

SPEED EVENTS



RULES FOR THE COSTUME CLASS

1. Each entry may enter by walking or riding their horse. (*No trotting or cantering*)
2. Each entry should consist of one member and one horse except where more than one family member is using the same horse for their project. In this case, all members who are using that horse for their project may do so as one entry together.
3. Only one ribbon/trophy will be given per entry. Even in cases where more than one family member is using the same horse.
4. Avoid any clanging or banging noises as a part of your costume.
5. All walkers must wear hard sole shoes.
6. All mounted riders must wear hard sole shoes and SEI approved helmets.
7. Each entry will be asked to leave reasonable amount of distant between them and the other entries at all times.
8. Each entry must use the horse identified for that member in the horse/horseless horse project.
9. The contestants will have ten minutes to construct/make ready their custom. This event is usually run directly following the Grand March but may be run at a different placement if necessary. The announcer will wait until all riders have left the arena from the previous event and will announce when the ten-minute timing will begin. Following the ten minutes, the announcer will ask all contestants to line up and enter the gate. They will walk, or slowly ride around the arena to display their custom and then going to the center of the arena, stopping and turning, facing towards the audience.

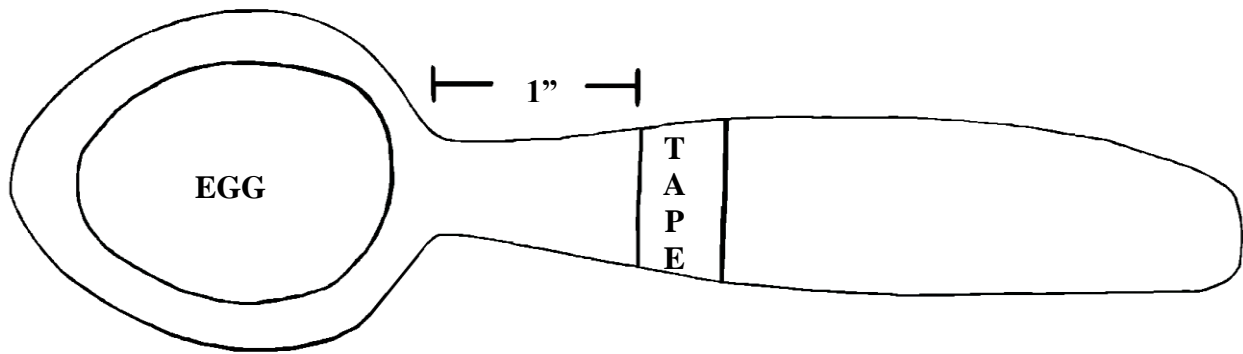
Disqualifications: Contestants may be disqualified if not following any of the above rules. The decision, if necessary will be determined by the designated judge/judges.

Placement: Will be determined by the manner so chosen by the designated judge/judges.

EGG & SPOON

In this event all contestants will enter the ring, spacing themselves along the rail, leaving enough room between themselves and the other riders for a safe distance to begin this class. Each rider will be given a spoon and egg. They will place the spoon in one hand and control their horses with the other hand. The egg is then placed upon the spoon and when the event begins the announcer will ask riders to walk, trot, canter or reverse direction in any given pattern. It is permitted for contestants to hold onto the egg with hand until the event begins, but once the announcer has asked for riders to begin it is necessary to have hold of the handle only, leaving a space between hand and egg. There will be a tape mark on spoon handle; you may have hand on tape, but NOT OVER. As riders begin to drop the eggs they will stop competing by going to the center of the ring. The object of this event is to keep the egg on your spoon as long as possible without it dropping off.

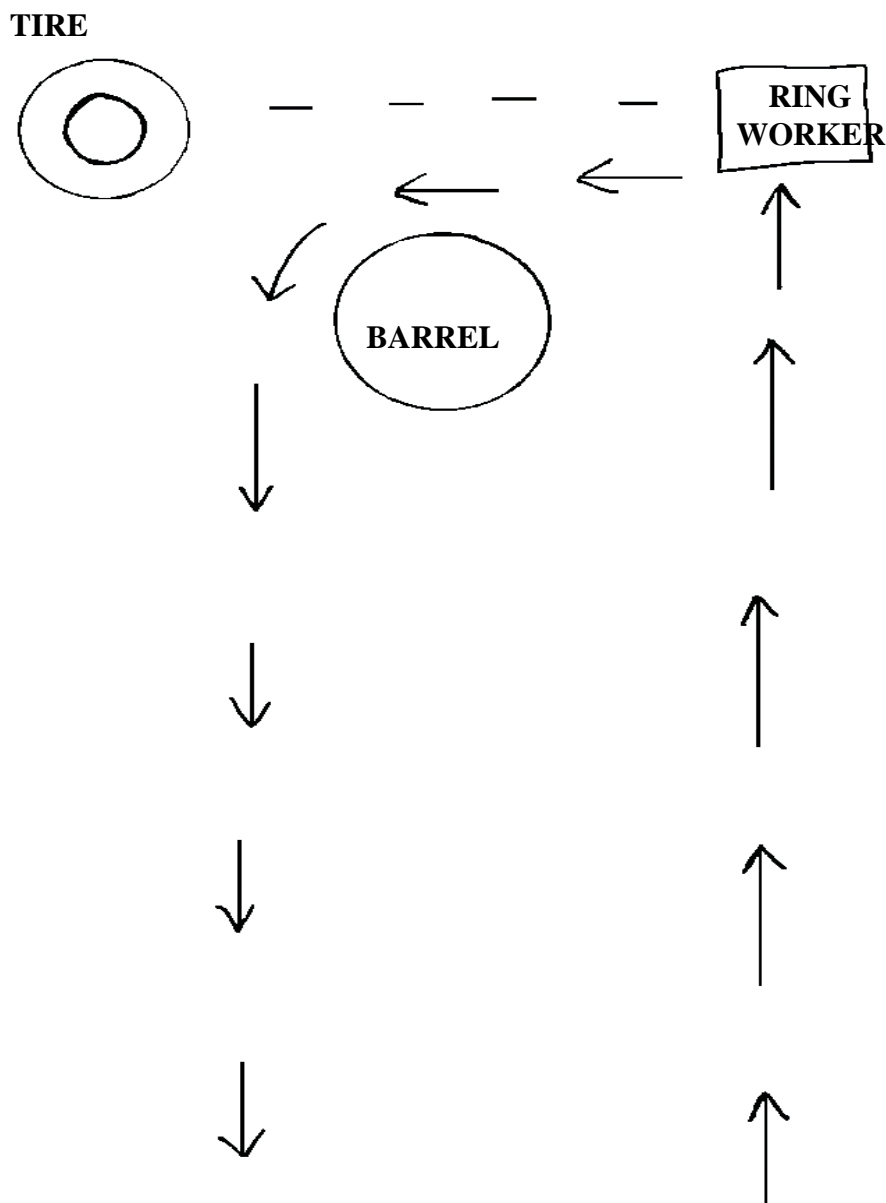
Disqualifications: Holding onto egg after competition has begun. Placing hand on spoon in an improper manner or not getting your horse to walk, trot, canter or reverse in a very short amount of time when announcer has asked you to do so.



TIRE RACE

In this event the tire is placed at the far end of the arena approximately half way between timer and end railing. The contestant will ride down to the designated ring worker, dismount, handing either the reins or a lead to the designated ring worker for holding the horse (*worker may not help with reins/lead, dismounting or turning contestant's horse around*). After dismounted contestant will run to tire, crawl through without lifting tire off of ground (*designated judges will observe event*), then run back to horse, taking horse's reins or lead, then together run around barrel and back across timer. Horse may be led by either the reins or a lead rope, but the maximum length of rope is 8 feet.

