

# GYMKHANA COURSES

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## SEC. 1.0 GENERAL RULES

- 1.1 Until they have filed an official protest with and paid the current protest fee to the show secretary, a person may not contest, or question the setting of a Gymkhana course. Nor may they enter the arena to inspect the setting of a Gymkhana course.
- 1.2 The term "weave" means to pass the obstacles on alternate sides.
- 1.3 In all courses the rider has the option of starting on the right or left side of the first obstacle.
- 1.4 Show management is not limited to the events listed in this chapter, however, if others are offered the general rules must be observed, except where inapplicable. **EXCEPTION- only events listed in this chapter may be used at a Region approved point show or rating show.**

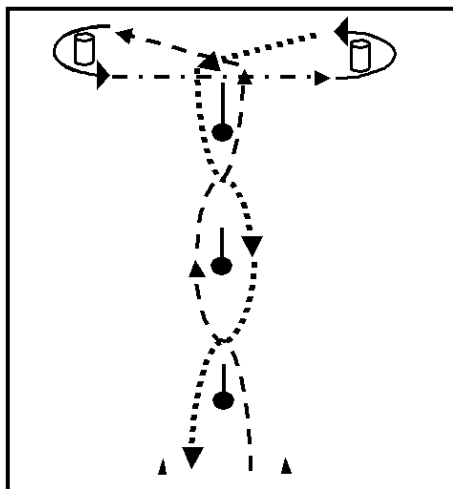
## SEC. 2.0 RATING EVENTS

The events listed in this section are used in calculating CSHA Average Time Division Ratings. All four (4) events from this section must be offered in order for a show to be eligible as a Rated Show (see Gymkhana Rules, section 8.4 Average time Division rules, for specific requirements).

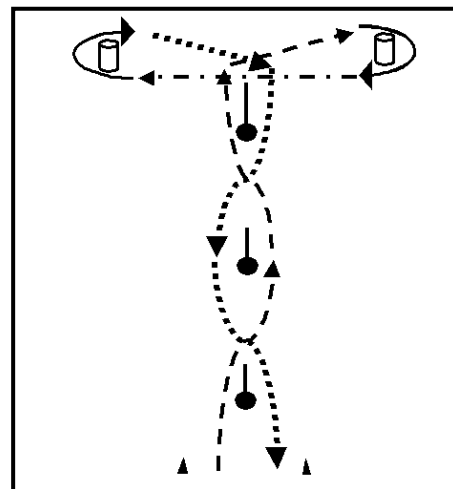
At the State Championship Show these courses are offered every year.

### 2.1 Big T

The rider crosses the start/finish line passing Pole 1 and then weaves poles 2 and 3. After passing pole 3 the rider continues toward the inside of barrel 1, executes a turn around barrel 1, and then continues in a straight line to barrel 2. The rider executes the same turn around barrel 2 and then proceeds to the opposite side of pole 3. The rider weaves back through the poles until he crosses the start/finish line.



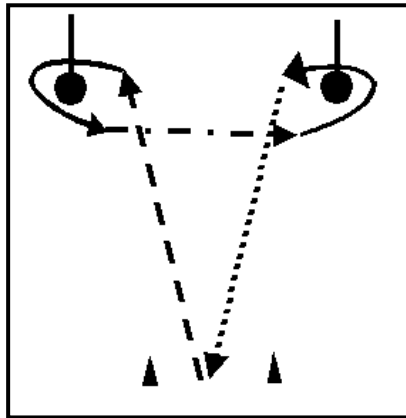
BIG T  
(Left turns)



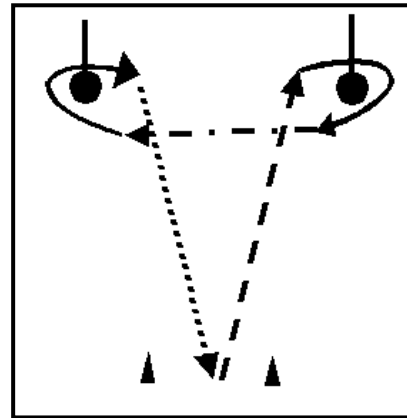
BIG T  
(Right turns)

## 2.2 Birangle

This course requires two turns in the same direction around the two poles. The rider crosses the start/finish line towards the inside of pole 1, executes a turn around pole 1, passes in a straight line towards pole 2, executes the same turns around pole 2, and then rides back across the start/finish line.



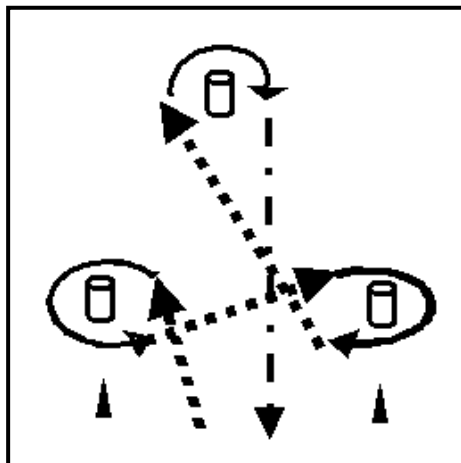
**BIRANGLE**  
(Left turns)



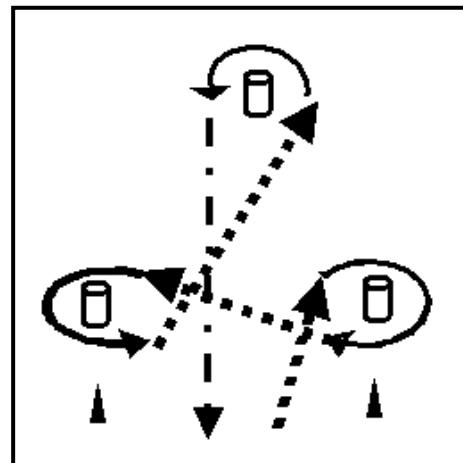
**BIRANGLE**  
(Right turns)

## 2.3 Cloverleaf Barrels (table 1)

The rider crosses the start/finish line and proceeds to the inside of barrel 1, executes a turn around barrel 1, proceeds to the alternate side of barrel 2, executes a turn around barrel 2, proceeds to barrel 3, executes a turn in the same direction around barrel 3, and then proceeds in a straight line back across the start/finish line.



**CLOVERLEAF** (left turn first)

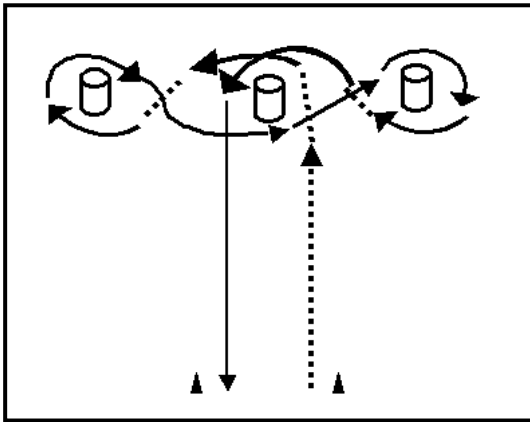


**CLOVERLEAF** (right turn first)

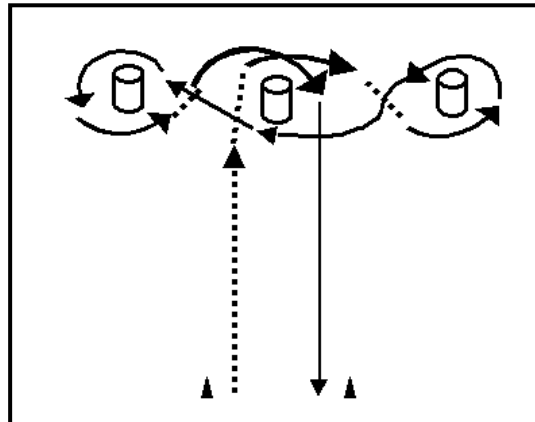
## 2.4 Skill Barrels

The course requires two right turns and two left turns. Both turns around barrel 1 shall be in the same direction and the turns around barrels 2 and 3 will be in the opposite direction.

The rider crosses the start/finish line towards barrel 1, executes a turn around barrel 1, continues to the alternate side of barrel 2, and executes a turn around barrel 2. The rider then proceeds to weave past barrel 1 to the alternate side of barrel 3. The rider executes a turn around barrel 3 and then continues past the back of barrel 1. The rider then executes a turn at barrel 1 and continues back across the start/finish line.



**SKILL BARRELS (Left turn first)**



**SKILL BARRELS (Right turn first)**

## SEC. 3.0 NON RATING EVENTS

The events listed in this section are not used for calculating CSHA Average Time Division Ratings. These events are recommended as additional events for Rated Shows. These events are offered at the State Championship Show.

### 3.1 Cloverleaf Barrels (table 2)

At the State Championship Show this course is offered every year as the jackpot event.

See Cloverleaf Barrels (table 1) rule 2.3 for course execution instructions.

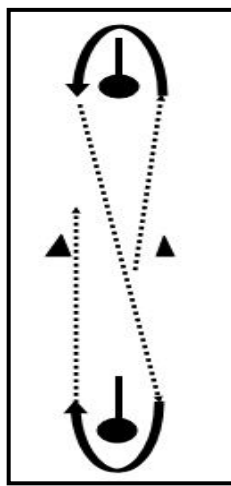
### 3.2 Figure 8 Stake

At the State Championship Show this course is offered in the even numbered years.

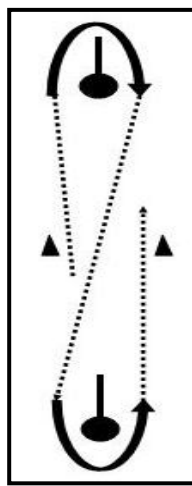
The course requires one right and one left turn. The turn around pole 2 must be executed in the opposite direction of the turn around pole 1. The rider can start the course from either side of the start/finish markers, and need not be inside the course (see Rulebook Section 10.0 Reverse Course).

