

## NEW YORK STATE 4-H GYMKHANA

**Objective** - To promote the education and safety of exhibitors and equines, paying particular attention to the humane treatment of animals, while enjoying timed competitive events.

### **I. PERSONAL ATTIRE AND APPOINTMENTS**

In the Gymkhana Division you may ride in a Western/stock type saddle only. You need to know the personal appointments and attire for the seat you are riding. If there is a conflict in the listings, the Gymkhana list will take priority.

#### **A. Required**

1. Approved protective helmet
2. Long sleeved shirt or short sleeved shirt with jacket  
\*\*shirts must have collars\*\*
3. Western, roper or paddock type boots with distinguishable heel
4. Western style pants

#### **B. Optional**

1. Chaps
2. Knee and/or shin protection
3. Blunt rowelled or unrowelled spurs – must have strap

#### **C. Prohibited**

1. T-shirt, sweatshirt, tank top, or crewneck shirt
2. Shorts
3. Work boots, sneakers or other non-traditional footwear
4. Clip-on spurs

### **II. TACK AND EQUIPMENT**

Any equipment has the potential for improper use which would make it inhumane. Emphasis will be on the use of, not the equipment itself. The official judge and technical delegate will place major emphasis on this area.

If there is a conflict in the listings, the Gymkhana list will take priority.

You may ride two-handed in the Gymkhana Division.

**A. Required**

1. Western/stock type saddle and saddle pad (including barrel racing saddles, Australian stock saddles with or without a horn). (If backstrap cinch is used, a connector strap to the front cinch is required.)
2. Appropriate western/stock type headstall
3. If a bit is not misused, it will be allowed.
4. Curb strap on all bits

**B. Optional**

1. Barrel racing saddle or treeless saddles with rigid cantel and pommel.
2. Bell boots, skid boots, splint boots, leg wraps or any other tack normally acceptable for protection.
3. Tie downs, breast collars, standing martingales or any other tack normally acceptable for control. If tie downs are used, they must be attached to the girth and pass through the breast collar or attach to the breast collar.
4. Gag bits.
5. Hackamores.

**C. Prohibited**

1. Crops, bats, whips, quirts, etc.
2. Jockey or trick saddles
3. Any item deemed to be too severe by the judge
4. Draw reins, side reins, chambon, nose reins, gogue and other similar training devices. (This includes use for practice or warm-up.)

**D. Allowed in practice and warm-up rings**

All prohibited same as C.

**III. GENERAL SPECIFICATIONS**

**A. Classes** - All entries for state level competition must be based on placings in the following classes only:

1. Cloverleaf Barrel Race
2. Quadrangle Barrel Race
3. Straight Line Barrel Race
4. Texas T Barrel Race
5. Pole Bending Race
6. Barrel Keyhole Race
7. Stake-N-Barrel Race
8. Bleeding Heart Barrel Race

**B. Procedures**

All contestants must enter the in gate in a safe, controlled manner. Contestants will be called to the arena and must be standing by for inspection at least one minute prior to entry in the arena (at discretion of judge and/or show officials).

**Please note:** Gymkhana riders will be expected to dismount and lead the equine from the arena. If a child has special needs, please talk with the Division Chairperson or the Equine Show Superintendent. The Equine Show Committee will make a decision in these instances.

**C. Scoring**

All scores will be based on time incurred in running the proper course from the start line to the crossing of the finish line. Appropriate penalties will be added for a final score. Only one timing device shall be the official time. All timing devices should read to the nearest 1/100th of a second minimum. A run-off will be used in the case of a tie, with the loser taking the next lower placing than the winner. Should both riders in a run-off be disqualified, both riders will continue to rerun until a winner can be determined.

1. **Penalties** - Five-second penalties will be incurred when:
  - a) There is a knock-down of a stake, pole, barrel, pylon or other piece of equipment other than the markers for the start-finish line.
  - b) A contestant uses a hand, arm or leg to steady or right a fallen stake, pole or barrel.
2. **Disqualifications**
  - a) Failure to cross start line within one (1) minute of entering arena.
  - b) Off course, refusals, upsetting the starting line markers.
  - c) Fall of the equine or rider in the arena at any time from entry to exit.
  - d) Equine being out of control or unmanageable.
  - e) Cruelty to the equine.
  - f) Use of prohibited items of tack or appointments.
  - g) Rider striking the equine with the free hand, reins, or any other part of the tack, appointments or equipment.
  - h) Flagrant violations of the dress code.
  - i) Unsportsmanlike conduct, including but not limited to the use of profanity, disorderly conduct or excessive jerking, spinning, slapping or backing of the equine.
  - j) Loss of equine (separated from the rider) at any time from entry to exit.
  - k) Any rule calling for disqualification as stated in each event's specific rules.
  - l) Recrossing start/finish line before completing the course.
  - m) Failure to have helmet on and buckled when entering the arena.

