
GUIDELINES FOR GYMKHANA

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ACKNOWLEDGEMENTS

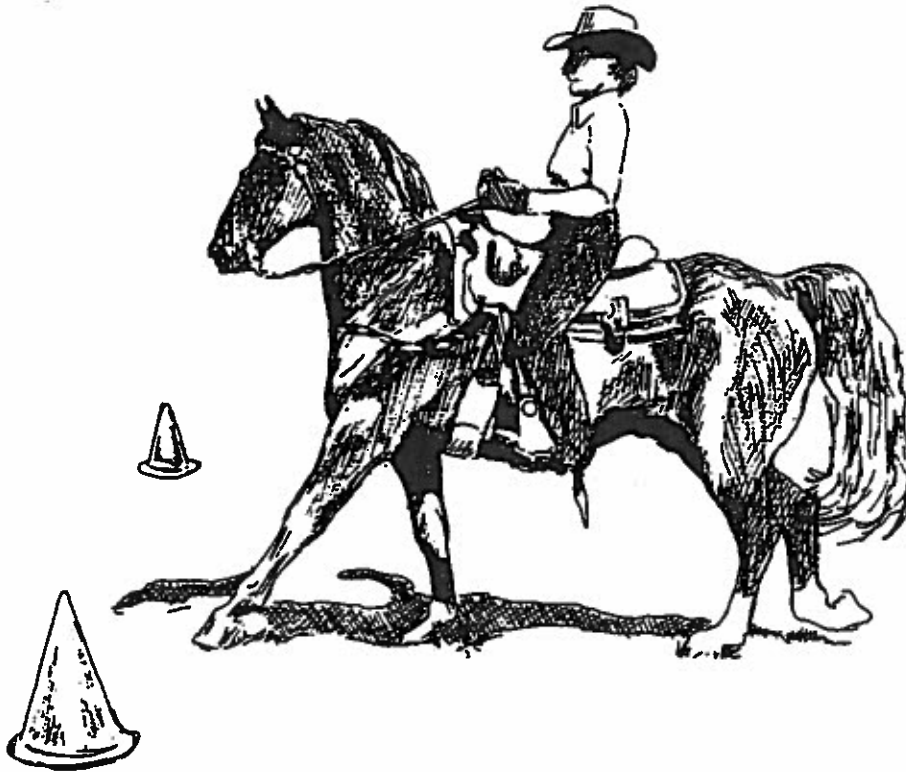
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INTRODUCTION



Gymkhana is a timed test of horsemanship and teamwork between horse and rider.

Gymkhana games, defined as athletics on horseback, can be traced almost as early as the domestication of horses. The games are a test of horsemanship and teamwork between horse and rider. Not only will participation in the games create more effective horsemanship, it will encourage sportsmanship and club enthusiasm. Participants, judges, and leaders should keep in mind, however, that all equipment and games may be dangerous if used in the wrong manner. Adhering to given guidelines and using good horsemanship will allow for enjoyable competition while assuring safety.

The following guidelines have been established to create a standard by which Colorado gymkhana events may be conducted.

GENERAL RULES AND REGULATIONS GOVERNING GYMKHANA EVENTS

Equipment: Western equipment is to be used.
Western boots are required.
Hats and long-sleeved shirts are optional.
Chaps and spurs are optional.

Pattern: Lime or flour may be used for marking lines (e.g., Keyhole race).
Altering distances may be necessary to make individual arenas safe.
Pylons make excellent markers, if needed.
Barrels may be made of steel or rubber and may or may not be ringed
by a rubber tire on top.
Games may be cancelled due to poor arena footing at the discretion
of the judge or safety steward.

Reruns: Reruns should be made at the end of the event.
A rerun may be awarded for failure of timing devices or timers,
obstruction of the course as determined by the judge, or break-
age of arena equipment if it interferes with a run.
The manner in which ties are settled is a management decision.
They may be left as a tie or run off.
The use of two stopwatches, with at least 1/10 second breaks, are
recommended. The official time shall be the average of two
times.
The show management should confirm the judge's knowledge of the
rules of the event and competency to judge the event.

