

## **8. Gymkhana, Games and Timed Events**

### **8.1 Tack and Attire**

- Please see descriptions of tack and attire in the section for “Western Tack and Attire”.
- Roping reins are acceptable for gymkhana events.
- No leg wraps for speed classes.
- No elastics on boots or stirrups for any riding event including gymkhana.

### **8.2 General Rules For Gymkhana Events**

- ASTM or SEI approved riding helmets are encouraged and may be required for any competitor in these events.
- Contestants may use both hands on the reins and may touch their saddle.
- Whips and spurs, used humanely behind the cinch are allowed.
- Horses must be in the ring before they can be authorized to start. The contestant must wait for the signal (whistle or other) from the ring steward or timer before starting. Running starts are not permitted.
- In the event of a tie, a run off may be used to break the tie. If during the run off the first contestant is disqualified, the second horse must complete a qualifying run to be declared the winner.
- Riders not completing the course in the required fashion or going off course will be disqualified.
- No reruns are permitted due to faulty or broken equipment. In the event that a rider drops a piece of equipment or clothing, the contestant is not to remain in the arena after completing their run. An official will return the dropped piece to the hitching ring. Penalization may result.
- All distances between poles and barrels are center to center, except where otherwise specified.
- When ring is not 61.53 m (220 ft.) in length, the distance between the finish line and the rail may become too short for safety if standard pattern dimensions are used. If the course is too large for the available space, the pattern should be reduced by 1.53 m (5ft) until the pattern fits the arena.
- In the timed events of Barrel Racing and Pole Bending knockdowns will result in a five (5) second penalty for each knockdown (rule may vary by region).
- If a pole or barrel falls down after the end of the run (once the time has stopped) a penalty is not assessed unless the knocked down marker is the finish line marker.
- Starting line markers must be a distance of 15.48 m (50 ft) apart and electric timers are to be set against the arena walls. Starting lines must be clearly marked and are subject to arena size.
- Whenever there are too many disqualifications, which produce a shortage of placing riders, disqualified contestants will not re-run to fill the placings. If only one horse is not disqualified there will only be one ribbon.
- Some events may be run two competitors at the same time. A centerline will be indicated down the length of the arena. Crossing the centerline results in disqualification in any event where two riders run the pattern at one time. Once the gate has been opened to allow the contestants to leave the arena, the center line may be crossed.

### **8.3 Keyhole Race**

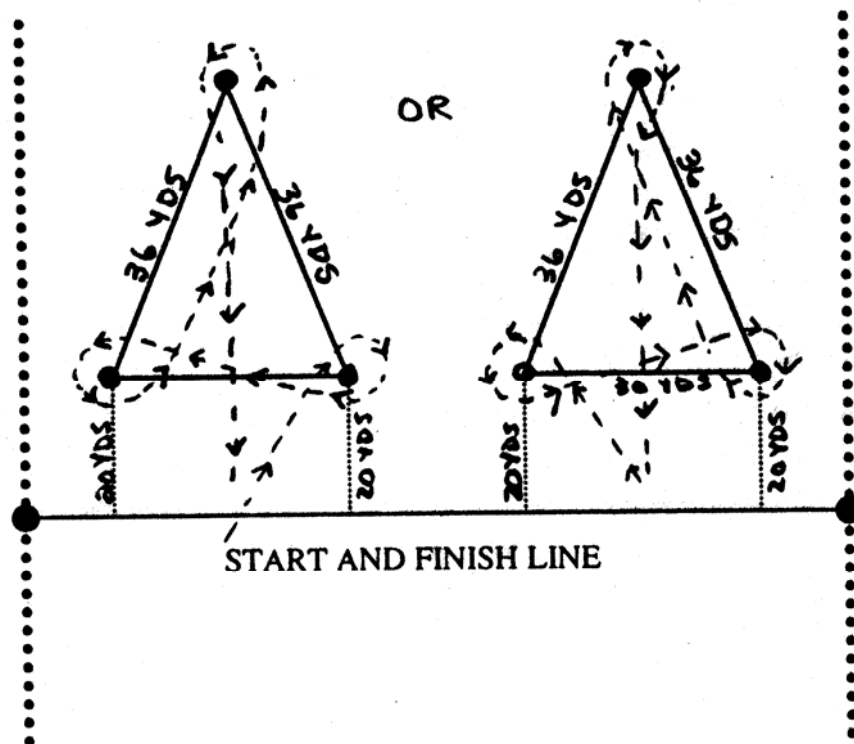
- The keyhole is a white chalk circle on the ground 20 feet in diameter with a chalk slot 4 feet wide and 10 feet long.
- Starting line is 100 feet back from mouth of slot and must be clearly visible either on the ground or on the fence.
- Rider is timed when horse’s nose crosses the start line, runs thru the slot, turning in the keyhole out the slot and back across the start/finish line.
- Disqualification if horse steps on or over any part of the slot or keyhole.
- Two judges should be at each keyhole and their decision is final.
- There must be at least 30 feet of stopping space between the finish line and arena fence.

