

Event Rules

- *30 second penalty for leading contestant by foot**
- *60 second penalty for leading contestant by horse**
- *No time for riding on the same horse as your child**
- *We encourage you to assist your child when needed. Safety is key!**

Figure 8

Figure 8 pattern must be completed. Start/finish line must be crossed similar to pole bending. Starting from either direction (right or left) is allowed. 5 second penalty for knocking a pole over. No time for a broken pattern.

Barrels

Clover leaf pattern must be completed. Right or left start is allowed. 5 second penalty for each barrel knocked over. No time for a broken pattern.

Pole Bending

Pattern must be completed. 5 second penalty for each pole knocked over. No time for a broken pattern.

Keyhole

5 second penalty for each time horse touches white line. No time for a horse stepping OUTSIDE of the white line.

Flag Race

Contestant must take one flag from one bucket and place it in the other. Starting from either direction is allowed. No time results if flag is dropped or bounces out of the bucket. Time stops when contestant crosses finish line.

Duck Race

Contestant must take duck from bucket of water and bring it back across the finish line. Assistance by designated gymkhana volunteer is allowed if contestant can't reach bucket. No time results if duck is dropped or bucket of water is knocked over.

Speed Barrels

Weaving through barrels starting from the right or left is allowed. 5 second penalty for each barrel knocked over. No time for a broken pattern.