The rider crosses the start/finish line towards pole 1, executes a turn around pole 1, continues back across the start/finish line, executes an opposite turn around pole 2, and then proceeds back across the start/finish line.

**FIGURE 8 STAKE**  
(Left turn first)



**FIGURE 8 STAKE**  
(Right turn first)



### 3.3 Hurry Scurry

At the State Championship Show this course is offered every year.

Show management may elect to offer both Course #1 and #2. If the arena is wide enough, the courses may be set up next to each other. If show management elects not to offer both courses it is their option as to which course is offered.

**3.3.1** Course # 1 shall have one jump on the right side, and two jumps on the left side.

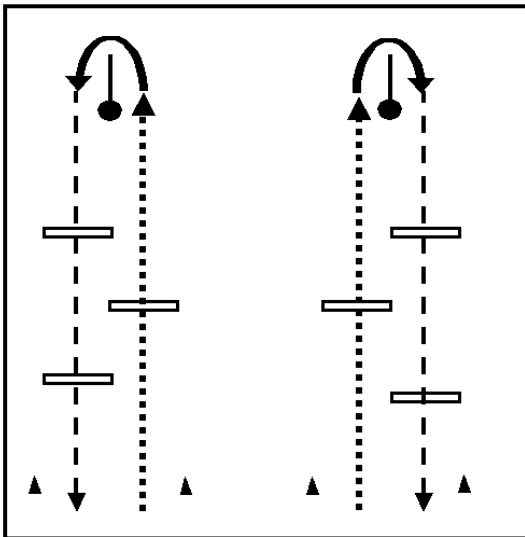
**3.3.2** Course # 2 shall have one jump on the left side, and two jumps on the right side.

**3.3.3** Riders may be given the option to execute the course with the “jumps down.”

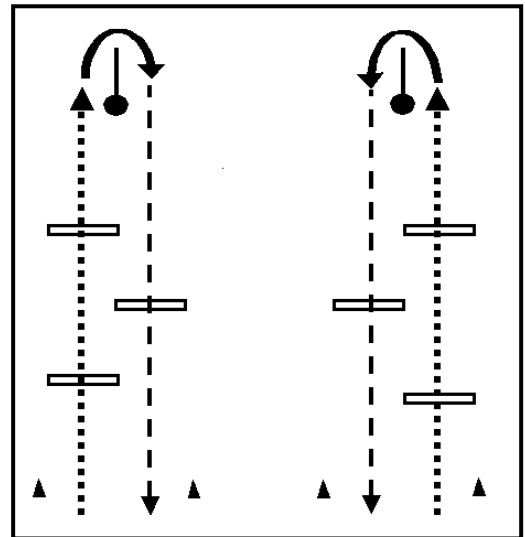
**3.3.3.1** Executing the course with the “jumps down” will result in an automatic 20 second penalty.

**3.3.3.2** At the SCS only Division 7 combinations will be allowed to execute the course with “jumps down.”

- 3.3.4** The rider has the option of beginning the course on either the one jump side, or the two jump side.
- 3.3.4.1** The rider proceeds in a straight line over the jump(s), around the pole, over the remaining jump(s) and back across the start/finish line.
- 3.3.5** This event shall be judged from the end of the arena, not the side of the course. The judge(s) shall be positioned behind the pole(s).
- 3.3.5.1** The jump must be judged as if there were full upright standards, and the entire horse must go over the jump (all four of the horse's feet must go over the jump).
- 3.3.5.2** If the horse goes around a jump, or jumps on the outside of the jump the ride shall be disqualified.
- 3.3.6** The jump standards (up-rights) shall be made of wood or plastic. The standard must have a cup to hold the cross piece. The cross piece shall be white, ten feet in length and four inches in diameter. The cross piece must be plastic. When the cross piece is in place on the standard the measurement from the ground to the top of the cross piece shall be 18 inches.



**HURRY SCURRY**  
(Single jump taken first)



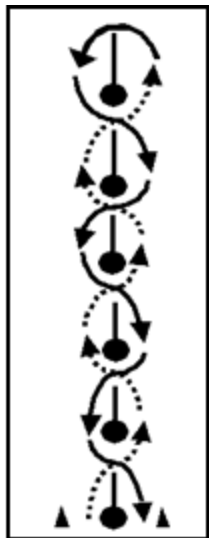
**HURRY SCURRY**  
(Double jump taken first)

### 3.4 Pole Bending

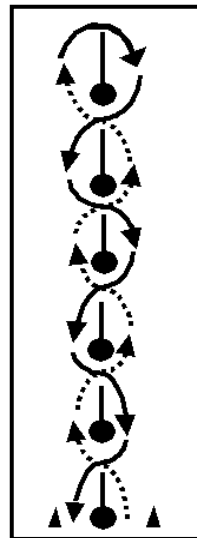
#### 3.4.1 Pole Bending (table 1)

At the State Championship Show this course is offered in the odd numbered years.

The rider crosses the start/finish line by passing pole 1, weaving the remaining poles to pole 6, executes a turn around pole 6 and then weaves back through the poles until crossing the start/finish line.



**POLE BENDING**  
**Table 1**  
**(Left turn)**



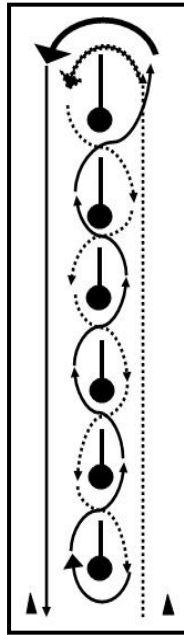
**POLE BENDING**  
**Table 1**  
**(Right turn)**



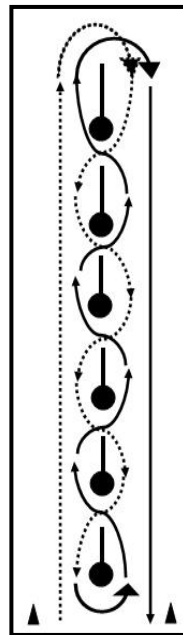
### 3.4.2 Pole Bending (table 2)

At the State Championship Show this course is offered in the even numbered years.

The rider crosses the start/finish line by passing pole 1 and proceeds in a straight line towards pole 6. The rider then executes a turn around pole 6, weaves the poles back to pole 1, executes a turn around pole 1, with all parts of the horse remaining on the course side of the start/finish line, then weaves back through the poles to pole 6, executes a turn around pole 6 and then proceeds in a straight line back across the start/finish line.



**POLE BENDING  
Table 2  
(Left turn first)**



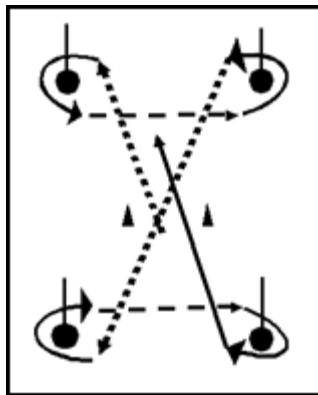
**POLE BENDING  
Table 2  
(Right turn first)**

### 3.5 Quadrangle

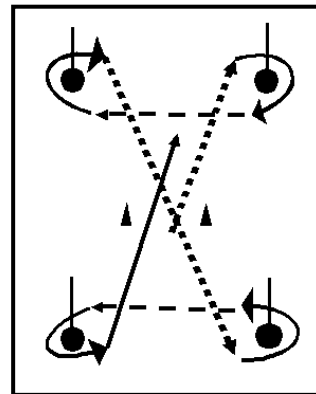
At the State Championship Show this course is offered in the odd numbered years.

This course requires two left turns and two right turns. The turns around the first set of poles (poles 1 and 2) are executed in the same direction. The turns around the second set of poles (poles 3 and 4) are in the opposite direction. The rider can start the course from either side of the start/finish markers, and need not be inside the course (see Rulebook Section 10.0 Reverse Course).

The rider crosses the start/finish line towards the inside of pole 1, executes a turn around pole 1, ride in a straight line to pole 2, executes the same turn around pole 2, rides back across the start/finish line towards the inside of pole 3, executes an opposite turn around pole 3, rides in a straight line to pole 4, executes the same turn around pole 4 and then proceeds back across the start/finish line.



**QUADRANGLE**  
**(Left turns first)**

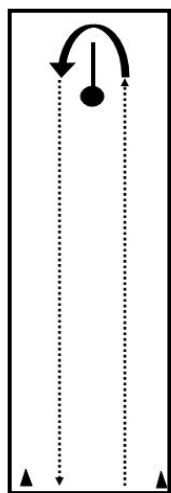


**QUADRANGLE**  
**(Right turns first)**

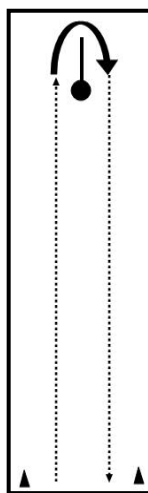
### 3.6 Single Stake

At the State Championship Show this course is offered every year.

The course requires a single turn around a single pole. The rider crosses the start/finish line and proceeds in a straight line towards the pole. The rider executes a turn around the pole and continues in a straight line back across the start/finish line.



**SINGLE STAKE**  
(Left turn)

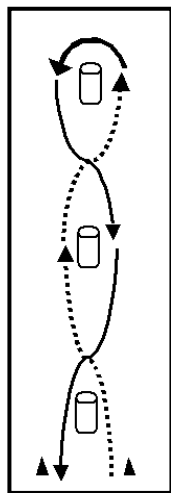


**SINGLE STAKE**  
(Right turn)

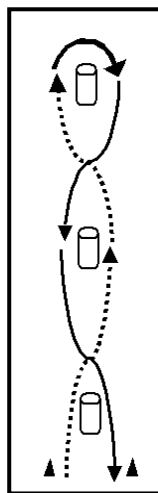
### 3.7 Speed Barrels (table 1)

At the State Championship Show this course is offered every year.