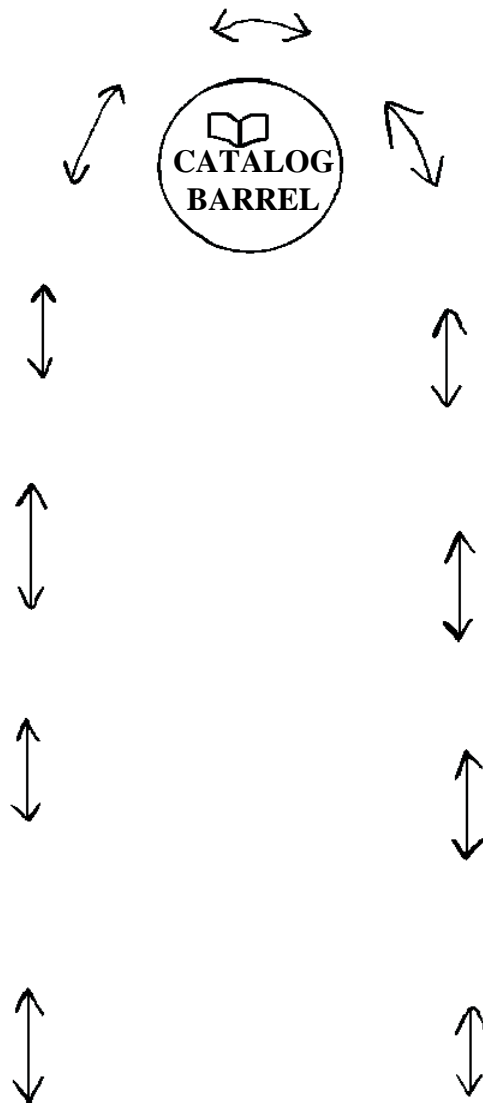
Disqualifications: Contestant is disqualified for lifting tire off of ground when crawling through it, for breaking the pattern in any manner or using a lead rope longer than 8 feet.



CATALOG RACE

In this event one barrel is placed at the far end of the arena leaving at least 15' from the fence. On it will be placed on catalog. Announcer will give each contestant a page number as his or her turn begins. They will ride down to the barrel, dismount, find page in catalog and together with horse lead (*run*) back across timer. Rider and horse must both go AROUND the barrel (*back off barrel*) after dismount and before running (*leading horse*) back across timer. Designated judge will inspect page to be sure rider has brought back correct page from catalog.

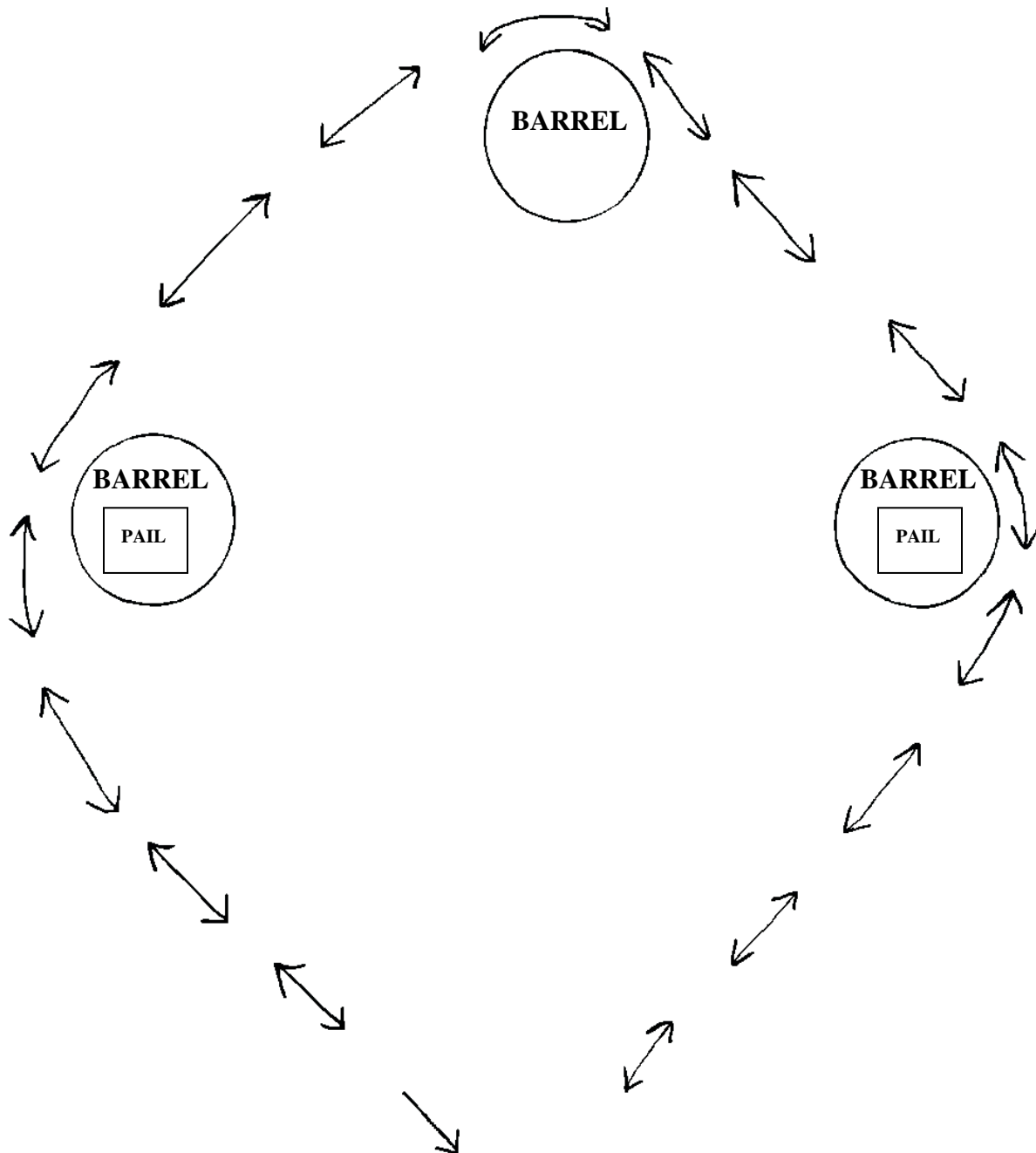
Disqualifications: A broken pattern by rider or horse for not going around barrel after dismount and before returning across timer or bringing back wrong page from catalog will disqualify contestant.



BALL IN THE PAIL

This event consists of three barrels set in a triangle pattern with two five-gallon pails set on top of the first and third barrel. The rider will be given a tennis ball at the starting gate. He/she will then begin to run the pattern either to the left or to the right, across timing line, going past the first barrel on the outside, then around the outside of the far end barrel, onto the last barrel, dropping the ball into the pail and then back out across timer. Approximately 1" of sand/dirt is placed into the bottom of the pail to help prevent the ball from bouncing back out, however a dropped ball or if the ball does bounce out it will be a "No Time".

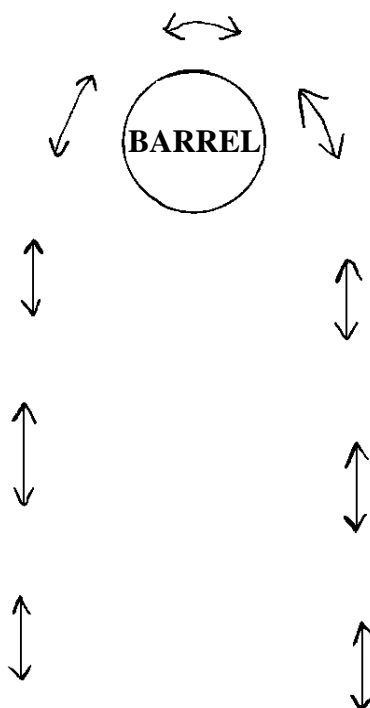
Disqualifications: A broken or incorrectly ran pattern, not going around the outside of the barrels, dropping of the ball or ball bouncing back out when tossed into pail will be considered a "No Time".