- n) Failure of rider to enter the gate within one (1) minute of the time called.
  - o) Failure of the rider to halt, dismount and lead from the arena.
  - p) Signs of blood or chaffing caused by contestant or equipment to the equine for whatever reason.
  - q) Failure to stop prior to contacting gate or rails.
  - r) Failure to remove or change any piece of tack or equipment deemed too harsh or inappropriate by the judge or technical delegates.
3. **Rerides** - Will be granted when:
- a) Timer malfunctions.
  - b) Tack failure that affects control or safety, occurs (at judge's discretion).
  - c) A shoe is lost between start and finish lines of an event.

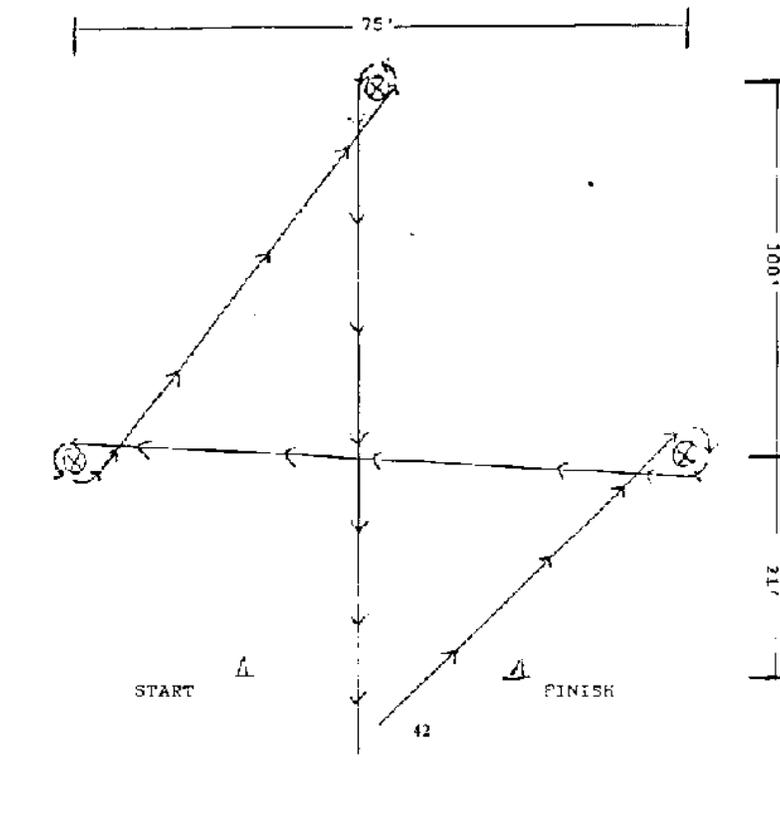
**Suggested policy:** At judge's option, contestant may rerun immediately or after all scheduled contestants. A 15-minute period to make tack repairs may be allowed by the Technical Delegate or Division Chair in Gymkhana Division only.

**CLOVERLEAF BARRELS**

**COURSE:** Three barrels shall be placed in a triangle formation spaced as closely as possible to the suggested course shown below.

**EVENT:** Ride to barrel #1, circle it to the right, ride to barrel #2, circle it to the left, ride to barrel #3, circle it to the left and ride across the finish line. Or, cross start line and ride to barrel #2, circle it to the left, ride to barrel #1, circle it to the right, ride to barrel #3, circle it to the right, and ride across the finish line.

**RULES:** Penalties -  
 a) five-second penalty for each barrel knocked over.  
 b) five-second penalty for using hand, arm, or leg to steady or right a fallen barrel.