## 8.4 Stake Race

- The Stake Race uses two stakes that are set 100 feet apart. Start/finish line is drawn midway between the stakes. Contestant starts from stop. "Half halt" starts may be permitted depending on region (ie: it is ok to trot into the arena to the vicinity of the starting line, half halt, then go).
- Pattern may be run from left or right hand to start. The Stake Race is a sequence of figure-eight patterns. The course begins with horse crossing start line with all four feet; makes a turn to the left or right; proceeds to an opposite turn around the first stake; alternates to the first direction turn around the second stake; alternates to the opposite turn around the third stake and across the centre line to finish.
- Proper sequence of figure-eight patterns must be completed. A five second penalty will be assessed for each stake/pole knocked over.
- Rider will be disqualified if the proper sequence of the "figure eight" pattern is broken.

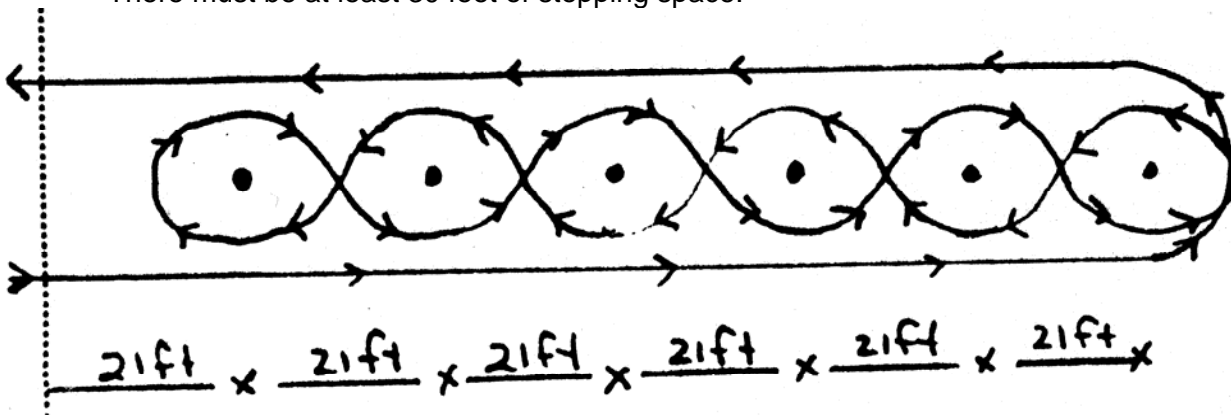
## 8.5 Barrel Racing

- Metal or plastic 45-gallon drums are allowed. No tires or rubber protectors are to be used. The same barrels are to be used through the whole event.
- Left or right barrel may be taken first, as long as a proper cloverleaf pattern is followed.
- Nose of horse to be timed across score line, starting and finishing, by timers/flag persons, unless an electronic timer is used.
- Disqualification for rider falling off horse, not completing run or breaking cloverleaf pattern. Pattern is broken if start line is re-crossed during the run.
- Contestant's time assessed 5 second penalty for each knocked over barrel.
- Barrels are to be raked after every 5 runs, or as needed.
- There must be at least 30 feet of stopping space. As well, barrels to be at least 15 feet from the fence. Barrels to be set to suit arena and to stay the same size for the entire event.