BRIBE YOUR HORSE

This event is usually the last class of the day because all horses have their saddle and bridle removed. They are fitted with a halter and lead rope. The contestants lead their horses to the entry gate along with any type of item/items that they wish to use to try to bribe their horse into the arena and around a barrel that has been placed at least halfway down the center of the arena from the timer and far end. The contestant and horse **MUST** cross timer **TOGETHER** both when entering and exiting, this is done so as not to start and stop motion of timer before event is completed. After contestant has entered into the starting gate, just before setting timer into motion, the contestant will unsnap the lead from his/hers horse's halter and try to bribe the horse to follow him/her down into the arena, together across timer, around the barrel and back out across the timer as quickly as possible. There is no set pattern in this event except each contestant must have let go of their horse's halter immediately after setting off timer and cannot pull/touch the halter again until they have completed their competition in this event by going around the barrel and back out across the timer together. The object of this event is to lead the horse around merely by the item/items the contestant has chosen.

Disqualifications: If contestant or horse knocks down the barrel it will be considered a "No Time". Contestant is disqualified if he/she pulls on horse or horse's halter in anyway to try to get horse to follow him/her while competing in this event except when beginning this event in order for both of them to start the timer together. Contestant will get a total of TWO tries to get their horse and themselves across timer together when starting. However if contestant and horse **DO NOT** cross timer together when **FINISHING** it is considered a "NO Time." If contestant and horse accidentally run into each other, but in no manner contestant tries to pull/lead horse except with item/items they have brought with them they **WILL NOT** be disqualified. The designated judges for that day will make the final decision if necessary.



EGG STOMP *REVISED APRIL 2003*

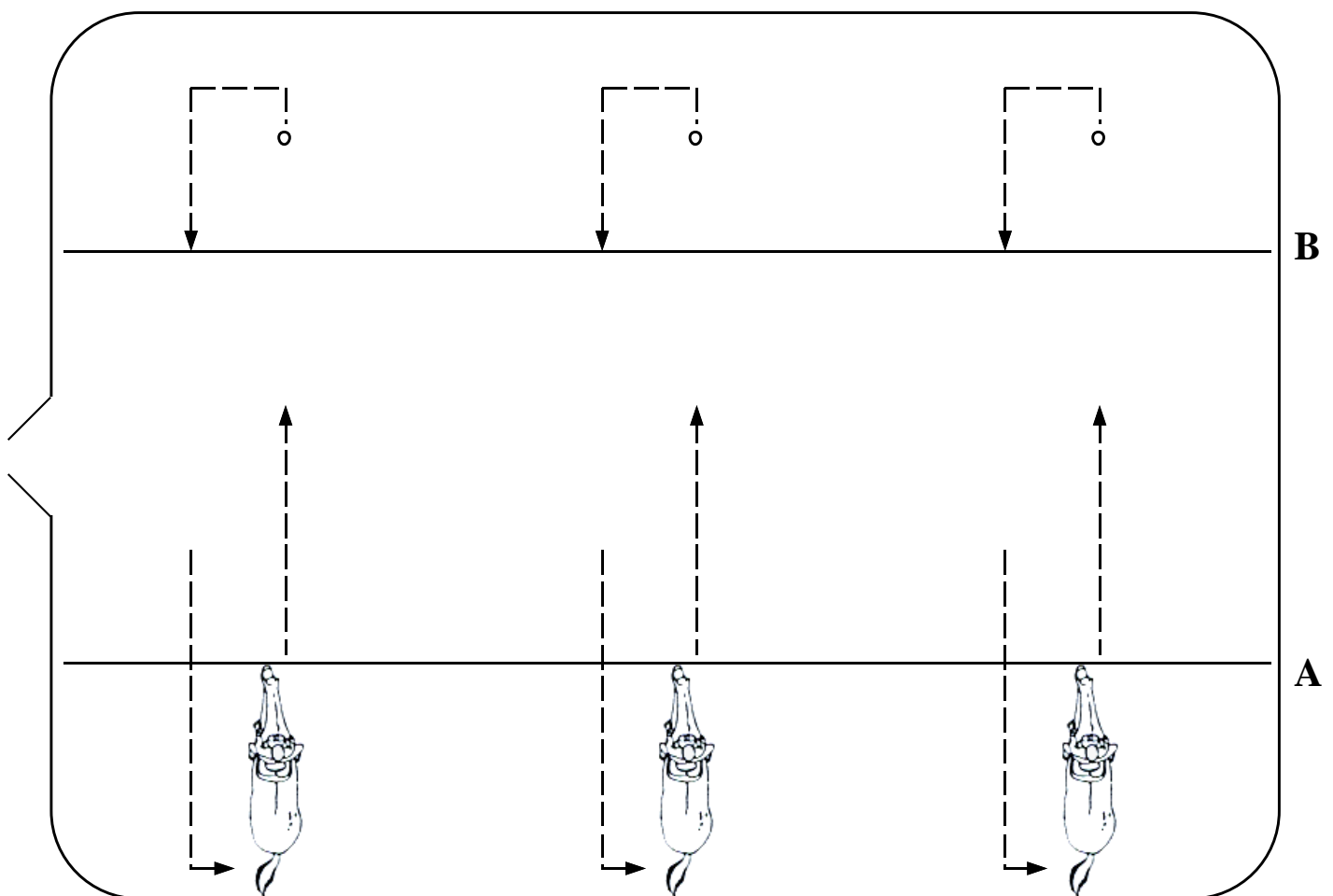
Participants will line up on one side of the arena (behind line A) facing the middle of the arena. There should be approximately two horse lengths between them and the riders on either side. (This class can be divided depending on class size and available spacing in the arena.)

Eggs will be placed across from each rider on the other side of the arena (behind line B).

When the riders are signaled to begin they will cross the arena to the egg directly across from them and proceed to get their horse to step on the egg and break it. Riders are allowed to turn, back and maneuver their horses until the egg is broken. The rider is allowed to cross line B, this line is only established for a starting point.

Spotters will be lined up by the eggs to watch for breakage. Once the rider has broken the egg, they must reverse the horse and go back across the arena to their starting position and stand until all participants have completed the competition.

Placing will be based on when the rider returned to their starting position and has come to a complete stop. Since this is not a timed event the judge's decision will be final.