**QUADRANGLE BARREL RACE**

**COURSE:** Four barrels and a pylon shall be placed in a formation according to the diagram below.

**EVENT:** Rider may start with either two left turns followed by two right turns or two right turns followed by two left turns, starting with the two barrels farthest from the start/finish line. Then the rider must proceed around the pylon in either direction before crossing the finish line, by one of the following options:

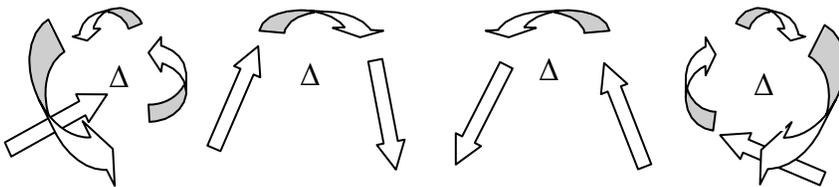
$\Delta$  = Pylon

**Option 1**

**Option 2**

**Option 3**

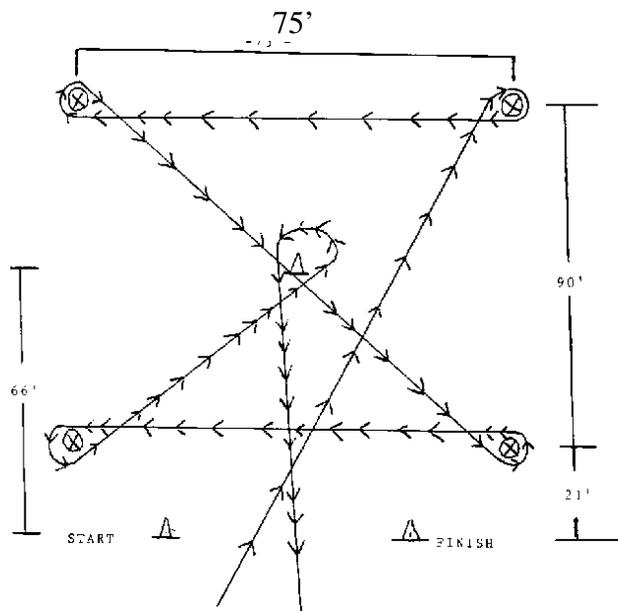
**Option 4**



**RULES:**

Penalties -

- a) five-second penalty for each barrel or pylon knocked over.
- b) five-second penalty for using hand, arm, or leg to steady or right a fallen barrel.



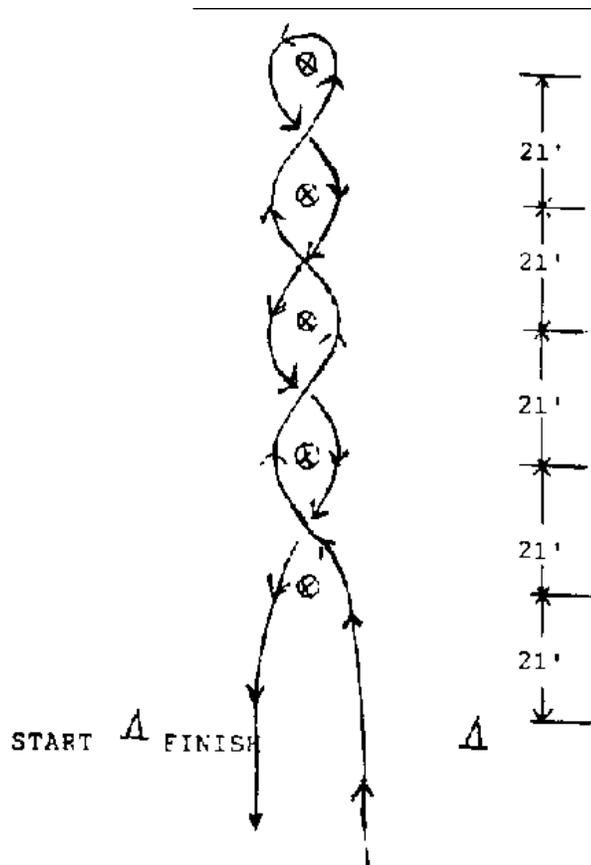
$\frac{1}{4}$  = barrel;  $\Delta$  = pylon

**STRAIGHT-LINE BARRELS**

**COURSE:** Five barrels are placed in a straight line, spaced 21' apart, with the first barrel 21' from the start/finish line.

**EVENT:** Ride to barrel #1 (side optional), weaves in and out to barrel #5, turns barrel #5 and weaves back toward finish line, ending on opposite side of barrel #1 and crosses finish line.

**RULES:** Penalties -  
 a) five-second penalty for each barrel knocked over.  
 b) five-second penalty for using hand, leg or arm to steady or right a fallen barrel.



