

PARADISE HORSEMEN'S ASSOCIATION GYMKHANA EVENT DESCRIPTIONS

EVENTS: MUST BEGIN EACH EVENT BY GOING THROUGH THE TIMING LINE AND FINISH BY COMING BACK ACROSS THE TIMING LINE. Two second penalty for each obstacle knocked down in each event.

Single Stake One pole set 150' from start/finish line. Turn pole in either direction and return across timing line.

Birangle Two poles set 45' across from each other (left to right). These two poles are set 150' from start/finish line. Go to first pole, and run to the inside of either pole. Turn the pole and run to the second pole, turning in the same direction as the first pole. Return to timing line. You will end up doing either a right turn, right turn OR a left turn, left turn. This will not be a figure 8. You can turn whichever pole you want to first. Example: if you go to the pole on the right hand side first, you will turn to the right and then you will go to the second pole and you will make another right turn.

Poles 2 Six poles set 21' feet from each other in a straight line (start/finish line to 1st pole is 21' plus 21' between each pole thereafter - overall distance is 126'). Go along either side of the poles to the last pole (run up), turn around last pole, weave back through poles, turn around first pole, continue to pass successive poles on alternate sides (weave up), turn around last pole and go along the side of the poles to the timing line (run back).

Figure 8 Stake Start from either end of the course. Go through the timing line to the first pole, go around it in either direction. Go across the timing line to the next pole and go around it in the opposite direction, then return across the timing line. The start/finish line is right in the middle and is 62'6" from the first pole and 62'6" from the second pole. The distance between the two poles is 125'.

Figure 8 Flags Same course as above, but with two barrels and a bucket of sand with a flag in each one. Rider carries flag in, deposits in bucket, takes out other flag, passes again through timers, deposits flag, takes out other flag and passes through timer final time. **Special penalty:** If flag falls on ground, or if rider picks up wrong flag, or flag is not deposited in bucket, rider is disqualified.

Speed Barrels Three barrels in a row. Go through timing line, pass first barrel on either side and weave up, weave back. Timing line to 1st barrel is 30'. Barrel 1 to barrel 2 is 60' and between barrel 2 to barrel 3 is 60'. Total distance is 150'.

Cloverleaf Barrels Go through the timing line, go to either barrel # 1 first, making a right turn and then to barrels #2 and #3, making left turns; or to barrel #2 first, making a left turn and then to barrels #1 and #3, making right turns.

Speed Ball Go to the pylon cone which is a distance of 100'. Turn the cone in either direction, dropping the golf ball in the cone which has a 5" diameter opening at the top. Go back through the timing line. **Special penalty:** A rider will be disqualified if the golf ball does not go inside the cone or if the cone is knocked over.

Keyrace Go through the shaft of the keyhole marked with four poles (6' wide), and turn around the barrel in either direction and return through the shaft made up of four poles and back across the timing line.

Total distance of 100' from the start/finish line. **Special penalty:** The rider will be disqualified if the barrel is knocked over or the horse does not enter or come back through the shaft.

Hurry Scurry Total of three jumps. Either go down left side making two jumps (distance of 50' in between each jump), a right turn around the pole and 1 jump, or go down right side making 1 jump, a left turn around the pole and two jumps.

Special penalty: Rider will be disqualified if all four feet of horse do not go over each jump and the course is not corrected.

Pole Scurry Total of two jumps and three poles. Jumps are 54' from starting line across from each other. Three poles are in a straight line down the middle set at 21' feet apart. The first pole is 30' from the jump. Either take the jump to the left or right of the poles, weave through the poles, turn the last pole, weave back, and then jump the last jump. **Special penalty:** The rider will be disqualified if all four feet of the horse do not go over each jump and the course is not corrected.

Big T Total of three poles in straight line 21' apart and two barrels set 45' wide apart. Weave three poles, turn the two barrels in the same direction, and weave three poles back.

Quadrangle Total of four poles. Start/finish line is directly in middle of four poles. Poles are set 75' apart in a square formation. Start in the center from either end of course, take 4 turns, 2 rights and 2 lefts. (this will not be a figure 8)

Poles 1 Total of 6 poles set 20' apart in a straight line beginning on timing line. Rider weaves poles from either direction up and back again.