



Gymkhana

Event Descriptions

Figure 8 Flag Race

Pick up the flag at the first barrel, turn the second barrel, replace the flag (flag end up) in the original bucket.

Cloverleaf Barrel Race

Traditional Barrel Race Pattern

Ball and Chain

Both balls must be collected and kept until the finish of the run. Riders must start and finish outside of the two red timing poles (between the pole and the rail), and must stay outside of the two marking cones at the far end.

Spear the Ring

Both rings must be collected and kept until the finish of the run. Riders must start and finish outside of the two red timing poles (between the pole and the rail), and must stay outside of the two marking cones at the far end.

Pole Bending

Riders will ride to the far end of the line of poles, turn the far end pole, weave the six poles back toward the start line, turn around the near end pole, weave the six poles back toward the far end, turn the far end pole, and run back to finish between the red timing poles. Riders must take care, when turning the near end pole, to not pass the line of the timer, which will result in disqualification.

PeeWee riders will run Stakes - 5 poles, no run out

Keyhole

Riders will ride in to the keyhole, turn 180 degrees, and ride back.
(On the line is out).

Relay Race * &

Each rider will make one lap around the arena staying outside of the red timing poles and the marking cones at the far end. The first rider will carry a baton, which must be passed to the second rider between the two red timing poles at the near end of the arena.

Duck and Dive

3 Poles on one side of the arena, Full turn around one Barrel at the far end, 3 more Poles on the other side of the arena.

Dash Race

Ride out, around the barrel, and back.
Pick up the flag from the bucket on the way.

Ribbon Race * &

Pairs will ride one lap, keeping outside of the red starting poles and the cones at the far end. Each rider must hold one end of the crepe paper "ribbon" from start to finish. Dropping or breaking the ribbon will result in disqualification.

Bend and Hurdle *

3 Poles on one side of the arena, followed by a low jump. Across the far end of the arena, then a low jump, followed by 3 more poles.

Each set of poles must be started on the outside (between the first pole and the arena fence).

Speed Barrels

3 Barrels. Weave out, weave back.

Flag Race

Pick up the flag from the bucket on the first barrel on the side of the arena, run outside of the cones at the far end, and replace the flag (flag end up) in the bucket on the second barrel at the opposite side of the arena.

Speedball

Turn the cone and drop a golf ball into the 6" opening at the top.

Twister

Turn two barrels - just like the first two in a Barrel Race - then weave three stakes -up and back, run home.

Flag and Back

Ride between the two rows of barrels at the far end of the arena and pick up a flag from either side.

* Competent PeeWee riders may be allowed to ride in this event (and or the Jackpot event) with the agreement of **both** the Event Manager and the rider's Parent or Guardian. PeeWee rider's parent or guardian will need to meet with Frank prior to the start of the event to confirm.

& Open Event - Points earned in this event will not count toward Champion or Reserve Champion awards for the day, but will count toward the High Point Award for the day. Both riders will receive ribbons and points for the first 6 places.