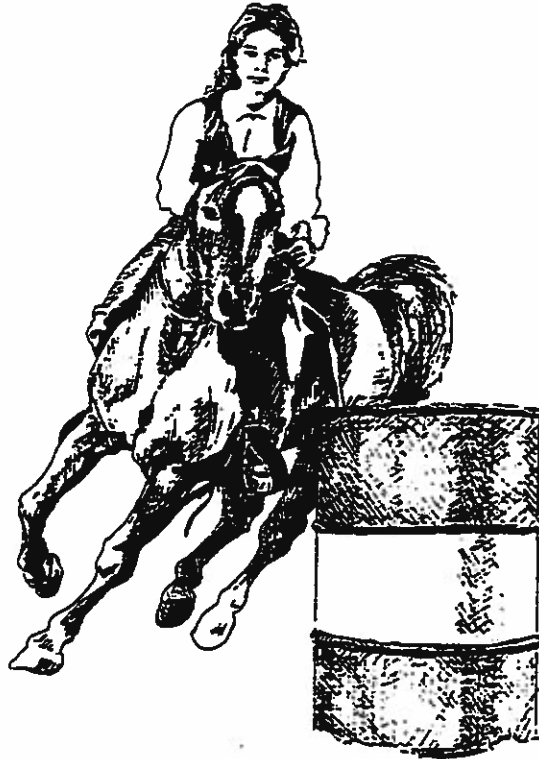
Safety: Appointment of a safety steward is recommended to ensure safe
games equipment, properly fitted tack, and safe riding apparel.
At no time shall horses or riders be tied together.
During all runs, arena gates should be closed. Contestants must
enter and leave the arena at a walk or trot.
Only contestants, arena crew and officials should be in the arena.
No sitting on the arena fences.
Courses may be changed or moved if ground conditions dictate, but
it should be the same for all contestants in the event.
If using 5-gallon buckets for an event, remove handles to eliminate
contestants catching a hand in them.
Appointment of a gate keeper is encouraged.
A rider is considered mounted if the knees are on opposite sides of
the backbone of the horse and no part of the rider touches the
ground.

Disqualifications:

Listed are general disqualifications. For other disqualifications,
check the specific events.

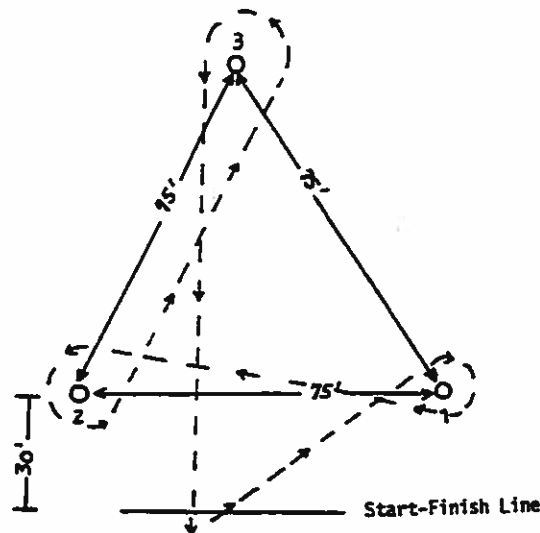
Leave the course or break the pattern.
Return across the start-finish line before finishing the pattern.
If the horse is out of control before or during the run.
If the contestant hits the horse with any equipment of the event
(i.e., the flag).
If the contestant abuses the horse (including excessive jerking of
the reins, striking the horse with games' equipment, spurs,
bats, etc.).
If the contestant uses unsportsmanship-like conduct in the arena
(including profane language, disorderly conduct or an unmanage-
able horse).
Immobility or lack of forward progression (exceeding 60 seconds in
events that do not require dismounting).

SINGLE RIDER EVENTS



Barrel Race

Three barrels shall be placed 75 feet apart in a triangle formation (see diagram). The rider will cross start line, ride to #1 barrel, circle it to the right, ride to #2 barrel, circle it to the left, ride to #3 barrel, circle it to the left and ride across the finish line, passing between barrels #1 and #2. OR, rider will cross start line and ride to #2 barrel, circle it to the left, ride to #1 barrel, circle it to the right, and ride across the finish, passing between barrels #1 and #2.