The rider crosses the start/finish line, passes barrel 1, weaves the remaining barrels until he reaches barrel 3. The rider executes a turn around barrel 3 and then weaves back through the barrels until he crosses the start/finish line.



**SPEED BARRELS  
Table 1  
(Left turn)**



**SPEED BARRELS  
Table 1  
(Right turn)**

## SEC. 4.0 ADDITIONAL EVENTS

The events listed in this section are not used for calculating CSHA Average Time Division Ratings. These events are **NOT** offered at the State Championship Show. These events can be used as additional events for Rated Shows.

These courses are NOT offered at the State Championship Show.

### 4.1 Keyhole

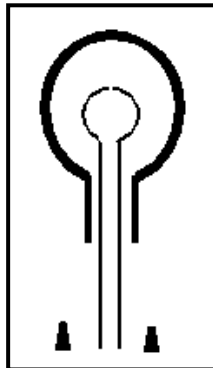
The rider crosses the start/finish line, proceeds in a straight line through the keyhole entrance into the circle, executes a 180 degree turn and then proceeds out of the keyhole and back across the start/finish line.

From the center of the start/finish line to the center of the keyhole circle shall be 100 feet. The keyhole circle shall be 20 feet in diameter. The entrance lane shall be 4 feet wide and ten feet long. The lines shall be drawn on the ground with either flour, or any other white marking powder.

Additional disqualifications:

1. Horse steps on or over marked line
2. Horse turns around in the entrance rather than the circle

After each ride, any disturbed area shall be raked within one rake width inside and outside of the line. The judge shall be stationed near the keyhole to determine by viewing the hoof prints if the ride qualified.

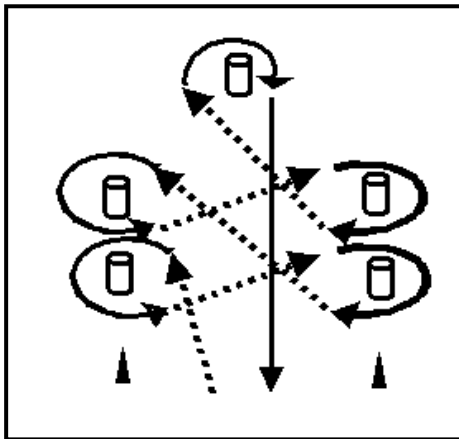


**KEYHOLE**

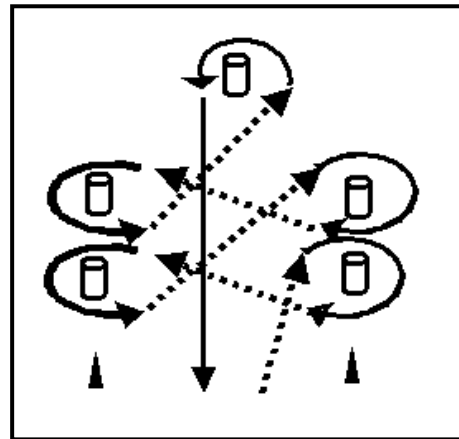
## 4.2 Scramble Barrels

The rider crosses the start/finish line and proceeds past barrel 1, executes a turn around barrel 1 and proceeds to the barrel directly across, executes an opposite turn around this barrel, proceeds to the barrel behind their first barrel, executes the same turn as done on the first barrel, executes a turn around this barrel, proceeds to the barrel directly across and executes an opposite turn around this barrel, proceeds to the back barrel and executes a turn in the same direction, and then proceeds in a straight line back across the start/finish line.

The course consists of five barrels. The start/finish line markers shall be 90 feet apart. The distance from the start/finish line to barrel 1 and 2 shall be 30 feet, from barrels 1 and 2 to barrels 3 and 4 shall be 30 feet. The distance from barrels 3 and 4 to barrel 5 shall be 105 feet. Barrels 1, 2, 3 and 4 shall be parallel to the start/finish line markers.



**SCRAMBLE BARRELS**  
(Left turn first)

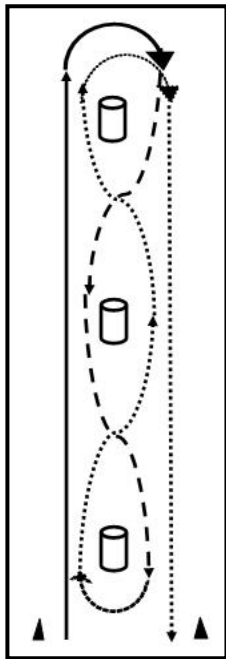


**SCRAMBLE BARRELS**  
(Right turn first)

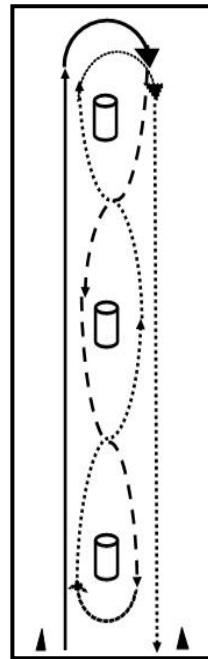
### 4.3 Speed Barrels (table 2)

The rider crosses the start/finish line, proceeds in a straight line to barrel 3, executes a turn around barrel 3, then weaves the remaining barrels back to barrel 1, executes a turn around barrel 1, with all parts of the horse remaining on the course side of the start/finish line, weaves back through the barrels, executes a turn around barrel 3 and then proceeds in a straight line until he crosses the start/finish line.

For course measurements see Speed Barrels (table 1)



**SPEED BARRELS**  
Table 2  
(Left turns)



**SPEED BARRELS**  
Table 2  
(Right turns)

## SEC. 5.0 COURSE SPECIFICATIONS

- 5.1 All courses **MUST** be measured using the Triangulation method.
- 5.2 Measurements are made at the center of the pole base or barrel.
- 5.3 All measurements from the start/finish line are made perpendicularly from the center point of the line.
- 5.4 For all courses, except Cloverleaf and Scramble Barrels, the start/finish markers shall be placed thirty feet (30) apart.
- 5.4.1 The start/finish marker measurements for Cloverleaf and Scramble Barrels are in those course descriptions.
- 5.5 In all courses there must be a minimum of fifty (50) feet from the end fence to the start/finish line.
- 5.6 In all courses except Cloverleaf Barrels, Scramble Barrels, and the Hurry Scurry double course there must be a minimum of thirty-five (35) feet from the side fence to the nearest start/finish line marker.
- 5.6.1 In the Hurry Scurry double course set up there must be a minimum of twenty (20) feet from the side fence to the nearest start/finish line marker, and there must be a minimum of fifteen (15) feet between the two inside start/finish line markers.
- 5.7 There must be a minimum of fifteen (15) feet from the following course obstacles to the side fence:
- |                                     |                 |
|-------------------------------------|-----------------|
| Big T                               | both barrels    |
| Birangle                            | both poles      |
| Cloverleaf Barrels (tables 1 and 2) | barrels 1 and 2 |
| Quadrangle                          | all poles       |
| Scramble Barrels                    | barrels 1-4     |
| Skill Barrels                       | barrels 2 and 3 |
- 5.8 Between the end fence, that is parallel to and opposite of the start/finish line, and any obstacle there must be a minimum of twenty (20) feet.
- 5.9 The start/finish line must be indicated by poles, pylons, or other visible markers. Flags shall not be used.
- 5.9.1 When electronic timers are used, if poles are used as the start/finish markers, the poles must be placed on the course side of the timing beam.
- 5.9.2 The start/finish line marker placement shall be indicated by a small dot of white powder. The start/finish line markers shall be placed on the outer edge of the dot and shall not cover any portion of the dot.



- 5.10** In all events where poles or batons are used, they shall be 1 3/8 inches to 1 5/8 inches in diameter and of round plastic. Poles shall be at least six (6) feet in height, but no more than seven (7) feet in height with the bottom inserted in a plastic or rubber base. Containers filled with concrete are NOT allowed.
- 5.11** In all events where barrels are used as part of the course, the barrels shall be the so-called fifty (50) gallon size with both ends closed and made of plastic. The barrels must have at least two contrasting colors.
- 5.11.1** Metal barrels are prohibited.
- 5.11.2** The top and bottom circumference of all barrels must be within seven (7) inches of the middle circumference. Circumference measurement shall not include the lip.

## SEC. 6.0 COURSE TRIANGULATION

Triangulation insures every event is centered and measured accurately.

- Step 1 - Set the Timing Line
- Step 2 - Center the course
- Step 3 - Triangulate obstacle placement

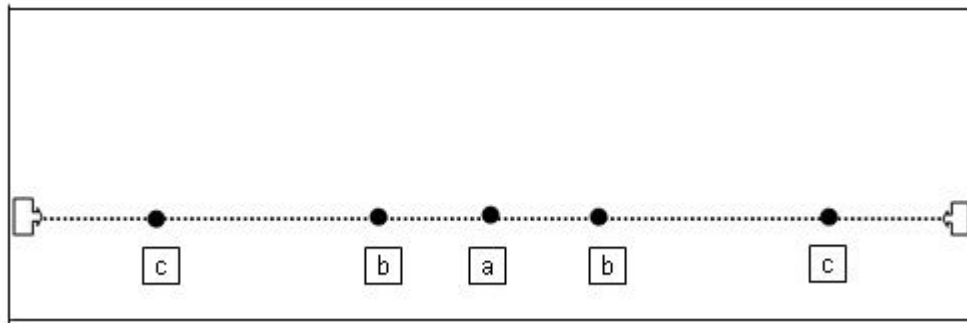
### 6.1 Equipment

The following equipment is needed:

- 2 - 300 ft open reel fiberglass tape measures
- 1 – container of white flour or other marking powder

All of the following instructions utilize two (2) 300 ft. tape measures. Triangulation can be accomplished with one (1) 300 ft. tape measure. However, more steps and time are required.

