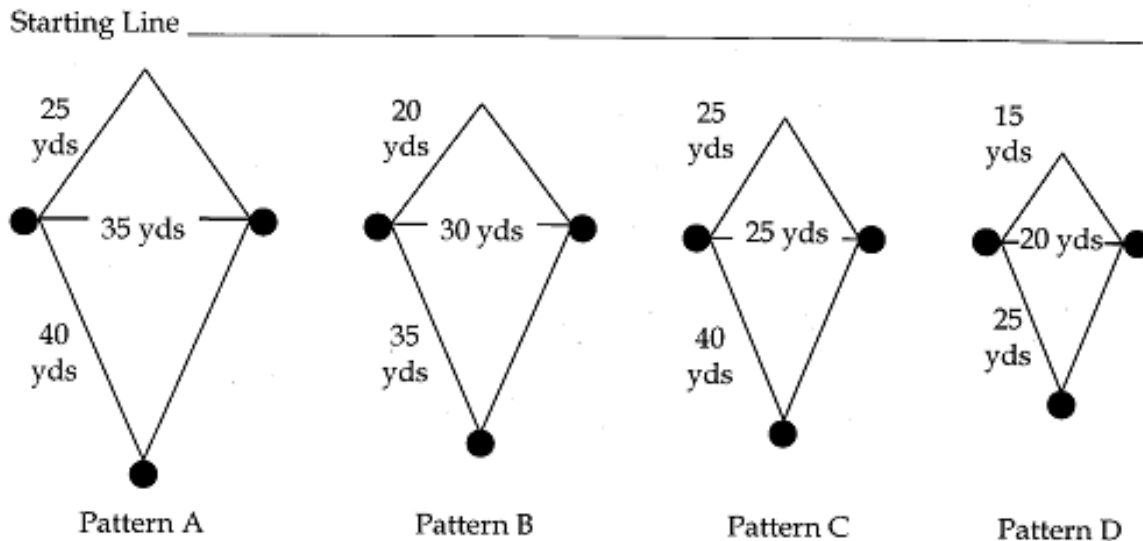
The course must be measured exactly. Barrels number 1 and 2 should be 25 yards from the timing line with a distance of 35 yards separating them. Barrel number 3 should be 40 yards from barrels 1 and 2. If the course is too long for the available space, the pattern

should be reduced 5 yards 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 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 horses must turn around barrels, not at the fence.



4.20.10 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.

4.21 Driving Division

4.21.1 General

Open to all driving animals. One equine is shown hitched to a suitable two or four wheel vehicle which must have foot boards and an enclosed front. Racing sulky type of vehicle is not acceptable. Participants are required to report wheel to wheel width of their cart on their entry.

Class size: show management will determine need for dividing classes depending upon ring size, number of entries, size and type of entries in a reasonable manner.

1. Vocal aids - It is permissible for the driver to talk to the animal in a subdued tone of voice. Clucks for starting may be used, however "walk on," "trot," and "whoa" are the more accepted terms. Any tendency by the driver to shout, whistle, or talk loudly to the animal should be penalized. A driver should strive to control the animal's movement with minimum vocal aids.

2. Equipment failure - No entry may leave the arena after judging has begun without permission from the judge and/or ringmaster. If an accident or equipment failure occurs which needs attention or repair, the entry should pull to the center of the arena as soon as possible. Minor adjustments to harness may be made upon permission from the judge. Adjustments or repairs requiring more than 5 minutes will result in dismissal from the ring.
3. Headers or grooms must be qualified 4-H youth. They are allowed but must stand in front of the equine and not touch the animal unless necessary for safety.

4.21.2 Safety

At no time will a bridle be removed before the vehicle is completely unhitched and removed from the horse. Infraction of this rule may result in disqualification at management's discretion.

It is strongly suggested that a second person (first choice - qualified 4-Her, second choice - qualified designated volunteer, third choice - other qualified adult) be present while the horse is being put to and hitched to and unhitched from the vehicle. Also the same consideration should be given to a person to accompany the driver, leading the horse, from stable area to ring.

4.21.3 Tack and Equipment

Any safe harness that includes a hold down for the shafts and a hold back for the vehicle (either nylon or leather) suitable to the type of horse being driven is acceptable. The harness and vehicle must be safe and in serviceable condition. The judge will dismiss any entry he or she feels is unsafe whether due to equipment or behavior of the animal. Boots or leg wraps of any description are prohibited. Harness bells are also prohibited. Optional - Martingales, checkreins, and blinders.

4.21.4 Appointments

The driver should be neatly dressed, but will not receive extra credit for silks or formal driving attire. An approved equine safety helmet see rule 1.7; #21.a for everyone in vehicle and hard soled shoes or boots must be used. Gloves are recommended. Suggested attire would be a suit coat and tie for boys, dressy blouse and skirt or dress pants for girls. Riding attire suitable for any seat is also appropriate. Driving aprons are acceptable. Optional - Whips.