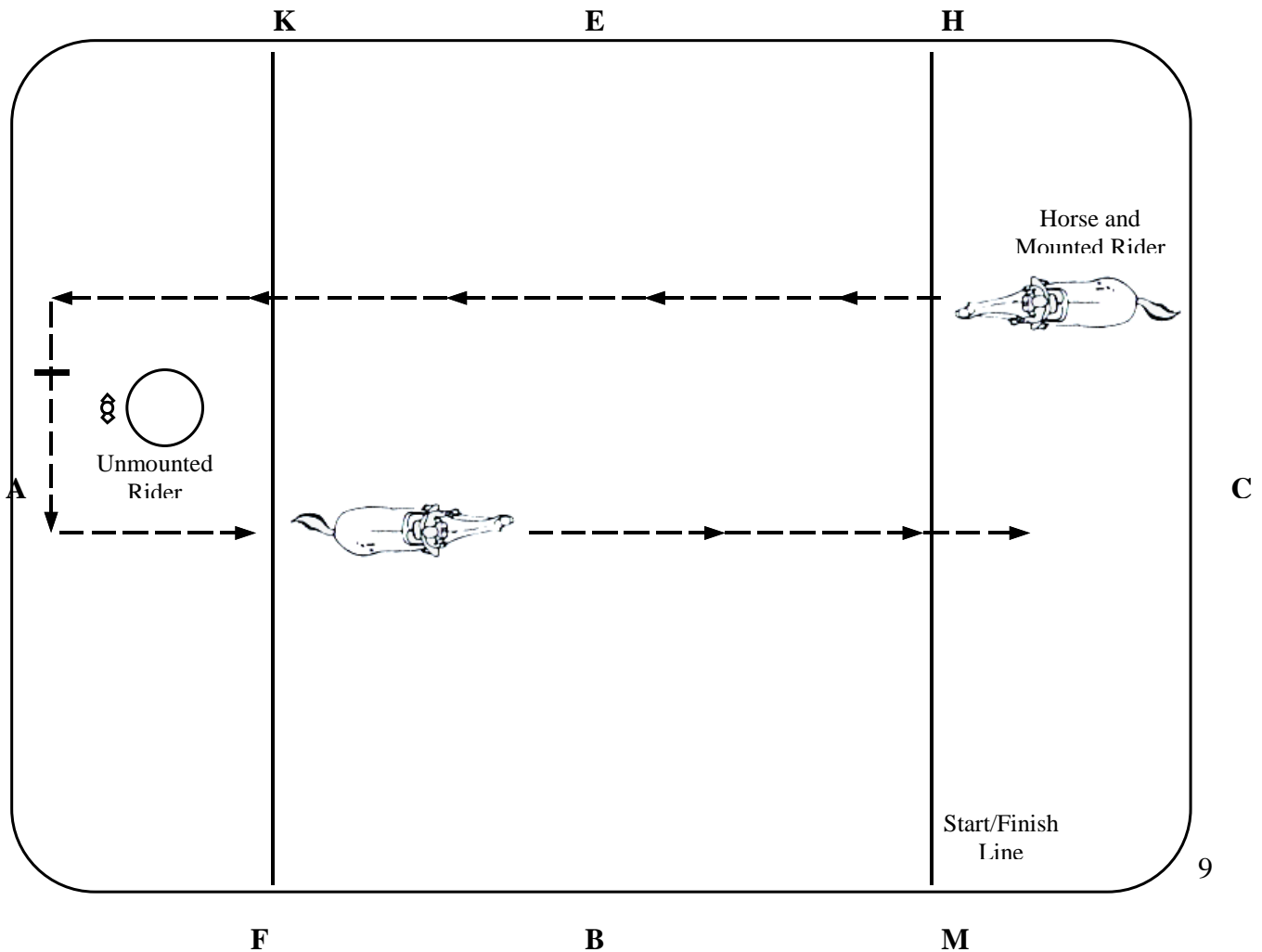


RESCUE RACE *NEW 2003*

This game requires good horsemanship, mounting and dismounting skills. The object of this game is for the rider (Rescuer) to rescue the captive and bring them back across the finish line safely. **THIS IS A TIMED EVENT.**

1. Each team consists two (2) riders a one (1) horse. Each team must decide before the race who will be the rescuer and who will be the captive.
2. The captive will wait behind the barrel at the opposite end of the arena. The captive must be in place before the rider is allowed to cross the start line.
3. The rescuer (mounted rider) will ride to the barrel and dismount. They then help the captive mount and either remount or lead the horse around the barrel and head for the finish line. All riders must be fully mounted before passing the barrel and they must go around the barrel or it will be considered a no time for broken pattern.

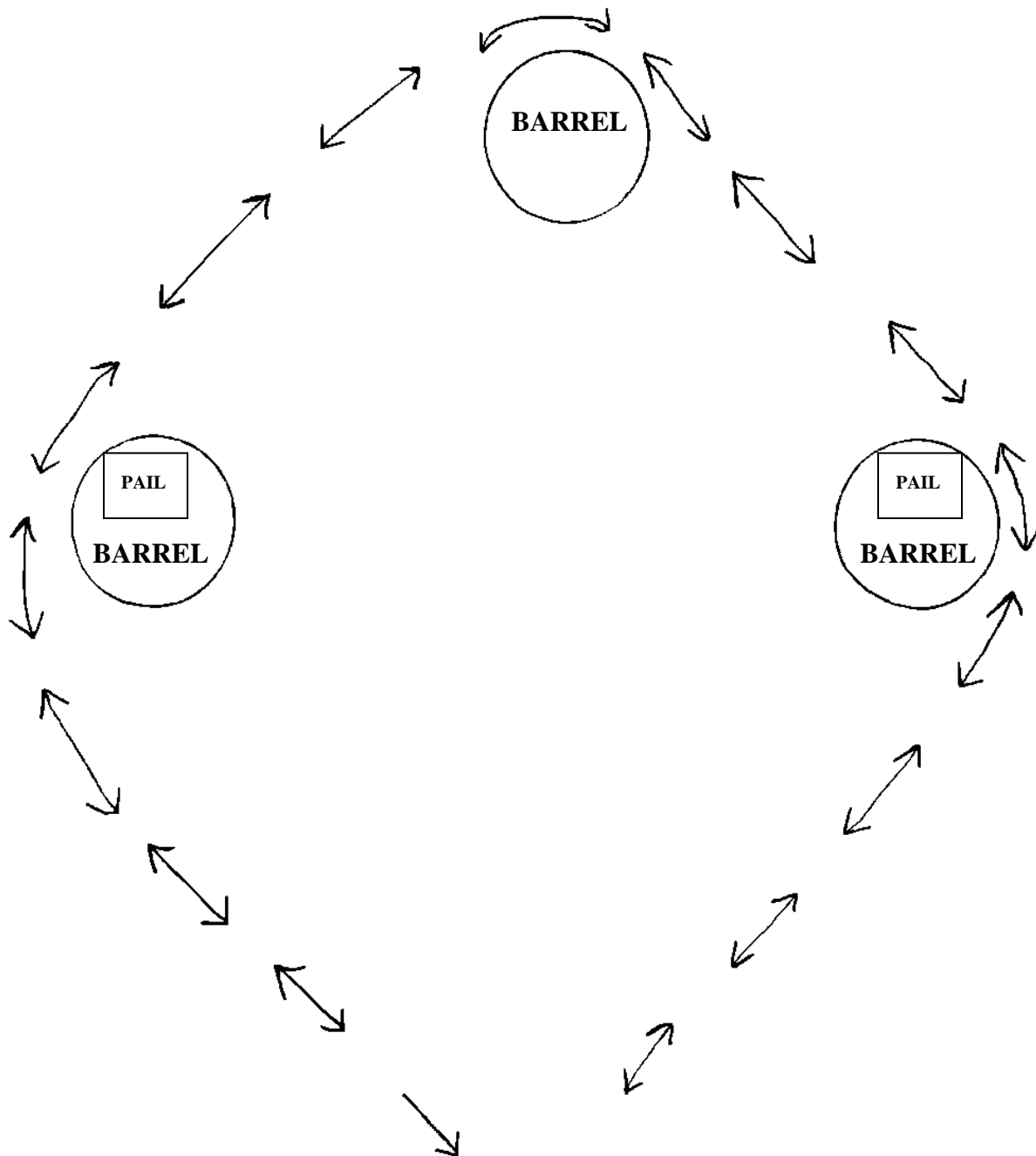
Participants have the option of remounting and riding back double or to have one member riding and one member leading the horse back to the finish line. There will be NO time adjustments made based on the participants remounting option.