### 6.2 Timing Line Set up



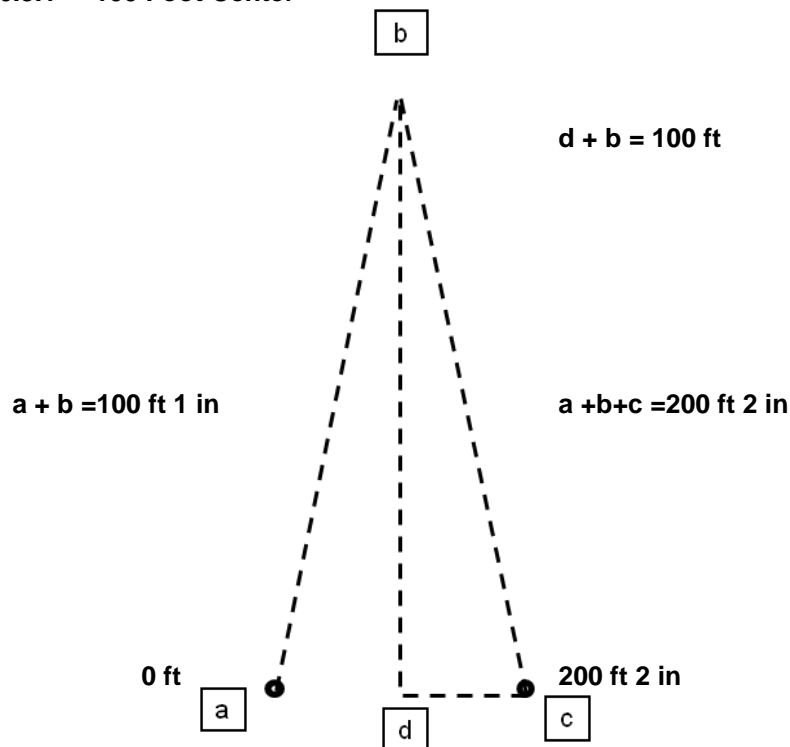
People required = 3

1. Person 2 holds the beginning end of the tape at the fence **underneath the timer**
2. Person 3 holds the tape at the opposite fence **underneath the timer**
3. Person 1 places a mark at the center point of the arena (a)
4. Person 1 measures 15 ft on both sides of center (a)
5. Person 1 places a mark at these points (b). This is the **thirty (30) foot gate**.
6. Person 1 measures 37 ft 6 in. on both sides of center (a).
7. Person 1 places a mark at these points (c). This is the **seventy-five (75) foot gate**.

## 6.3 Finding Center

This is done to insure the course is not skewed to one side. The easiest way to find center is to use two tape measures although one tape measure can be used.

### 6.3.1 100 Foot Center



People required = 3

1. Timing line is **30 ft wide**
2. Find center of timing line **15 ft.** and mark it (d)
3. Person 2 holds the beginning end of the tape at point (a)
4. Person 3 holds the reel end of the tape at point (c) **200 ft 2 in**
5. Person 1 extends the tape to point (b) and finds the **100 ft mark**
6. Person 2 then moves to the center point of the timing line (d)

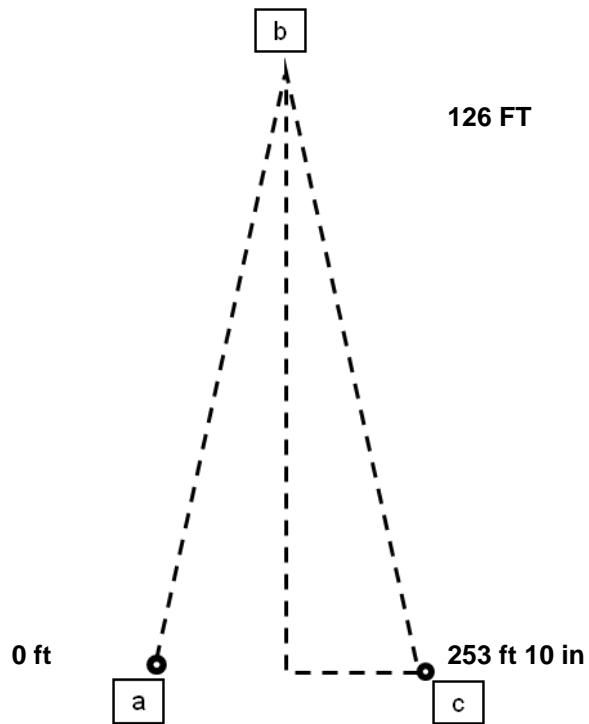
#### For Poles (1):

1. Person 3 marks the poles placement at 0, 20, 40, 60, 80 and 100

#### For Skill Barrels:

1. Person 3 gives the end of the tape to person #2
2. Person 2 finds **244 ft 4 in on the tape and holds it with the beginning end of the tape**
3. Person 3 moves to the first side barrel with the tape at **137 ft 6 in** and places a mark.
4. Person 2 then moves across the arena to the other side barrel location.
5. As person 3 passes person 1 they place a mark at that location
6. When person 3 reaches the location for barrel 3 a mark is placed.

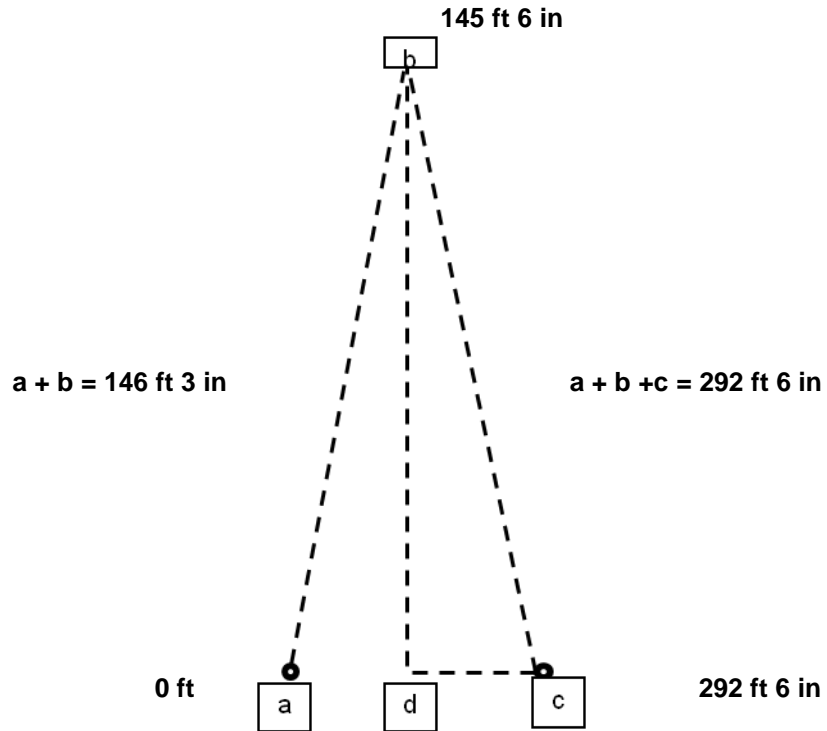
### 6.3.2 126 Foot Center



People required = 3

1. Find center of timing line **15 ft.** and mark it
2. Person 2 holds the beginning end of the tape at point (a)
3. Person 3 holds the end of the tape at point (b) **253 ft 10 in**
4. Person 1 extends the **tape #1 126 ft** towards (b)
5. Person 2 moves to the center of the timing line
6. Person 3 marks the **poles at 21 ft, 42 ft, 63 ft, 84 ft, 105 ft and 126 ft**

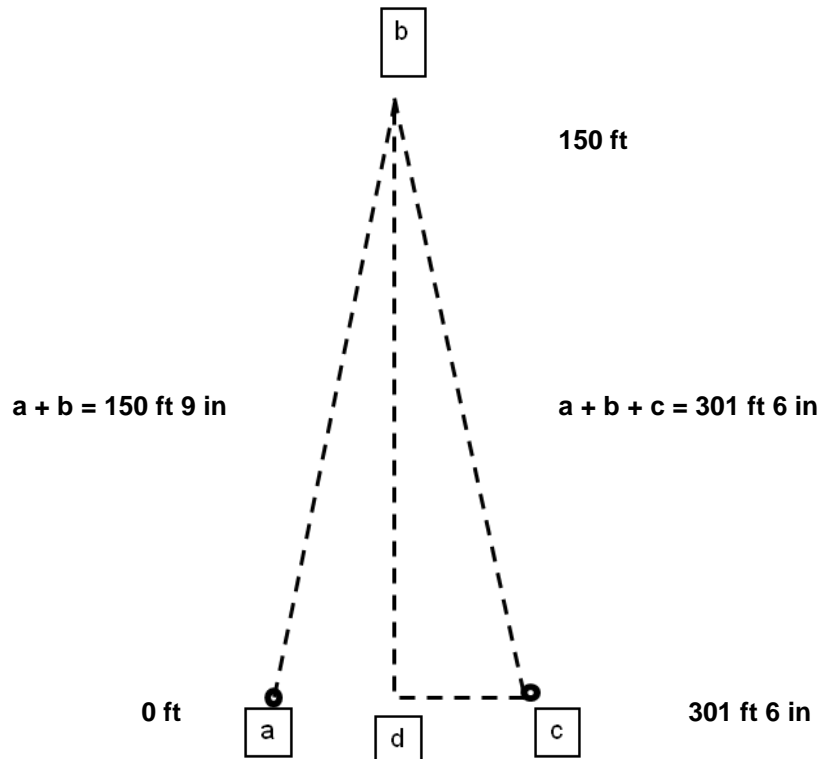
### 6.3.3 145 Foot 6 Inch Center



People required = 3

1. Person 2 holds the beginning end of the tape at point (a) **0 ft**
2. Person 3 holds the reel end of the tape point (c) at **30 ft**
3. Person 1 finds the center of the timing line - **15 ft and marks it**
4. Person 1 extends the tape **145 ft 6 in.** to point (b)
5. Person 3 extends the tape to **292 ft 6 in**
5. Person 2 moves to the timing line center mark
6. Person 3 moves to pole 1 position **183 ft** and places a temporary mark
7. Person 3 moves to pole 2 position and places a temporary mark
8. Person 3 measures **150 ft 3 in** from each Pole temporary mark back to center (d)