Barrel Race Pattern

Disqualifications:

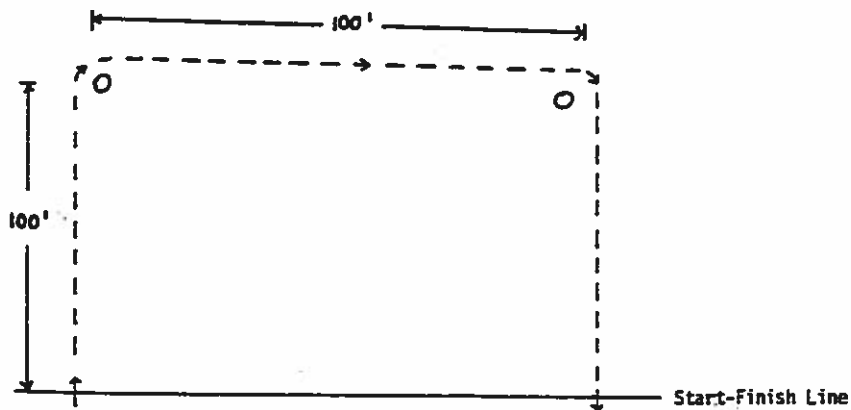
- violating general rules;
- not crossing finish line between barrels #1 and #2.

Penalty: A 5-second penalty will be assessed for each barrel knocked over. Contestants are allowed to touch barrels.

Flag Race

Two containers (preferably 55-gallon drums), will be placed 100 feet apart, if arena permits, and 100 feet from the start-finish line. A 5-gallon bucket filled with sand or soft dirt should be placed on top of each drum.

The rider starts with one flag in hand and despositis it in container A, proceeds to container B, removes the flag from container B and rides to the finish line. OR, the rider starts with flag in one hand and places the flag in container B and removes the flag from container A and proceeds to finish line.



Flag Race Pattern

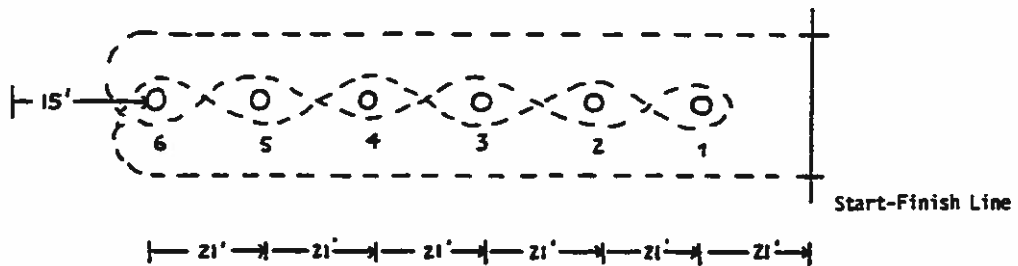
Disqualifications:

- violating general rules;
- flag not remaining in container;
- rider misses picking up other flag or drops it before the finish line;
- rider circling the barrel;
- knocking over a 5-gallon bucket or barrel or both.



Pole Bending

Six poles should be spaced 21 feet apart with the first pole set 21 feet from the start-finish line (see diagram). The rider crosses start-line, rides to either side of pole #6, turns around pole #6 to the left or right and then weaves (bends) around the opposite side of each pole to pole #1, turns around pole #1 and weaves (bends) around the opposite side of each pole to pole #6, turns around pole #6 and rides across finish line. Contestants will not be disqualified for stopping forward motion unless it exceeds 60 seconds.