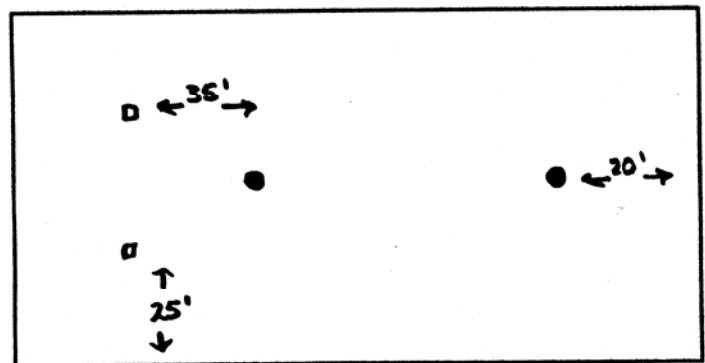
## 8.6 Pole Bending

- Poles to be set 21 feet apart, at least 21 feet from far end of arena and a 21 foot score line. Pre-marked poles to stay the same for the whole event.
- 5 or 6 poles may be used. Amount of poles to be determined by arena size.
- Contestant races to end pole, turns around it and weaves back through to first pole, turning it and weaving back to end pole, around it and races back across the finish line.
- The course may be run from right or left as long as the pattern is completed correctly.
- Contestant's time assessed a 5 second penalty for each knocked down pole. Touching the poles is permitted for either the horse or the contestant.
- Nose of horse to be timed across score line starting and finishing by timers/flag person, unless an electronic timer is used.
- Disqualification for going off pattern. Re-crossing start line before finish is considered a broken pattern.
- Pattern is broken if horse's shoulder goes past wrong side of pole.
- Flagging out by judge to be done only after run is completed.
- There must be at least 30 feet of stopping space.



## 8.7 Flag Race (Pattern may vary depending on Region)

- Object of this event is to take the flag in the first barrel, go around the second barrel and put the flag back in the first. This is a timed event.
- The pattern is to be set up as per diagram. Depending on variation of pattern, flags may be run one or two competitors in the arena at a time.
- About 7.5 cm. of sand will be needed in the bottom of the first barrel. 45 gallon barrels may be used and the flag must have a length of 120 cm. or 4 ft.
- Flags may be placed left, right or at the center of the barrel at the contestant's instruction.
- A correct pattern shall be run across the timing line to either the right or the left of the first barrel, picking up a flag on the way by, run to the second barrel turn around the barrel sprint towards the finish line placing the flag back in the first barrel, then sprint to the finish line.
- A five (5) second penalty will result for a dropped flag or a flag that does not fall into the barrel.
- Disqualification will result from: crossing the finish line before putting the flag in the barrel, intentionally hitting the horse with the flag, not going around the second barrel, crossing over the center line, or knocking over a barrel.

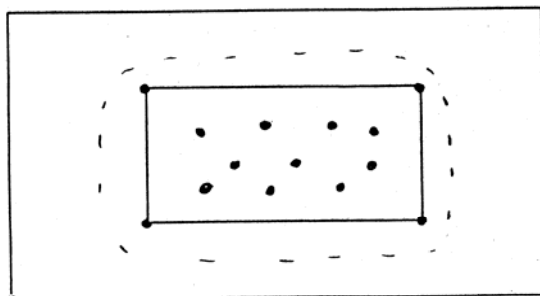


## 8.8 Walk-Trot-Lead (Geared for Level 1 – 3)

- All contestants line up at the start line. At the signal they will walk their horses across the line at the other end of the arena, trot them back across the start line, turn around, dismount and lead them back across the finish line at the end of the arena. If the contestant breaks gait they must come to a complete halt before continuing. The winner is the first across the finish line.
- Halters and lead shanks can be used to lead the horse but the contestant must use a bridle to ride and the lead rope must be tied on the saddle horn before riding.

## 8.9 Musical Pylons (Geared for Level 1 – 3)

- Regional variations include tires or pails which take the place of the pylon.
- There will be one less pylon than contestants set up in the centre of a marked area in a scattered pattern.
- Contestants will ride around the outside of the marked area at a walk until the music stops at which time they will safely dismount from their horse and leading it will race to a pylon in the center. The first person to reach each pylon by touching it claims it.
- Contestants are eliminated by not having a pylon to claim. Contestants must have their horse with them when they claim a pylon.
- Halters and lead shanks are allowed but contestants must ride with a bridle and the lead shank must be wrapped around the saddle horn while riding and not dangling. Lead shanks cannot be longer than 10 ft.
- One or more pylons will then be removed and the contestants will remount and continue to circle the marked area until the music stops again. This will continue until there is only one pylon and one contestant left.
- Leaders and parents can assist the contestants to mount after leading the horses or a mounting block may be used.



### **Stake Race:**

1. Two poles to be set 100 feet apart, at least 21 feet from end of arena.
2. Pre-marked poles to stay the same for the whole rodeo.
3. Start/finish line drawn midway between stakes and must be clearly visible either on the ground or on the fence.
4. Stakes may be run one or two competitors in the arena at a time. If two competitors are in the arena at one time, a centre line the full arena distance must be used. Crossing the centre line will result in disqualification.
5.
  - a. At start signal, horse to cross line with all four feet.
  - b. Immediately after crossing line, make a right hand turn, cross the start line again and proceed to a left hand turn around first pole (stake).
  - c. Make a right hand turn around second pole (stake).
  - d. Make a left hand turn around the third pole (stake) completing a figure eight pattern.
  - e. Race across centre line to finish the course.
6. The pattern may be run from a right or left hand turn at the start as long as the proper sequence of figure eight is completed correctly.
7. Touching a pole by either the horse or the contestant is permitted. However, knocking a pole over will result in disqualification.
8. Nose of horse to be timed across score line starting and finishing by timers/flag person.
9. Disqualification for going off pattern.
10. Pattern is broken if horse's shoulder goes past wrong side of pole.
11. Whips and/or spurs allowed.
12. No re-run due to faulty equipment being used by contestant.
13. Flagging out by judge to be done only after run is completed.
14. There must be at least 30 feet of stopping space.