### 6.3.4 150 Foot Center



People required = 3

1. Person 2 holds the beginning end of the tape at point (a) 0 ft
2. Person 3 holds the reel end of the tape point (c) at 30 ft
3. Person 1 finds the center of the timing line (d) - 15 ft and marks it
4. Person 3 extends the tape at (c) to 301 ft 6 in
5. Person 1 extends the tape to (b) 150 ft and marks it

#### **For Big T:**

1. Person 2 moves to the timing line center mark (d)
2. Person 3 marks the pole placements 30ft, 60 ft, and 90 ft
3. Person 3 finds 187 ft 6 in on the tape and moves to barrel 1 position and places a temporary mark
4. Person 3 moves to barrel 2 position and places a temporary mark
5. Person 3 measures 154' 8" from each barrel temporary mark back to timing line center(d)

#### **For Hurry Scurry:**

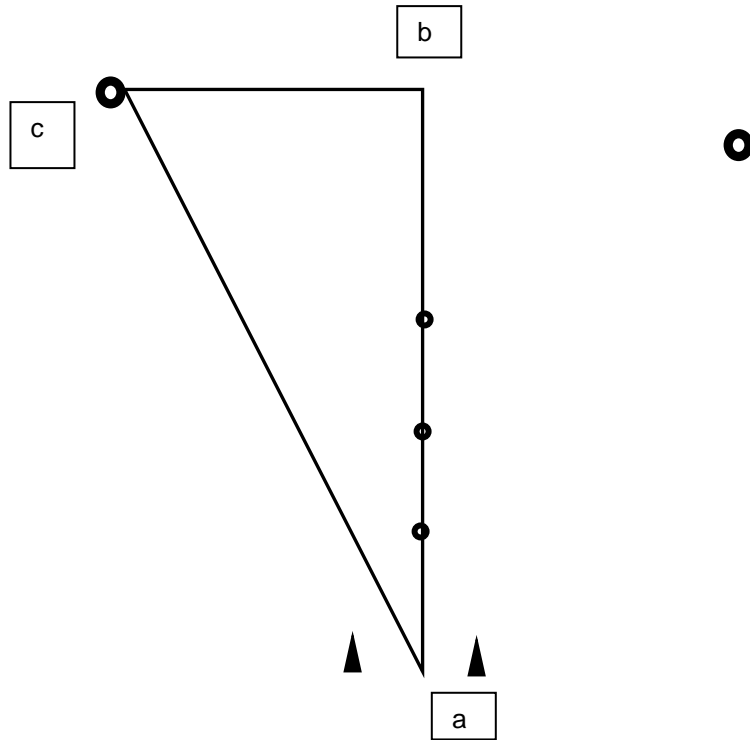
1. Person 2 moves to the timing line center mark (d)
2. Person 3 marks the jump positions at 50 ft, 75 ft, and 100 ft

#### **For Speed Barrels:**

1. Person 2 moves to the timing line center mark
2. Person 3 marks the barrel placements 30 ft, 90 ft and 150 ft

## 6.4 Course Set Ups

### 6.4.1 Big T

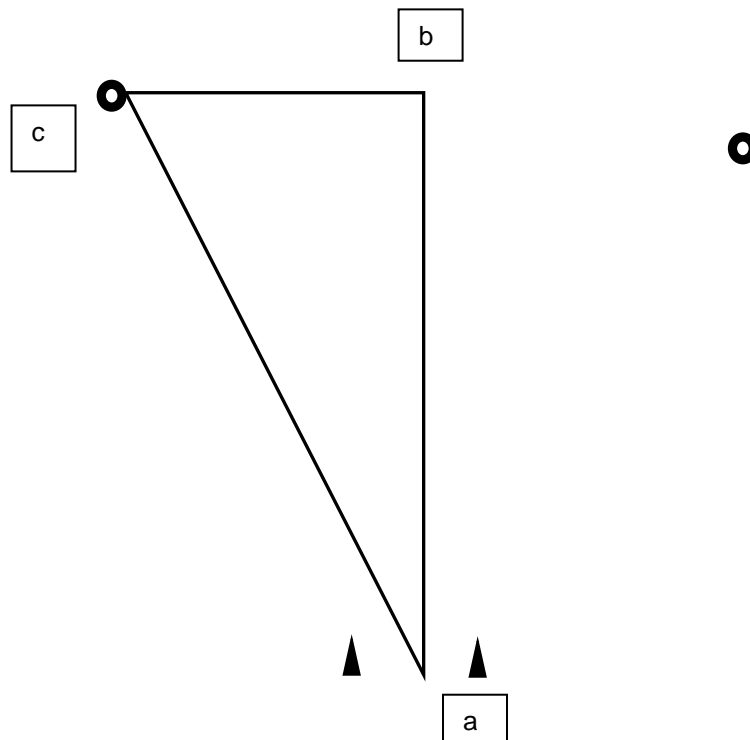


People required = 3

Equipment required  
2 cones  
3 poles  
2 barrels

1. Find the center (**15 ft**) of the timing line. This is point (a).
2. Person 2 holds the beginning end of the tape at (a).
3. Person 1 extends the tape from (a) to (b) **150 ft.**
4. Person 3 holds the tape at (b).
5. **Center the course**
6. After the course has been centered, Person 1 places a mark at **30 ft., 60 ft., and 90 ft.**
7. Person 1 then extends the tape to one side (c) and places a temporary marker at **187 ft. 6 in.**
8. Person 1 then extends the tape to the other side (c) and places a temporary marker at **187 ft. 6 in.**
9. Person 3 releases the tape
10. Person 1 measures from (a) to (c) on each side crossing the tape cross over the temporary mark
11. The obstacle marker is placed at **154 ft 8 in.**
12. Place a pole on the 30 ft., 60 ft., and 90 ft. marks
13. Place a barrel on each of the 154 ft 8 in. marks

## 6.4.2 Birangle



People required = 3

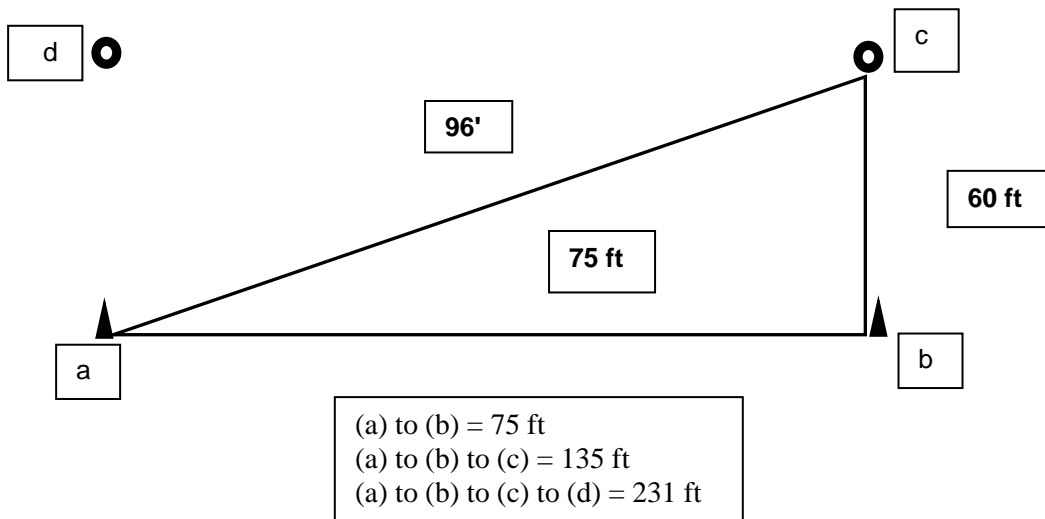
Equipment required  
2 cones  
2 poles

1. Find the center (**15 ft**) of the timing line. This is point (a).
2. Person 2 holds the beginning end of the tape at (a)
3. Person 1 extends the tape from (a) to (b), **145 ft. 6 in.**
4. Person 3 holds the tape at (b).
5. **Center the course.**
6. After the course has been centered, Person 1 extends the tape to one side (c) and places a temporary mark at **183 ft.**
7. Person 1 then extends the tape to the other side (c) and places a temporary mark at **183 ft**
8. Person 3 releases the tape
9. Person 1 measures from (a) to (c) on each side. Making sure the tape crosses over the temporary mark.
10. The obstacle marker is placed at each of the **150 ft 3 in.** marks
11. Place a pole at each of the 150 ft. 3 in. markers