Pole Bending Pattern

Disqualifications:

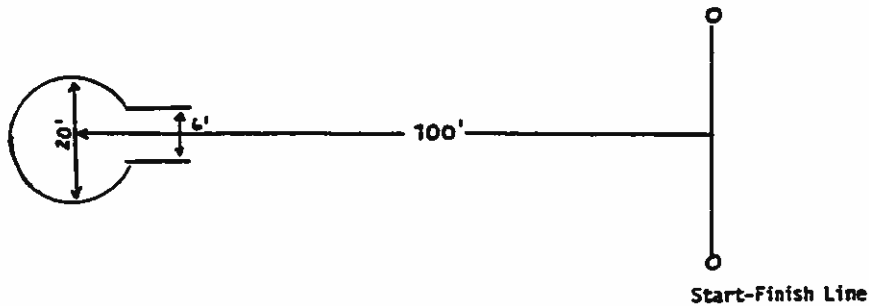
violating general rules;
riding across start-finish line when circling pole #1;
breaking pattern.

Penalty: A 5-second penalty will be assessed for each pole knocked over.

Keyhole Race

The course is as diagrammed below. The rider crosses the start line, rides into the neck of the circle (all four of the horse's feet must be inside circle), turns the horse and rides back out of the keyhole to the finish line.

Two judges are needed for this event--one at the keyhole and one at the start-finish line.



Keyhole Race Pattern

Disqualifications:

violating general rules;
stepping on or over white line.

Figure 8 Stake Races (Two Options)

Option A

The course shall be laid out with two poles, 100 feet apart, and labelled pole #1 and pole #2. The start-finish line will be 15 feet from pole #1 (see diagram).

The rider must cross the start-finish line, ride around pole #2, to the left, continue to pole #1, around pole #1 to the right, back to pole #2, around pole #2 to the left, and return to the start-finish line.

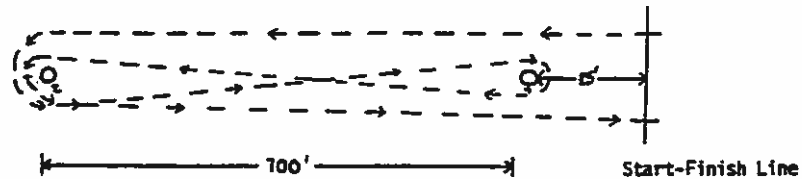


Figure "8" Stakes Race Pattern (Option A)

Option B

The course shall be laid out with two poles 120 feet apart, labelled pole #1 and pole #2. Two pylons 30 feet apart, and 60 feet from either poles #1 and #2, will be the start-finish line (see diagram).

The rider must cross the start-finish line and ride to pole #1, turning around pole #1 to the left, ride to pole #2, turning around pole #2 to the right and return to the start-finish line.

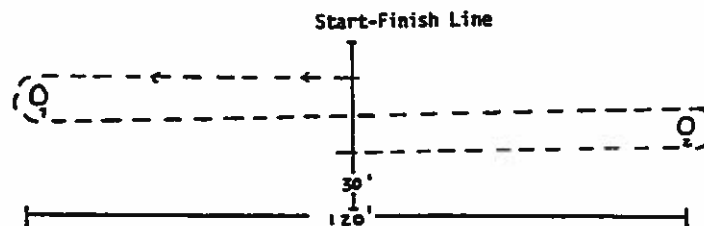


Figure "8" Stakes Race Pattern (Option B)

Disqualifications:

- violating general rules;
- circling pole completely;
- knocking over start-finish pylons.

Penalty: A 5-second time penalty will be assessed for each pole knocked over.

Ride and Lead

The rider crosses the start-finish line and rides past a pylon marker at the far end of the arena, dismounts past the pylon, and leads the horse back to the start-finish line.

Disqualifications:

- violating general rules.

Potato Race

A potato is placed at the far end of the arena, either on the ground or on a barrel. The rider must ride across the start-finish line to the potato, pick up the potato and carry it back across the start-finish line. If the potato is dropped, the rider must stop and retrieve it.

Disqualifications:

violating general rules.

Sack Race

A burlap sack full of straw is placed at the far end of the arena (at least 100 feet from the start-finish line). The rider rides to the sack, ropes it, and drags it back across the start-finish line. If it comes loose of the rope, the rider stops and re-ropes it.