### **Stake Race (Alternate 2):**

1. Two poles to be set 100 feet apart, at least 21 feet from end of arena.
2. Pre-marked poles to stay the same for the whole rodeo.
3. Start/finish line drawn midway between stakes and must be clearly visible either on the ground or on the fence.
4. Stakes may be run one or two competitors in the arena at a time. If two competitors are in the arena at one time, a centre line the full arena distance must be used. Crossing the centre line will result in disqualification.
  - a. At start signal, cross center start line and proceed to a left hand turn around first pole (stake).
  - b. Make a right hand turn around second pole (stake).
  - c. Make a left hand turn around the third pole (stake) completing a figure eight pattern.
  - d. Race across centre line to finish the course.
5. The pattern may be run from a right or left hand turn at the start as long as the proper sequence of figure eight is completed correctly.
6. Touching a pole by either the horse or the contestant is permitted. However, knocking a pole over will result in disqualification.
7. Nose of horse to be timed across score line starting and finishing by timers/flag person.
8. Disqualification for going off pattern.
9. Pattern is broken if horse's shoulder goes past wrong side of pole.
10. Whips and/or spurs allowed.
11. No re-run due to faulty equipment being used by contestant.
12. Flagging out by judge to be done only after run in completed.
13. There must be at least 30 feet of stopping space.

### **Stake Race (Alternate 3):**

1. Two poles to be set 100 feet apart, at least 21 feet from end of arena.
2. Pre-marked poles to stay the same for the whole rodeo.
3. Start/finish line must be clearly visible either on the ground or on the fence.
4. Stakes may be run one or two competitors in the arena at a time. If two competitors are in the arena at one time, a centre line the full arena distance must be used. Crossing the centre line will result in disqualification.
  - a. At start signal, cross start line and proceed to a left hand turn around far pole (stake).
  - b. Make a right hand turn around second pole (stake).
  - c. Make a left hand turn around the third pole (stake) completing a figure eight pattern.
  - d. Race across finish line to finish the course.
5. The pattern may be run from a right or left hand turn at the start as long as the proper sequence of figure eight is completed correctly.
6. Touching a pole by either the horse or the contestant is permitted. However, knocking a pole over will result in disqualification.
7. Nose of horse to be timed across score line starting and finishing by timers/flag person.
8. Disqualification for going off pattern.
9. Pattern is broken if horse's shoulder goes past wrong side of pole.
10. Whips and/or spurs allowed.
11. No re-run due to faulty equipment being used by contestant.
12. Flagging out by judge to be done only after run is completed.
13. There must be at least 30 feet of stopping space.

## LEVEL ONE: STAKE RACE

### Assessment Tools

- Walk a straight line the length of the arena.
- Trot three 3-metre diameter circles in each direction.
- Stop and stand 60 seconds in the middle of the arena.
- Trot a straight line the length of the arena.
- Walk a stake race pattern.
- Trot around the arena (in both directions) with a foot out of the stirrup.
- Walk and trot lines and circles using one hand.
- Complete a one-handed rollback at a trot.

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Evaluator's signature

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Date

## LEVEL TWO: STAKE RACE

### Assessment Tools

- Lope a straight line the length of the arena.
- Trot circles (3-metres in diameter) displaying lateral and vertical flexion (for six strides), in each direction.
- Lope a straight line using the correct (designated) lead.
- Trot a stake race pattern.
- Lope around the arena (both directions) with one foot out of the stirrup, maintaining balance.
- Demonstrate how to hold a flag properly for a grand entry and demonstrate that you can carry the flag around the arena at a trot.
- Perform a one-handed rollback at a lope.
- Lope (one-handed) in straight lines, then stop and stand.
- Lope lines and circles with one hand.

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### THREE: **STAKE RACE**

#### **Assessment Tools**

- Using one hand, gallop/run a straight line the length of the arena, stop and stand.
- Lope a stake race pattern, using the correct leads.
- Run, stop and stand in the middle of the arena and at the end of the arena.
- Demonstrate that you can carry a grand entry flag around the arena at a lope.

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### LEVEL FOUR: **STAKE RACE**

#### **Assessment Tools**

- Complete penalty-free, a correct stake racing pattern under 25 seconds.

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