### 6.4.3 Cloverleaf

#### 6.4.3.1 Cloverleaf barrels table 1

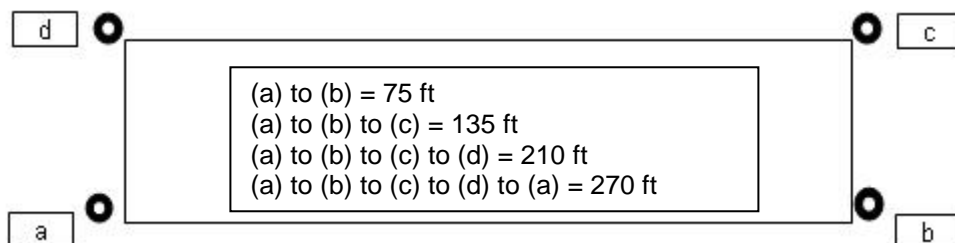


People required = 4

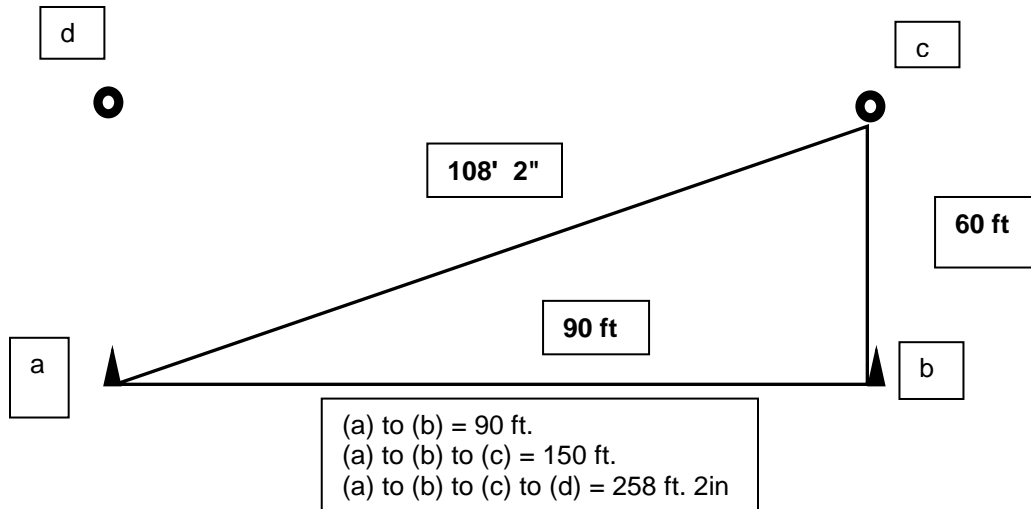
Equipment required  
2 cones  
3 barrels

1. Measure timing line. The start/finish line markers shall be **75 feet** apart.
2. Person 2 holds the beginning end of the tape at (a)
3. Person 1 extends the tape **75 ft** from point (a) to point (b),
4. Person 3 holds the tape at (b)
5. Person 1 extends the tape **60 ft** to point (c).
6. Person 4 holds the tape at point (c)
7. Person 1 then extends the tape **96 ft.** back to person 2 point (a).
8. A mark is placed at (c)
9. To measure the second barrel point (d):
  - Person 2 moves to point (b)
  - Person 3 moves to point (a)
  - Person 4 moves to point (d)
10. A mark is placed at point (d)
11. Barrel #3 is measured

#### Verifying measurements



### 6.4.3.2 Cloverleaf barrels table 2

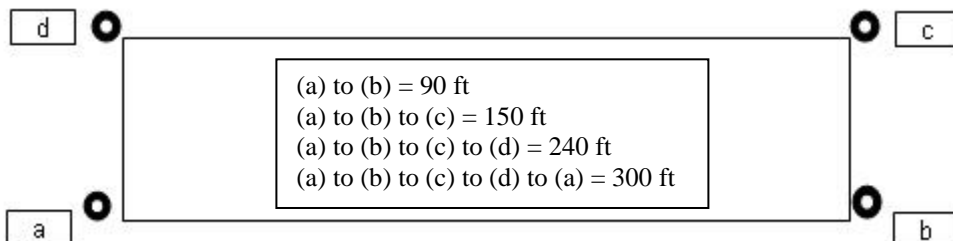


People required = 4

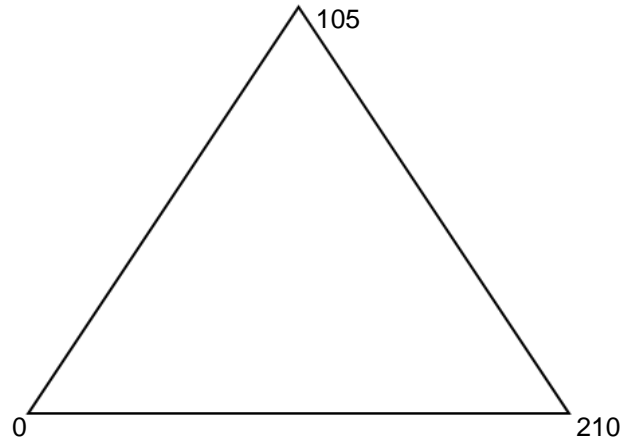
Equipment required  
 2 cones  
 2 poles

1. Measure the timing line. The start/finish line markers shall be 90 ft
2. Person 2 holds the beginning end of the tape at point (a)
3. Person 1 extends the tape **90 ft** from point (a) to point (b)
4. Person 3 holds the tape at point (b)
5. Person 1 extends the tape **60 ft.** to point (c)
6. Person 4 holds the tape at point (c)
7. Person 1 then extends the tape back to person 2 at point (a)
8. A mark is placed at each point
9. To measure the second barrel point (d):  
     Person 2 moves to point (b)  
     Person 3 moves to point (a)  
     Person 4 moves to point (d)
10. A mark is placed at point (d)
11. Barrel #3 is measured

### Verifying measurements



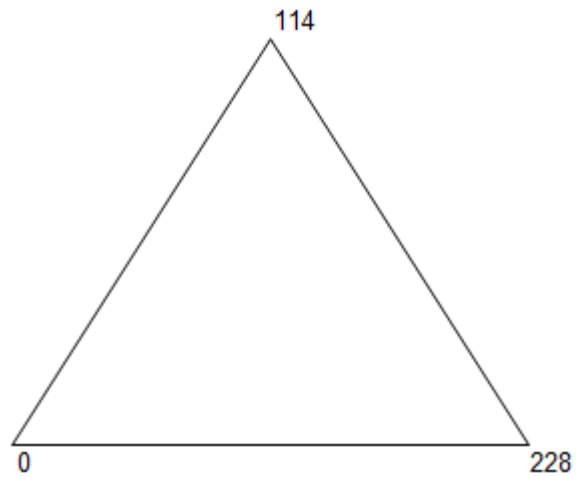
### 6.4.3.3 Cloverleaf (table 1) barrel 3



People required = 3

1. Person 2 holds the beginning end (0') of the tape on the mark for barrel #1
2. Person 1 reels out the tape to **210 ft.**
3. Person 3 holds the tape at the 210 ft. on the mark for barrel #2
4. Person 1 finds the **105 ft.** indicator.
5. While holding the tape at 105 ft Person #1 walks toward the end of the arena
6. When the tape is tight from both barrel #1 and #2, Person #1 places a mark
7. Place a barrel on each of the marks

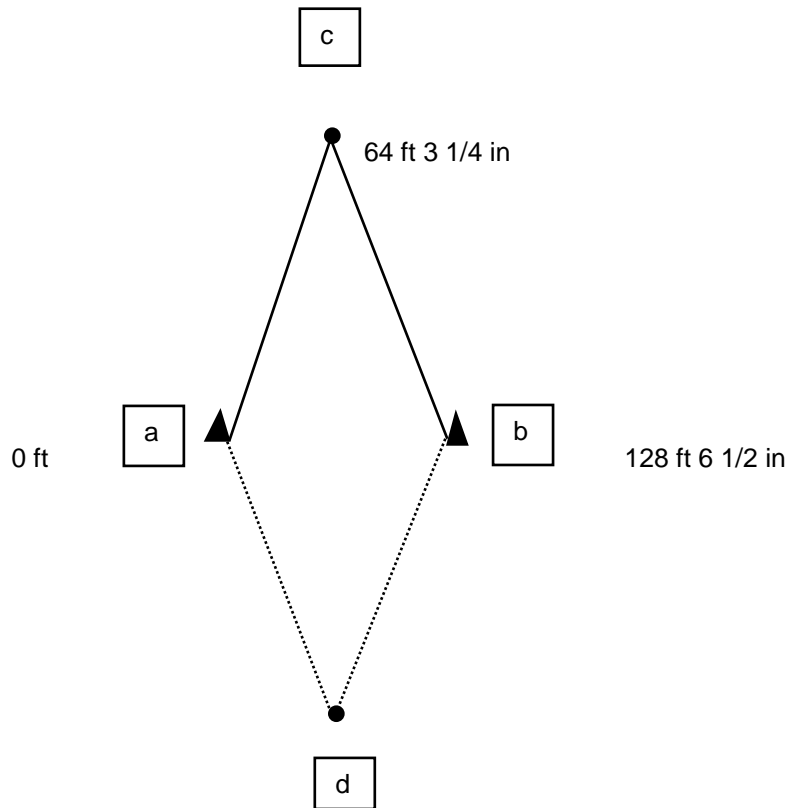
#### 6.4.3.4 Cloverleaf (table 2) barrel 3



People required = 3

8. Person 2 holds the beginning end (0') of the tape on the mark for barrel #1
9. Person 1 reels out the tape to **228 ft.**
10. Person 3 holds the tape at the 210 ft. on the mark for barrel #2
11. Person 1 finds the **114 ft.** indicator.
12. While holding the tape at 114 ft Person #1 walks toward the end of the arena
13. When the tape is tight from both barrel #1 and #2, Person #1 places a mark
14. Place a barrel on each of the marks