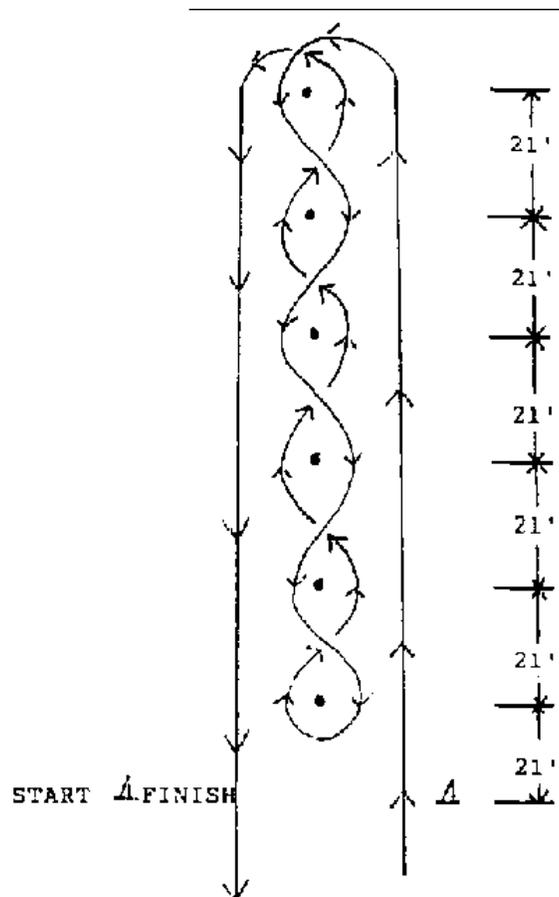


**POLE BENDING**

**COURSE:** Six poles shall be placed in a straight line, spaced 21' apart with the first pole being 21' from the start/finish line.

**EVENT:** Ride to pole #6, (side optional) turns pole #6 left or right, then weaves (bends) around the opposite side of each pole to pole #1, turns pole #1 and weaves around the opposite side of each pole to pole #6, turns and rides to the finish line on the opposite side of the poles as the initial run-in.

**RULES:** Penalties -  
 a) five-second penalty for each pole knocked over.  
 b) five-second penalty for using hand, arm or leg to steady or right a fallen pole.