Disqualifications:

violating general rules.

Boot, Candy Bar, Cracker, Pop or Dress Race

These are all variations of the same event. For safety, the management should provide holders for the horses during the activities listed below. The rider rides across the start-finish line to the end of the arena and does one of the following:

- dismounts, puts on own boots (from a pile), mounts, and returns to finish line;
- dismounts, eats a candy bar, mounts, and returns to finish line;
- dismounts, drinks a can/cup of pop, mounts, and returns to finish line;
- dismounts, eats crackers, whistles, mounts, and returns to finish line;
- dismounts, puts on clothes provided, mounts, and returns to finish line;
- dismounts, crawls through barrel, mounts, and returns to finish line.

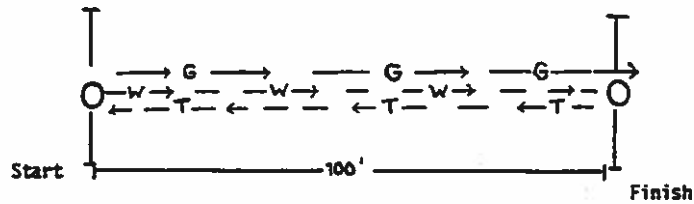
Disqualifications:

violating general rules;
in options b, c, and d, rider must eat/drink entire food or beverage.

Walk, Trot, or Gallop Race

The course shall be laid out with two pylon markers, 100 feet apart, labelled #1 and #2. The start line shall be at marker #1, the finish line at marker #2.

The rider must walk to marker #2, turn and trot back to marker #1, turn, and gallop back to the finish line. Each time the horse breaks gait, the rider must return to the marker and start that gait over again.



Walk-Trot-Gallop Race Pattern

Disqualifications:

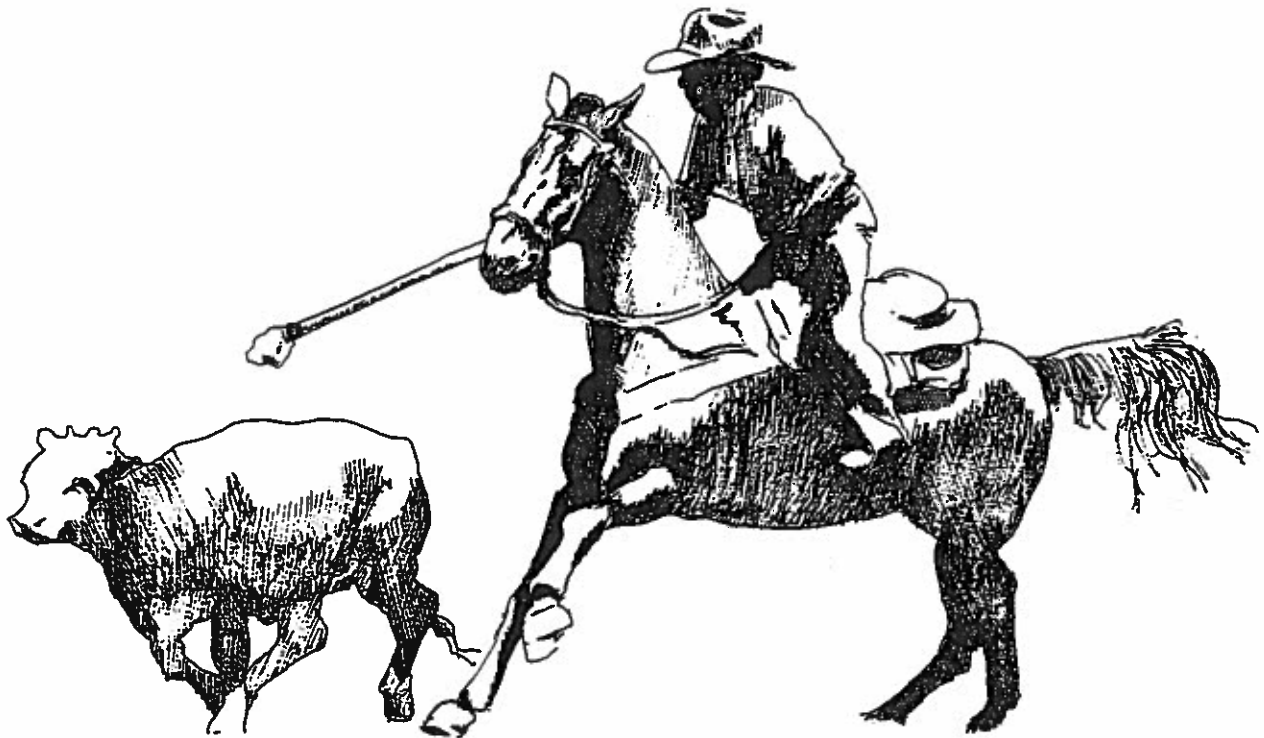
violating general rules.