JUNIOR OR SENIOR FLAG RACE

The three barrels are placed in a triangle pattern, as in the cloverleaf barrels. The pattern will be set to fit the arena, with no barrel closer than 15' from any fence. Rider may run course to the right or left. The rider must signal to the ring crew if they want the flag to be in the right or left bucket. Flag is to be picked up at first barrel, contestant to proceed around the second barrel and deposit flag in bucket on the third barrel and then cross timer line. Bucket to put flag in will be filled with dirt about 1" from top. Flagsticks should be 18" in length with ½" round dowel. The bucket must be set on the outer edge of the barrel and the flag be placed on the outer edge of the bucket.

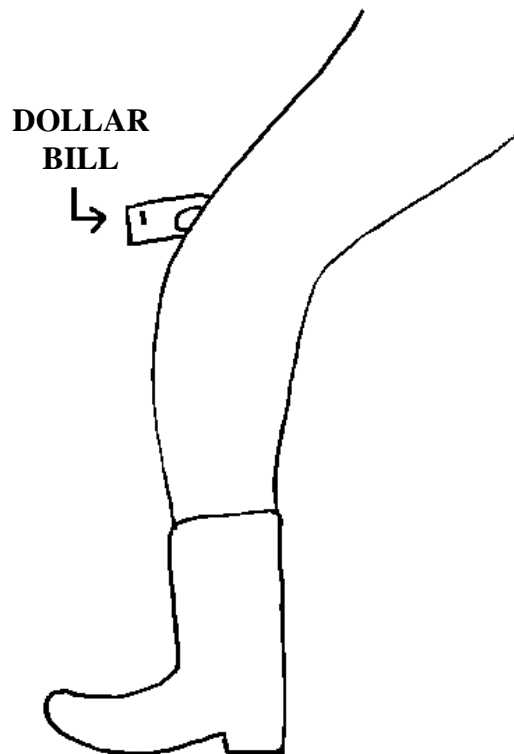
Disqualifications: The rider will be disqualified for dropping the flag. Flag not staying in the "stuck position" in the dirt inside the bucket on the third barrel, breaking pattern, knocking over any flag bucket, knocking over any barrel and using the flag as a whip/bat.



RIDE A BUCK

In this event the contestants ride their horses bare back. All riders will enter the ring, spacing themselves along the rail, leaving a safe distance between themselves and the rider in front and behind them. They will each be given a dollar bill to place under their leg at approximately 2" above the knee. Approximately half of the dollar bill will be showing when competition begins. Contestants CANNOT directly hold onto the bill with their knee, nor be sitting on it in such a manner that they are holding onto it other than with their upper leg area to begin event. After all riders are situated the contestants will be asked by announcer to walk, trot, canter, stop and reverse their horses in any given arrangement. Once the competition has started riders CANNOT touch the dollar bill with their hands. If bill begins to slide out, they can try to hold onto it with their leg area, but at NO time may they touch it with their hands. There will be spotters to help watch riders and note when a contestant loses his/hers dollar bill. As riders lose the bill they will stop and go to the center of the arena. The object of this event is to ride as long as possible without losing the bill under your leg.

Disqualifications: Contestants are disqualified for holding onto or touching dollar bill in such a manner that designated show judge feels is unfair to other riders. Rider must get their horses to walk, trot, canter, stop and reverse as requested by announcer in a short amount of time or they will be asked to stop, coming to the center and be disqualified.

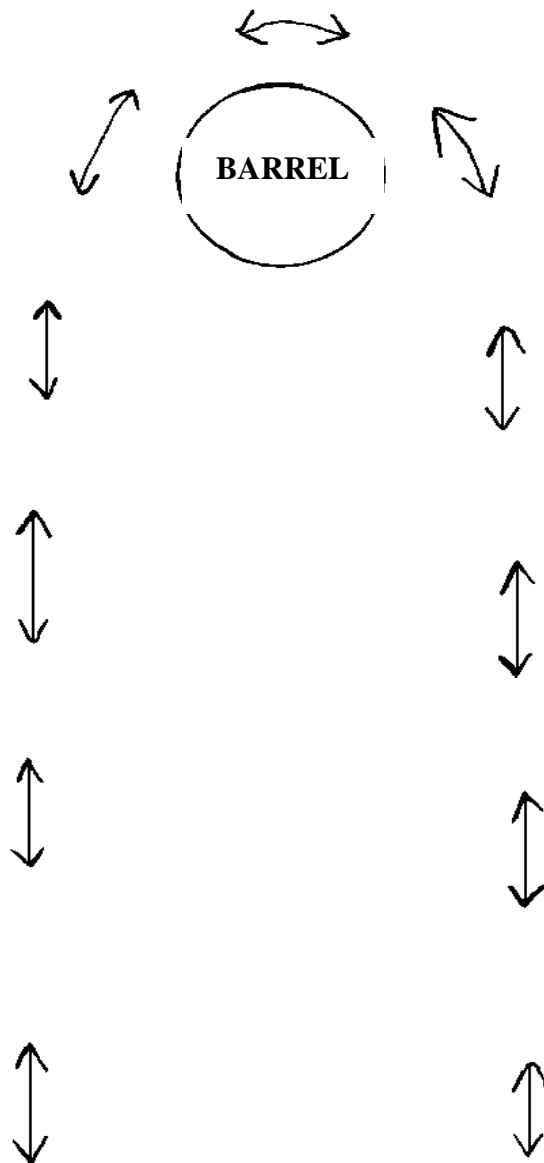


RIBBON RACE PAIRS *REVISED JAN 2002*

This event consists of two riders working together. They will be given a 3' piece of paper ribbon. Each rider will take hold of one end, without holding hands; together they will ride down the arena, around barrel and back across timer without losing or tearing RIBBON apart from their partner. They may walk, trot or even canter if they wish. They can hold onto the ribbon anywhere they wish to, but must have hold of it at all times once competition has begun.

Riders are asked to plan ahead with whom they wish to run this event with so that there is an even number of riders in this event. However, in case of an odd number of contestants the fair superintendent will decide what steps will be taken so each rider can have a fair opportunity to run this event.

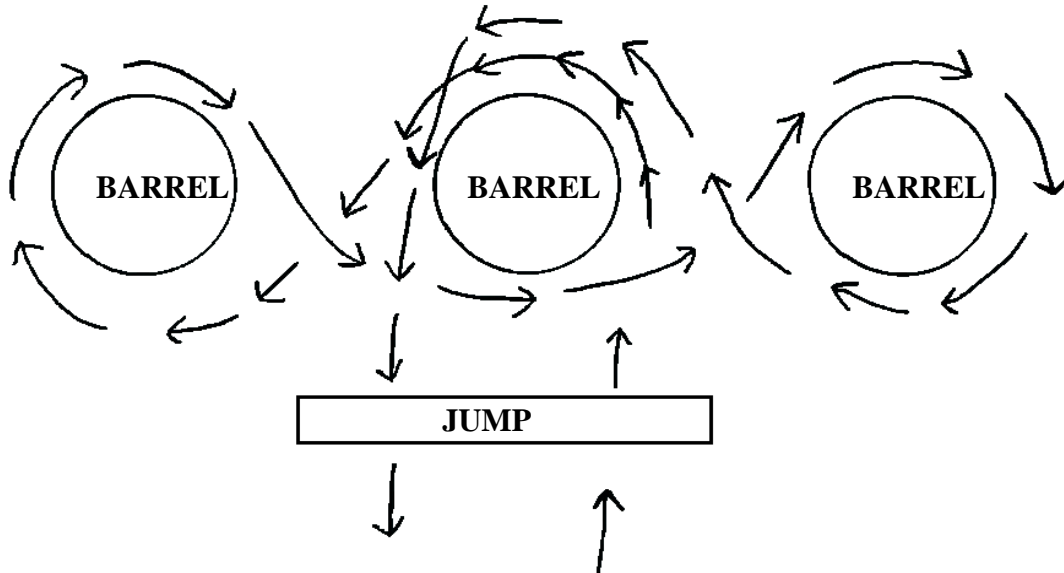
Disqualifications: One or both of the riders letting go of ribbon once timing has started or a broken pattern will disqualify contestants.