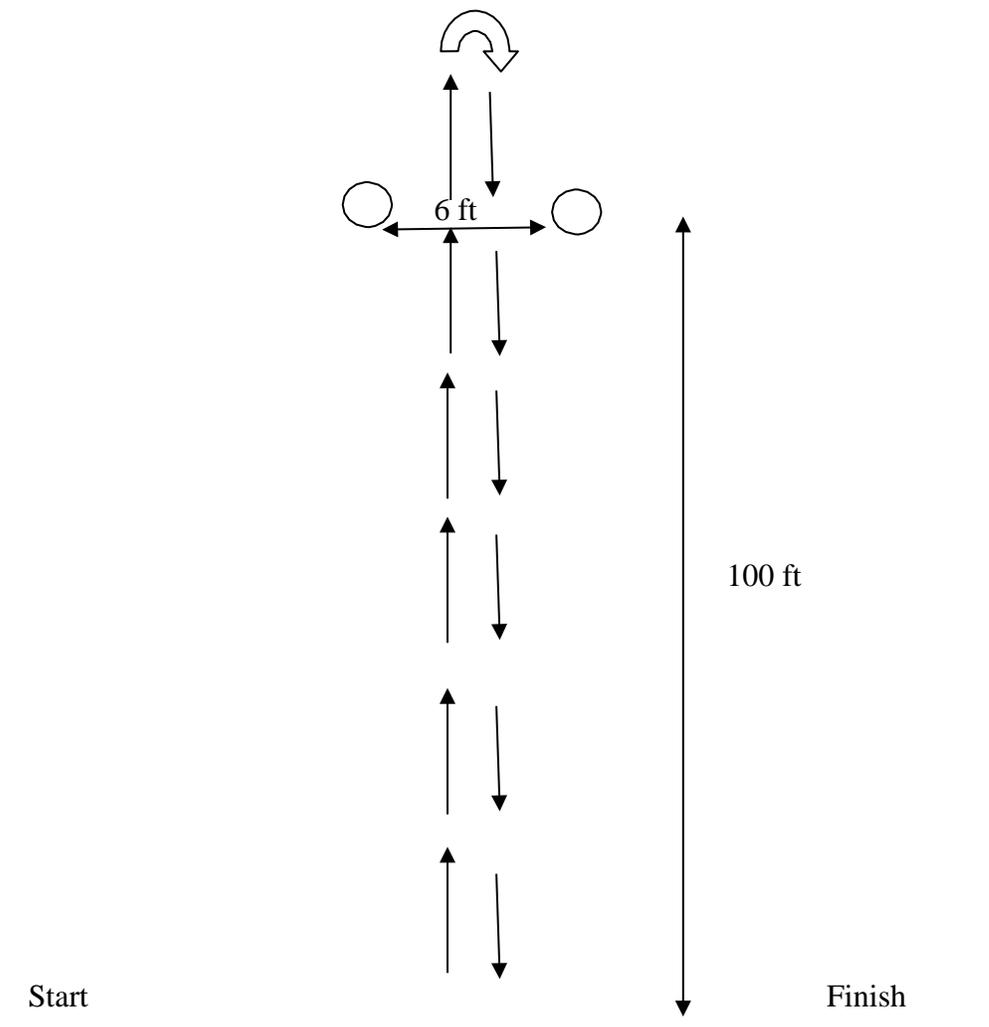


### BARREL KEYHOLE RACE

**COURSE:** The keyhole pattern shall be setup with 2 – 55 gal barrels as shown below.

**EVENT:** Ride between barrels, complete horse must pass between barrels, turn around either left or right, ride back between barrels and across the finish line.

- RULES:**
- a) Failure to pass between barrels will be disqualified.
  - b) Knocking over barrels will be 5 second penalty each.

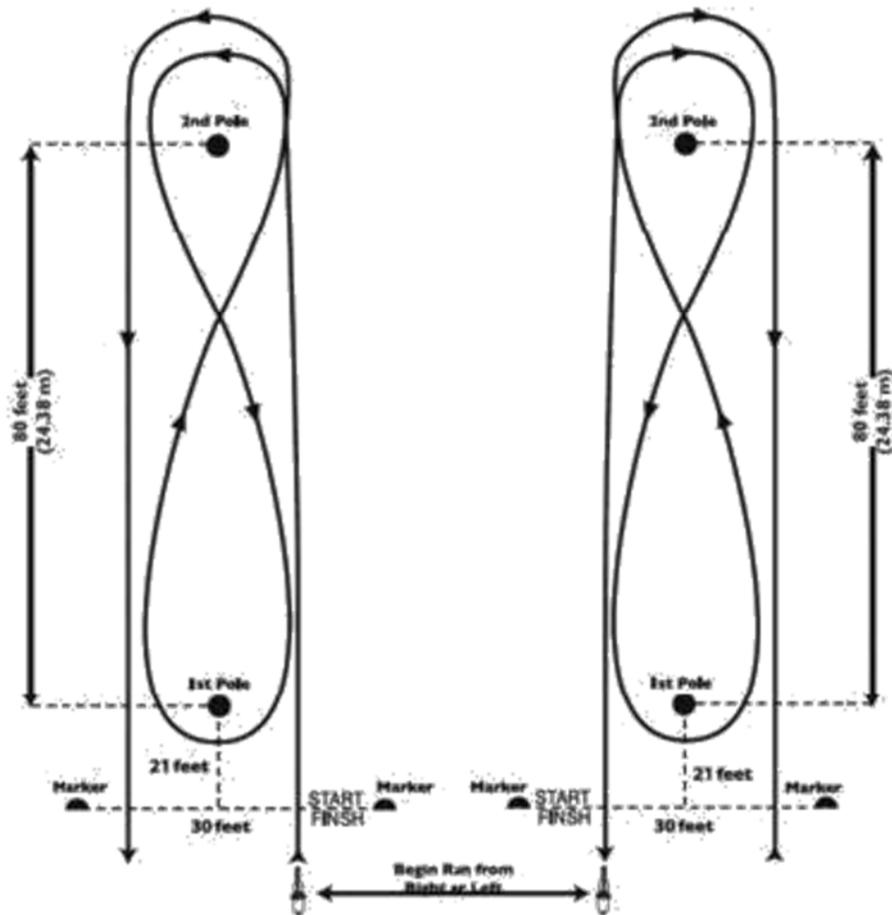


**FIGURE 8 BARREL RACE**

**COURSE:** Two barrels shall be placed in a straight line. The first barrel 30' from the start/finish line and the second barrel 80' further down the arena.

**EVENT:** Ride to first barrel (side optional), and proceeds to opposite side of second barrel, turns and returns to opposite side of first barrel, and crosses finish line.

- RULES:**
- a) Five-second penalty for knocking over a barrel.
  - b) Five-second penalty for using hand, arm, or leg to steady or right a barrel.
  - c) Rider must designate which side of the barrel prior to starting run.



**BLEEDING HEART BARREL RACE**

**COURSE:** The bleeding heart will be set up using 3 – 55 gal. barrels as pattern below shows.

**EVENT:** Rider will ride to outside of either right or left barrel, turn barrel continue to center barrel passing it on gate side, continue to opposite barrel turn it to the outside, cross finish line.

**RULES:** a) Five-second penalty for knocking over barrel.