Bareback Barrels

This event follows the same rules and pattern as single rider barrel race, except the rider must ride bareback.

Disqualifications:

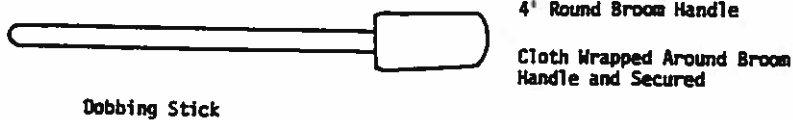
violating general rules;
not crossing finish line between barrels #1 and #2.



Steer Dobbing

Cattle and a roping box with barrier are required for this event.

The rider backs into the heading box with a 4-foot dobbing stick (see diagram), dipped in paint. The rider signals readiness for the steer, and rides after the steer upon its release. The rider must leave paint on the steer in front of the shoulder, then raise the stick to call for time.



Disqualifications:

violating general rules.

Penalty: A 10-second penalty will be assessed for breaking the barrier.

Goat Tying/Goat Tail Tying

Two judges are required for this event.

The goat is staked or held on a 15-foot rope at the far end of the arena. The rider rides to the goat, dismounts and ties any three legs (for younger members, tie a ribbon on the tail). The rider then raises hands to signify time and backs away from the goat. Tie must stay intact for 6 seconds.

Disqualifications:

violating general rules.

Egg Race

The rider crosses the start-finish line and rides to the far end of the arena, picks up an egg in a spoon and rides to the start-finish line.

Disqualifications:

violating general rules;
touching the egg with hands;
dropping the egg;
holding spoon more than halfway up the handle;
using gum or sticky substance on the spoon or egg.

TEAM/GROUP EVENTS

Double Barrels

Two riders, each holding onto one end of a 6-foot length of plastic surveyor's tape, run a regular barrel race pattern.

Disqualifications:

- violating general rules;
- either partner losing one end of tape;
- breaking the tape.

Penalty: A 5-second penalty for each barrel knocked over.

Rescue Race

One horse and two contestants are required for this event.

One rider crosses the start-finish line and rides past a pylon marker at the far end of the arena, picks up a partner waiting at the marker, and both return to the start-finish line. The rescue must be completed before they cross back over the marker and ride for the finish line.

Disqualifications:

- violating general rules;
- either rider touching the ground between the marker and the start-finish line;
- either rider not being mounted completely (one knee on each side of backbone of the horse).

Musical Mounting

This event is to be ridden as a class with any number of riders. Allow plenty of room for the class.

The riders ride while music is being played. As soon as the music stops, the riders dismount, move to the off side of the horse and remount. The last rider to be fully mounted is excused from the arena. The last rider remaining wins. Gait will be determined by the judge.

Disqualifications:

- violating general rules;
- incorrect gait at any point during the class.

Ride-a-Buck/Dollar Bill Equitation

This event is to be ridden as a bareback class. The judge may require any gait (walk, trot, gallop, etc.) during the game. A dollar bill which is held under each rider's knee must stay in place throughout the competition. A rider who loses the dollar bill will be excused from the arena, until one rider, who is the winner, remains.

Disqualifications:

- violating general rules;
- using chaps;
- using any adhesive substance, including water.