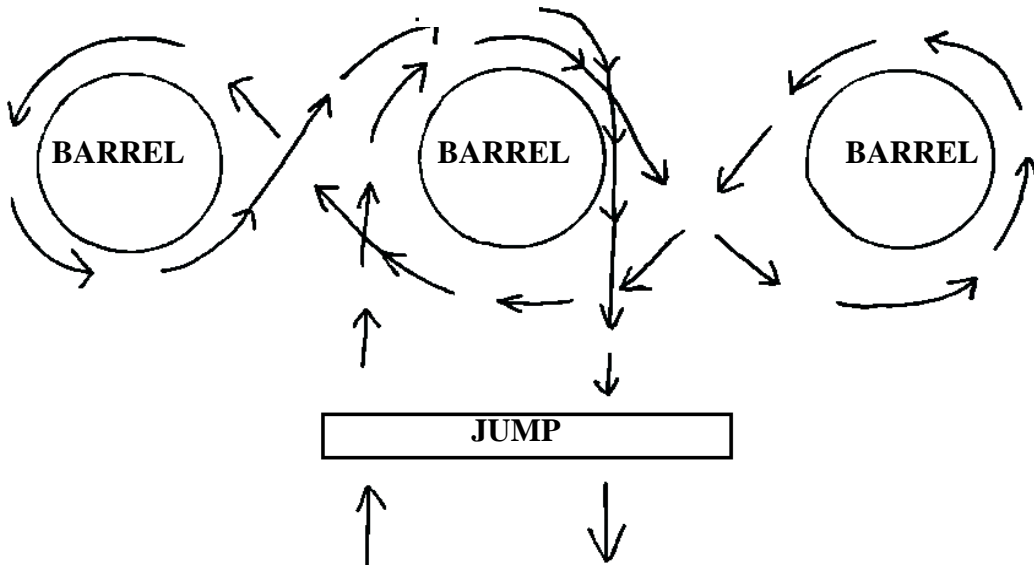
JUMPING FIGURE 8

This event consists of one jump and three barrels. The jump will be placed 15' from timer with barrels being placed 21' from jump. The barrels are placed across the width of the arena in such a manner as shown on illustration below. They are placed 15' apart in a straight line parallel to the jump. The rider will proceed across timer, over jump, to center barrel going around either to the right or left of it and then doing a figure 8 pattern around the three barrels (*see diagram below*). After rider has done a complete figure 8 pattern around barrels he/she will go back over the jump, across timer.

Disqualifications: A broken pattern or knocking over a barrel will disqualify contestant. A rider may touch a barrel in an attempt to prevent it from falling over. If the jump is knocked down it will be placed backup, however there will be a 5 seconds penalty added to the total timing for each time it is knocked down.



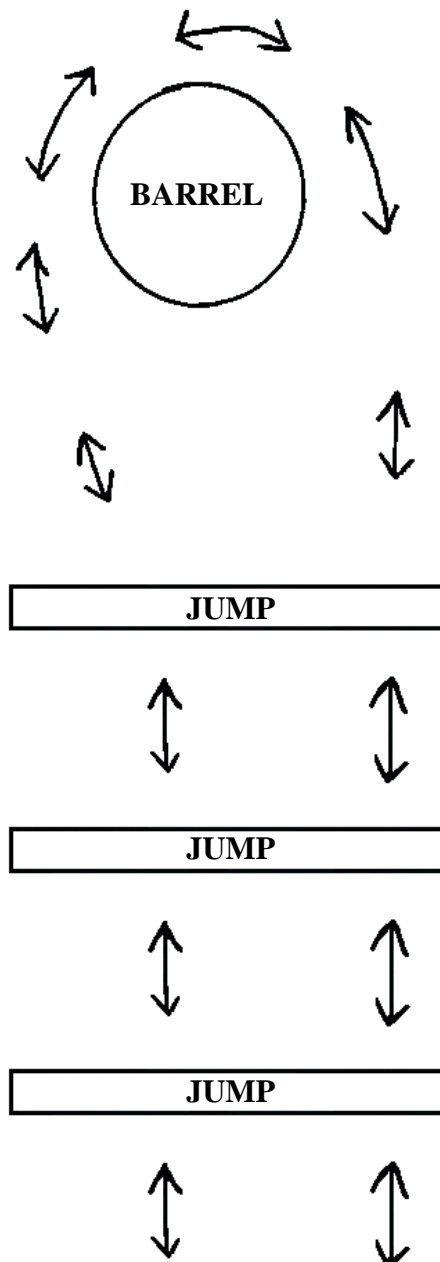
OR



OPEN SCURRY RACE

This event is run using three jumps and one barrel. Each jump is place 15' apart, beginning with the first jump placed 15' from timer. After the last jump the barrel is placed 15' from it, and away 15' from any fence line. The rider enters across timing line, jumping each jump and then around the barrel either to the right or left, then back across all three jumps again.

Disqualifications: The rider may touch barrel in an attempt to keep it from tipping over, however if barrel tips over is will be consider a “No Time”. There will also be “5 seconds” ADDED to total run time for each pole knocked down. Poles will be replaced back up if knocked down when running event. A broken pattern will also be a “No Time”.