#### 6.4.4 Figure 8 Stake

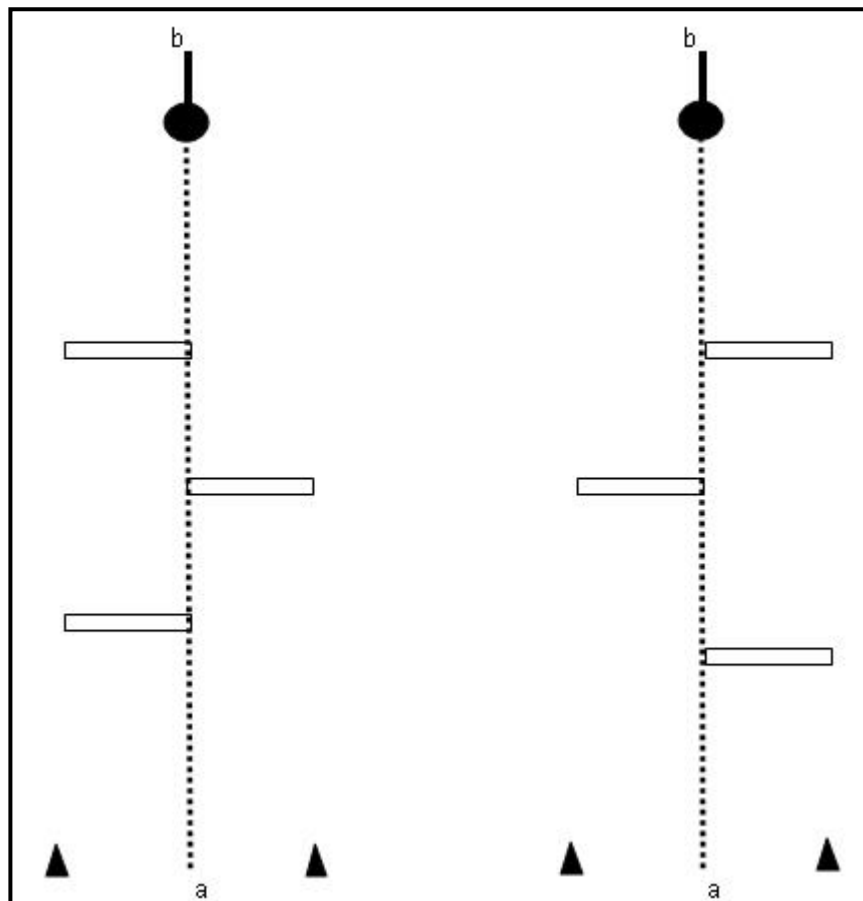


People required = 3

Equipment required  
2 cones  
2 poles

1. Person 2 holds the tape on one start/finish line marker
2. Person 1 reels out the tape to **128 ft 6 1/2 in.**
3. Person 3 holds the tape at this mark on the other start/finish line marker
4. Person 1 finds the **64 ft 3 1/4 in**
5. While holding the tape at **64 ft 3 1/4 in.** Person 1 walks toward one end of the arena
6. When the tape is tight from both marker #1 and #2, place a mark for pole #1
7. Person 1 then walks towards the other end of the arena
8. When the tape is tight from both marker #1 and #2, place a mark for pole #2
9. Place a pole on each of the marks

## 6.4.5 Hurry Scurry

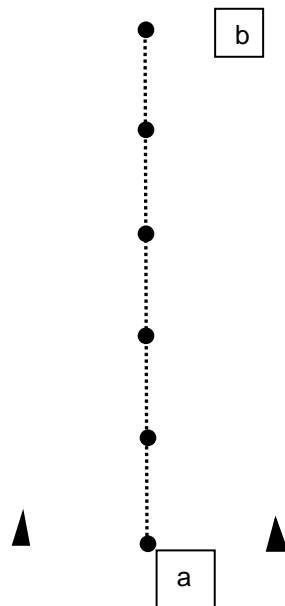


People required = 3\*  
\*for measuring more recommended  
for setting up obstacles

Equipment required  
4 cones  
2 poles  
6 jump standards  
6 cross pieces \*  
\* recommend minimum 2 additional

1. Find the center of the timing line. This is point (a).
2. Person 2 holds the beginning end of the tape at (a)
3. Person 1 extends the tape from (a) to (b) 150 ft.
4. Person 3 holds the tape at (b)
5. **Center the course**
6. After the course has been centered, Person 1 then places a mark at **50 ft., 75 ft., 100 ft., and 150 ft.**
7. Place a pole at the **150 ft** mark
8. Center a jump standard on each of the 50 ft., 75 ft., and 100 ft. marks
9. **Person 1 verifies the center of each jump standard is in line with the pole**
10. The outside jump standards are placed
11. The cross pieces (pipe) are placed
12. Each jump is viewed from the side to verify the two standards are aligned

### 6.4.6 Pole Bending (table 1)

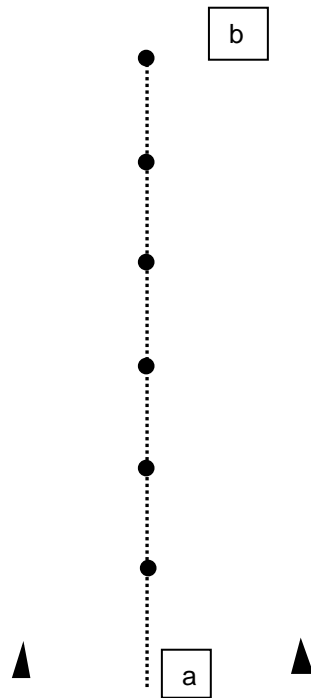


People required = 3

Equipment required  
2 cones  
6 poles

1. Find the center of the timing line. This is point (a).
2. Person 2 holds the beginning end of the tape at (a)
3. Person 1 extends the tape from (a) to (b) **100 ft.**
4. Person 3 holds the tape at (b)
5. **Center the course**
6. After the course has been centered, Person 1 then places a mark at **0,20 ft., 40 ft., 60 ft., 80 ft., and 100 ft.**
7. Place a pole on each mark
8. Pole #1 is set approximately 4-6 inches inside the timing line so it will not interfere with the timer's electronic beam

### 6.4.7 Pole Bending (table 2)



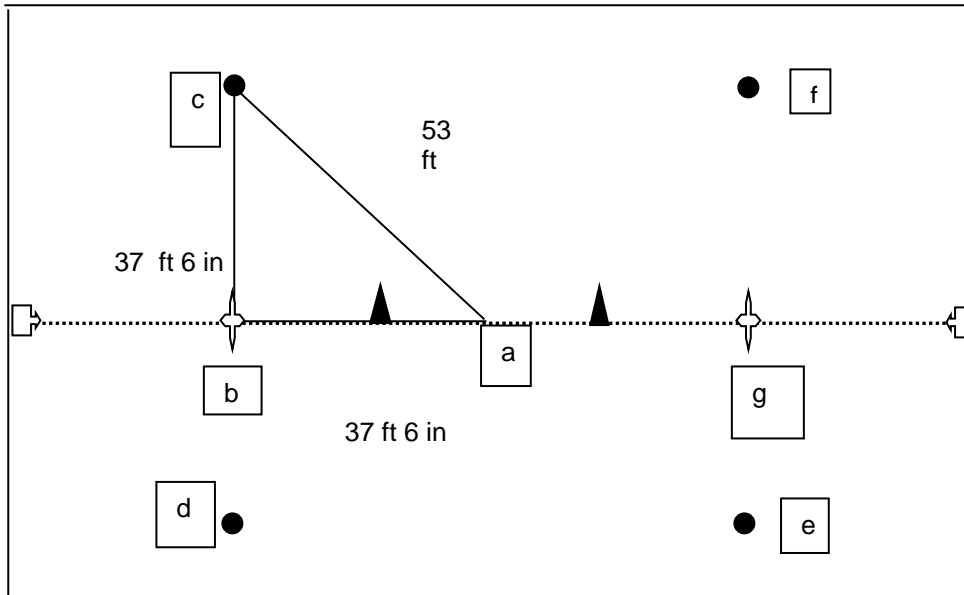
People required = 3

Equipment required  
2 cones  
6 poles

1. Find the center of the timing line. This is point (a).
2. Person 2 holds the beginning end of the tape at (a)
3. Person 1 extends the tape from (a) to (b) **126 ft.**
4. Person 3 holds the tape at (b)
5. **Center the course**
6. After the course has been centered, Person 1 then places a mark at **21ft., 42 ft., 63 ft., 84 ft., 105 ft., and 126 ft.**
7. Place a pole on each mark



## 6.4.8 Quadrangle

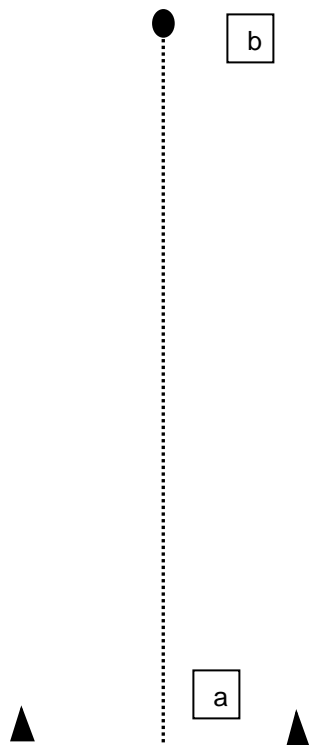


People required = 3

Equipment required  
2 cones  
4 poles

1. Person 2 holds the beginning end of the tape at fence underneath the timer
2. Person 1 walks the tape to the opposite side of the arena
3. Person 3 holds the tape at the fence underneath the timer
4. Place a mark at the center point of the arena (a)
5. Place a mark 15 ft on both sides of center (a)
6. Place a mark 37 ft 6 in on both sides of center (a), this will be points (b) and (g)
7. Person 2 moves to point (a)
8. Person 3 moves to point (b)
9. Person 1 walks the tape from (a) to (b) and verifies the measurement is **37 ft 6 in**
10. Person 1 extends the tape to **128 ft.** and gives this end of the tape to Person 2
11. Person 2 holds both ends of the tape together
12. Person 1 finds the **75 ft** mark
13. Person 1 walks towards point (c)
14. When the tape is tight Person 1 places a mark at (c) for pole #1
15. Person 1 then walks towards the other end of the arena to point (d)
16. When the tape is tight Person 1 places a mark for pole #2
17. Persons 1 and 2 move to the opposite side of the arena to points (e) and (g)
18. When the tape is tight, Person 1 places a mark for pole #3
19. Person 1 then walks towards the other end of the arena to point (f)
20. When the tape is tight, Person 1 places a mark for pole #4
21. A pole is placed at each mark