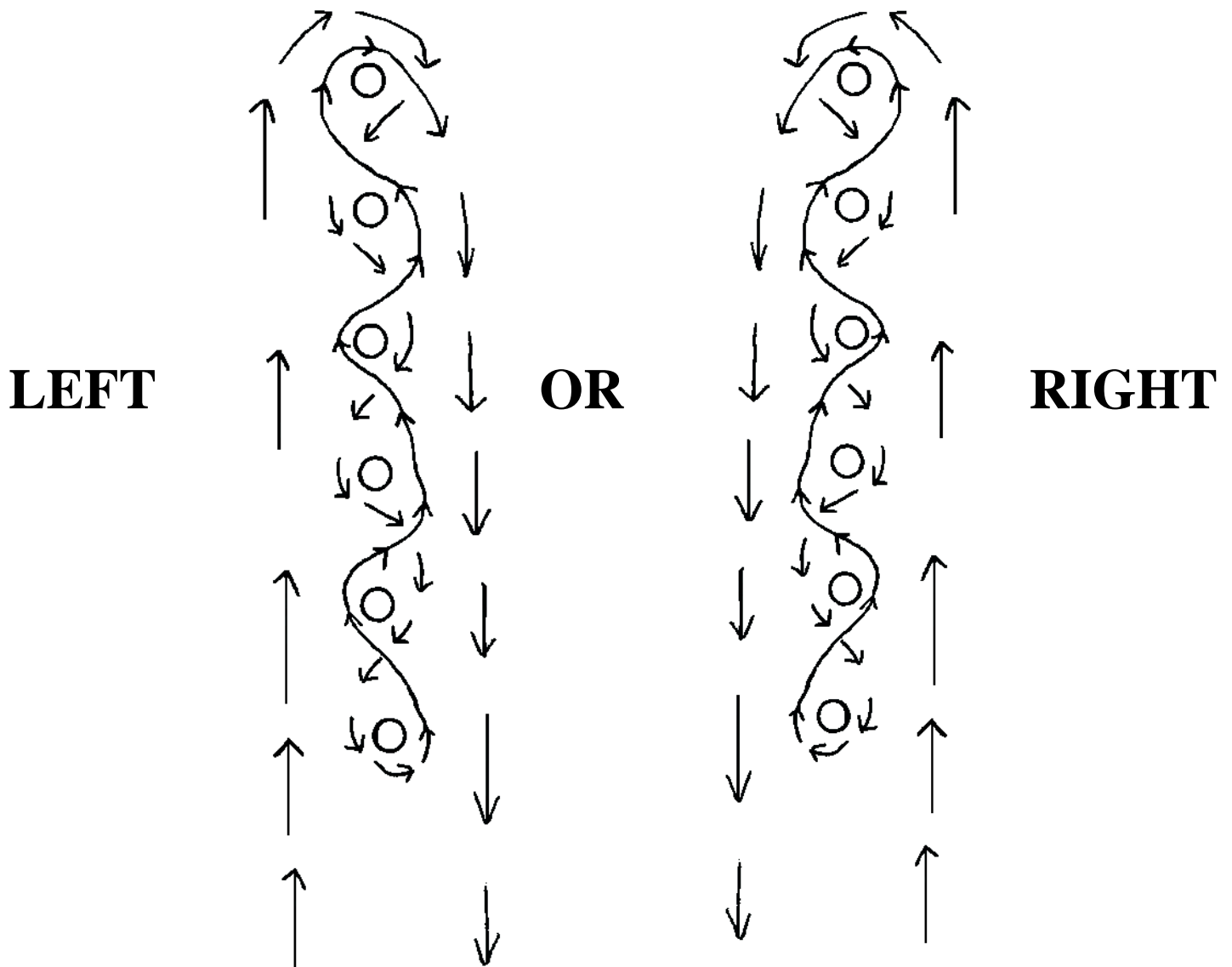


POLE BENDING (*Pony or Open*)

Exhibitors may enter either the Pony Class or Open Class for the pole bending, but not both. If your horse/pony measures 56" or less you qualify for showing in Pony classes. All Ponies/Horses need to be measured by Columbia Co. 4-H Horse Project to verify height.

In this event, six poles, which are 6' tall, shall be 21' apart and 21' from the timing line to the first pole. The end pole must be at least 21' from the arena fence. The pattern may be run left or right. Rider may touch pole to keep it from going down. The decision to determine if a pole goes down because of wind remains with the people designated as the judges by the show committee. There is a five second penalty for each pole knocked down.

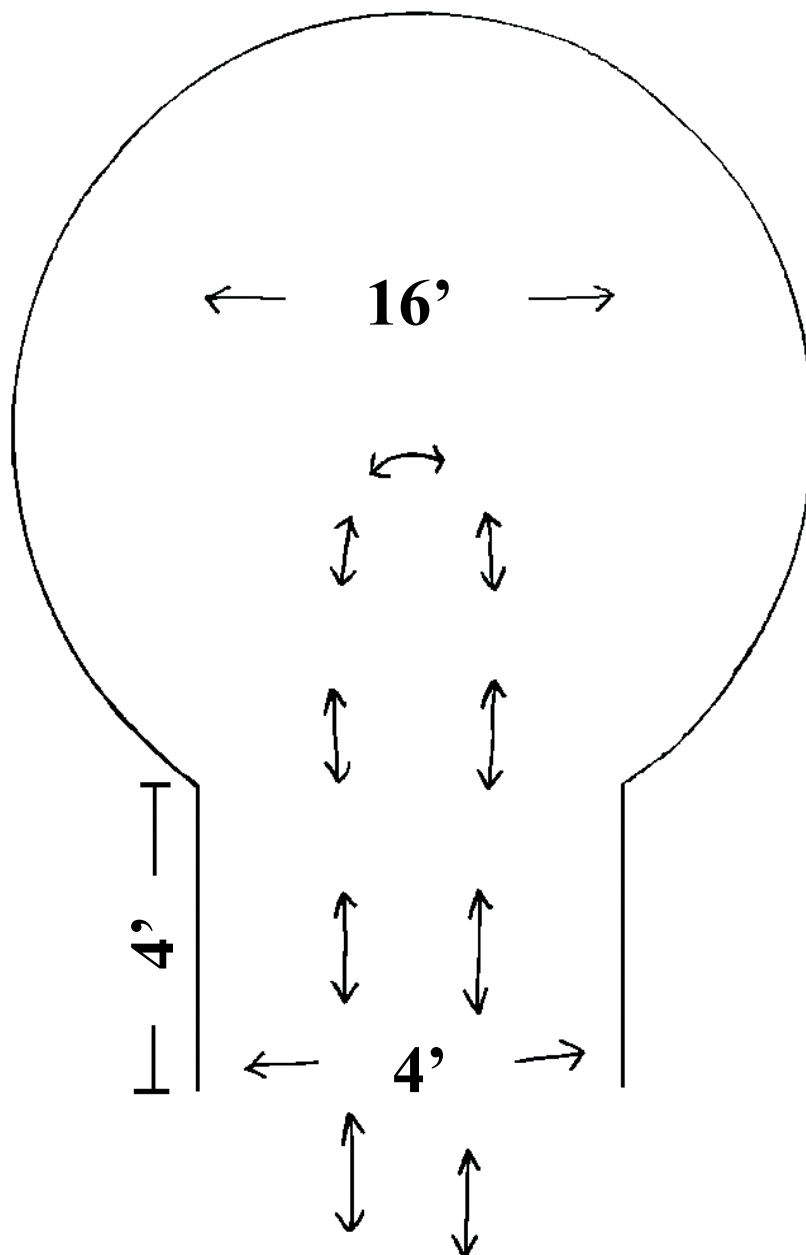
Disqualifications: Contestant is disqualified for a broken pattern or running off course during the timing period.



KEY HOLE

This event tests the ability of the rider to go in a 4' opening, turn around within a 16' circle and run out again through the 4' opening. The lines should be 100' from timing line (*if possible*) or setup best way possible to suit arena area. Lime or flour can be used to lay out the pattern. There should be a small mound of dirt, at the end of each line, covered with lime or flour to mark the entrance.

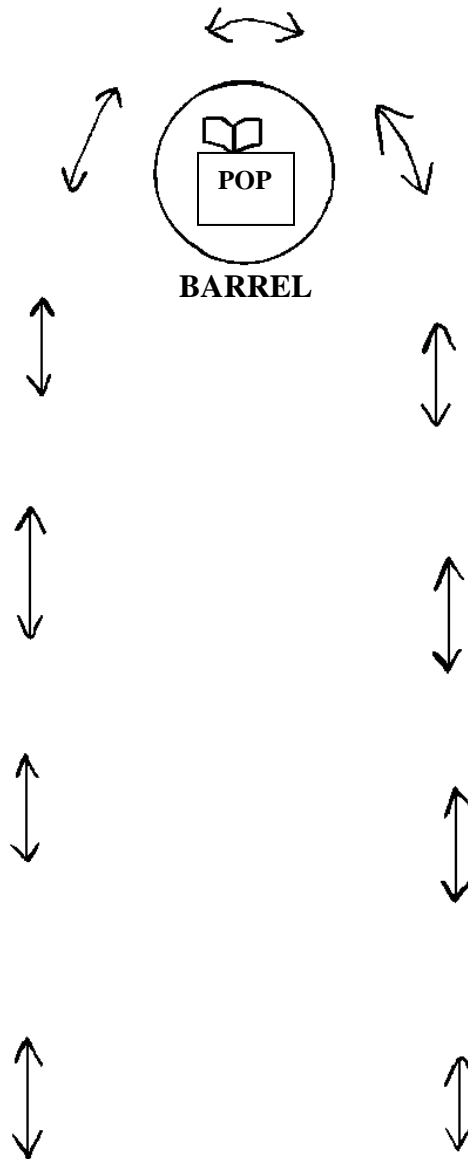
Disqualifications: The contestant is disqualified for stepping on or outside the markings of the circle or the opening.