### 6.4.9 Single Stake

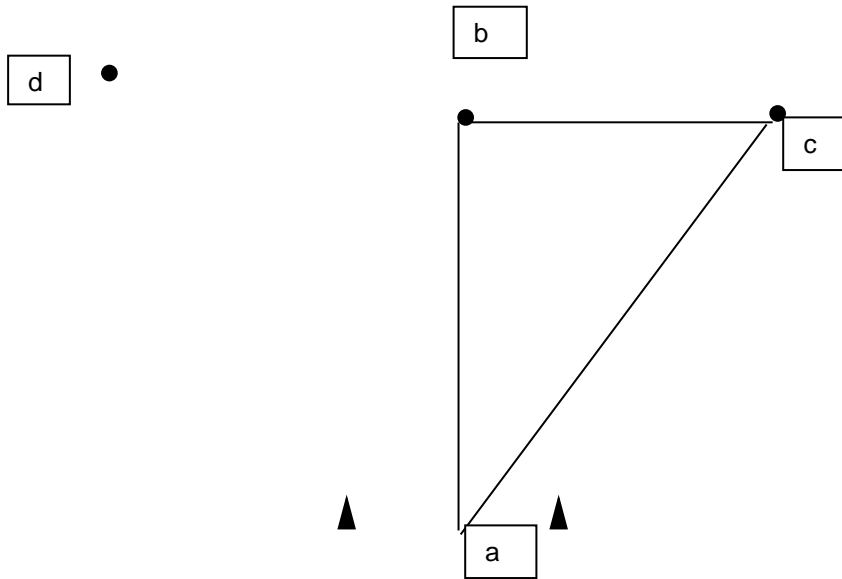


People required = 3

Equipment required  
2 cones  
1 pole

1. Find the center (**15 ft.**) of the timing line. This is point (a).
2. Person 2 holds the beginning end of the tape at (a)
3. Person 1 extends the tape from (a) to (b) **150 ft.**
4. Person 3 holds the tape at (b)
5. **Center the course**
6. After the course has been centered, Person 1 places a mark at **150 ft.**
7. Place a pole on the mark

## 6.4.10 Skill Barrels

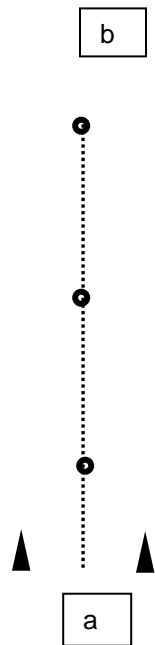


People required = 4

Equipment required  
2 cones  
3 barrels

1. Find the center (**15 ft**) of the timing line. This is point (a).
2. Person 2 holds the beginning end of tape at (a).
3. Person 1 extends the tape **100 ft**. This is point (b).
4. Person 3 holds the tape at (b).
5. After the course has been centered, **Center the course**
6. Person 1 places a mark at (b)
7. Person 1 extends the tape to **137 ft 6 in** to point (c)
8. Person 4 holds the tape at point (c)
9. Person 1 returned to point (a)
10. Person 1 extends the tape to **244 ft. 4 in.** and gives this end of the tape to Person 2
11. Person 2 holds both ends of the tape together
12. Person 1 returns to point (c)
13. When the tape is tight Person 1 places a mark at (c)
14. Persons 1 & 2 then walk towards the opposite side of the arena to point (d)
15. When the tape is tight Person 1 places a mark at (d)
16. A barrel is placed at (b), (c), and (d)
17. Person 1 verifies the barrels are aligned.

### 6.4.11 Speed Barrels (tables 1 & 2)



People required = 3

Equipment required  
2 cones  
3 barrels

1. Find the center (**15 ft.**) of the timing line. This is point (a).
2. Person 2 holds the beginning end of the tape at (a)
3. Person 1 extends the tape from (a) to (b) **150 ft.**
4. Person 3 holds the tape at (b)
5. **Center the course**
6. After the course has been centered, Person 1 then places a mark at **30 ft., 90 ft., and 150 ft.**
7. Place a barrel on the each mark
8. Person 1 verifies the barrels are aligned.

## **SEC. 7.0 GYMKHANA EQUITATION**

While Gymkhana Equitation is not to be judged as either Western Equitation or English Equitation, the seat and horse movements more closely resemble English.

The class shall be held in two parts. The first part shall be done individually over the Cloverleaf barrel course. The second part shall be rail work and shall be done with only the eligible competitors. Only those riders scoring the highest on the barrel course shall be eligible to compete in the rail work. The maximum number eligible for the rail work class shall be twice the number of awards to be presented, i.e. awards 1st - 9th place equals 18 riders.

In all phases of this class riders shall be judged on seat, hands, general horsemanship, and control of the horse. Such matters as entrance into the arena; positioning and collection, leads on course; smoothness and balance on course; stopping and settling the horse before leaving the arena shall be considered.

### **7.1 Point System**

The work over the barrel course shall count 60 points and the rail work shall count 40 points.

**7.1.1** Ten (10) points shall be deducted for loss of hat, or for any obstacle knocked down or touched with the hand.

**7.1.2** In the Cloverleaf portion the time of each entry shall be announced and recorded, however, time shall not count unless it exceeds the maximum allowed. The maximum time allowed for the course shall be: Table I 21:00 seconds, Table II 22:00 seconds. For every 1/10th of a second or fraction thereof over the maximum time specified, one point shall be deducted.

### **7.2 Attire and Tack**

**7.2.1** Riders are required to wear a hat and tie appropriate to their style of dress and tack. Adult competitors may wear an equestrian safety helmet, of any style in place of a western hat. Junior riders are required to wear an ASTM/SEI approved equestrian helmet while competing in the arena.

**7.2.2** The same horse and tack shall be used by the rider throughout all phases of the competition.

**7.2.3** The following items are permitted:

- a) Mechanical hackamore
- b) Roping reins are allowed.

**7.2.4** The following items are **NOT** permitted:

- a) A martingale of any type
- b) A tie down
- c) Over and under
- d) Riding bat or whip
- e) Riding crop

## **7.3 Seat and Hands**

### **7.3.1 Seat and Body Position**

**Basic Position:** The rider's weight shall be distributed over the horse's point of balance. The rider shall appear at ease and in control. The rider shall be in a forward seat position with most of their weight in the stirrups. The rider's weight distribution should be balanced in the stirrups, directly under the rider, near the cinch.

The rider's crotch area should be in the center of the saddle. Balance shall be in the middle of the saddle, with the upper body vertical, yet supple. Shoulders shall be back, and the chin shall be level, with the eyes looking straight ahead. In all phases, the rider's body position shall be in accordance with the horse's gait.

**Walk -** Basic position is maintained, with the upper body and hands quiet, and the lower body moving in rhythm with the horse. The horse shall be maintained in an open, brisk walk.

**Jog/trot -** Upper body inclined slightly forward to move over the horse's point of balance; hands move forward, but maintain the straight line. A two point stance or posting is permitted.

**Lope/Canter -** Upper body inclined more forward, weight shall remain in the saddle, with upper body and hands quiet, and the lower body in rhythm with the horse's motion. If the Extended Lope/Hand Gallop is requested, the rider shall rise from the saddle and move over the point of balance of the horse.

**Barrel Course -** Body position shall be such that the rider stays up and over the horse as they approach a turn or approach the finish line after completing the turn around the final barrel. When the horse reaches its turning point the rider will move their weight back into the saddle. After completing a turn the rider's weight must be moved forward. The rider's body should never lean towards a barrel.

### **7.3.2 Hand Position**

**Rail class:** Both hands shall be on the reins at all times. Hands should be over and in front of the withers, hands slightly apart and making a straight line from the horse's mouth to the rider's elbow. Hands shall remain low and quiet. Method of holding the reins is optional; however, the thumb must be on top and pointed toward the horse's head. If split reins are used, the ends of the reins may fall on either side; however, all reins must be picked up at the same time. Reins shall not be loose.

**Barrel course:** The rider may ride two handed or use the one hand switch method. The rider may not switch methods during the course. In either case, during a turn the rider's elbows should be kept close to the body with the inside hand being brought back towards the hip area.

If the two handed style is used, at no time may either hand leave the reins.

One Hand Switch style - a single loop rein must be used. The rider must begin the course with both hands on the rein. As the horse reaches the rating point of the first barrel, to maintain proper balance and weight distribution, the rider will place his/her outside hand on the saddle horn. The inside hand shall move down the rein to pick up the bit. As the horse completes the turn the rider shall pull his/her weight out of the saddle. After completing the turn, the rider's hand which was on the saddle horn must return to the rein. The method is repeated for the remaining barrels. On the approach to the finish line, one hand may be on the saddle horn only if it is used to keep the rider's weight off of the horse's back.

#### **7.4 Cloverleaf Pattern**

The rider shall enter the arena at the walk. Stop the horse and acknowledge the judge. The rider shall then gather and position the horse and start the course. The horse must begin the course on the correct lead for the first barrel. After completing the turn at the first barrel and before reaching the second barrel, the horse must switch leads. The combination should maintain a straight smooth pattern throughout the course, be on the correct lead when approaching and turning each obstacle. In a turn the horse's nose should be tipped in the direction of the turn. After completion of the course the rider shall bring the horse to a complete stop, acknowledge the judge, and leave the arena at the walk.

#### **7.5 Rail work**

Combinations enter the arena at the walk and proceed around the arena in the direction indicated by the judge or ring steward. When instructed by the judge, the rider shall change the horse to the appropriate gait. The riders shall be judged at the walk, jog/trot, and lope/canter in both directions and backing. Reversing direction shall be done by turning towards the inside of the arena.

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