POP RACE

A barrel is placed at the far end of the arena, 15' from any fence (*like a plug race pattern*). A cup filled with pop is placed on the barrel. The rider races to barrel, dismounts, drinks the pop and leads the horse back across the timing line. The horse must go around the barrel, either to the left or to the *right* (*rider and horse must both go around the barrel in the same direction*). A halter and lead rope are permitted, but the maximum length of lead rope is 8 feet.

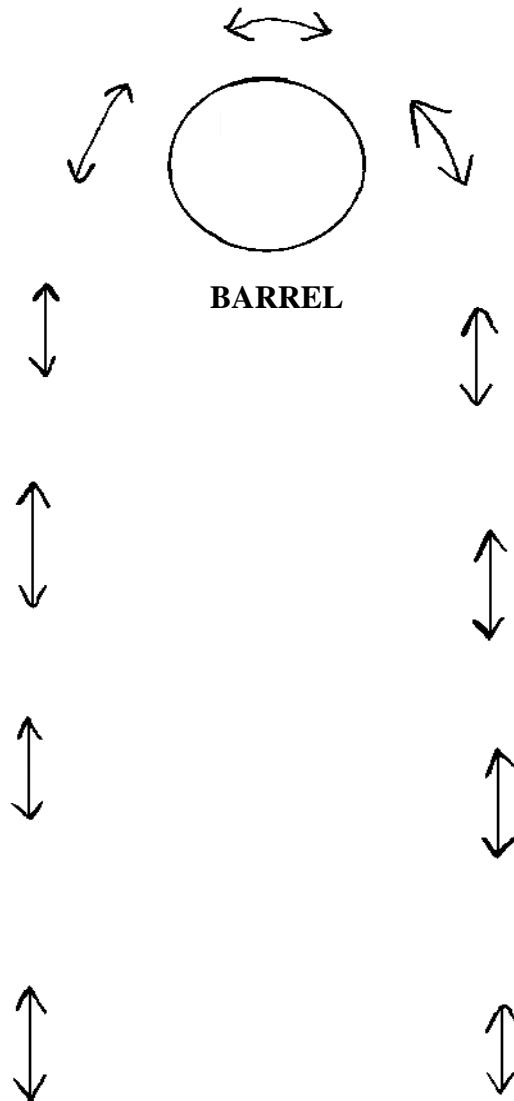
Disqualifications: A “No Time” is received if barrel is tipped over, if the horse or rider DOES NOT go around the barrel, if lead rope is longer than 8 feet, or if the pop is not completely swallowed by the contestant.



TENNIS BALL & RACKET RACE

A barrel is placed at the far end of the arena; barrel may not be closer than 15' to any fence. Rider is given a tennis ball and racket. The rider must hold the tennis racket by the handle and the ball must be on the string part of the tennis racket during the race. The recorded time is from the time rider crosses the timing line, goes around the barrel (*either to the left or to the right*) and back across the timing line. Ring worker will give racket to rider and place the ball on the racket. If ball drops off before rider crosses timer to begin race the ball will be replaced back on racket, however, once rider has crossed timer and race is being timed the ball cannot be picked backup or replaced back onto racket if dropped.

Disqualifications: A “No Time” is received if you drop the tennis ball or if the barrel is tipped over. If the racket is held in any way other than by the handle a “No Time” will also be received.

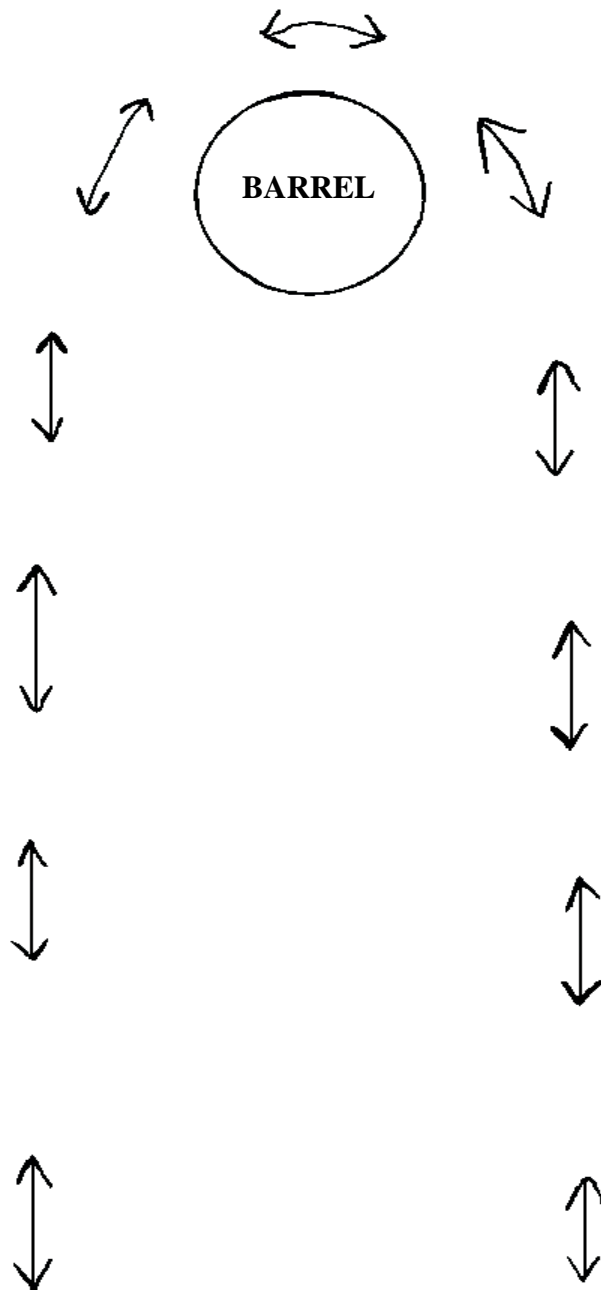


PLUG RACE (*Open or Pony*)

Exhibitor may enter either the Pony class or Open class for the plug race, but not both. If your horse/pony measures 56" or less you qualified for showing in the Pony classes. All ponies/horses need to be measured by Columbia Co. 4-H Horse Project to verify height.

Plug classes are ran using one barrel at the far end of arena; barrel may not be closer than 15' from any fence. Rider enters gate across timer, runs around barrel (either left or right) then back across timer.

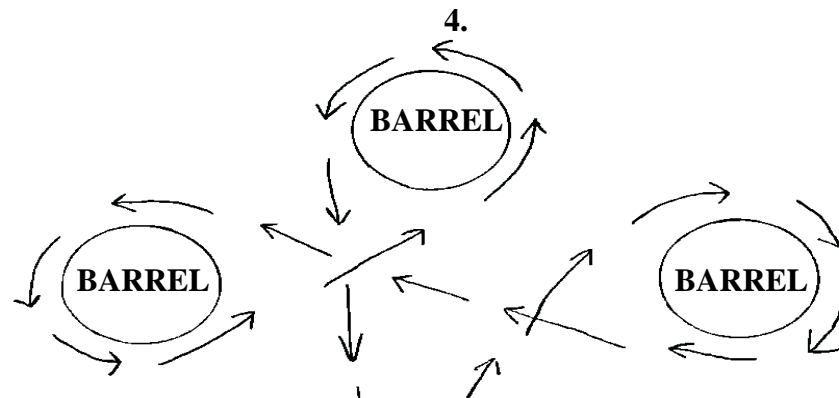
Disqualifications: A "No Time" is received if barrel is knocked over or for breaking pattern during run.



BARRELS

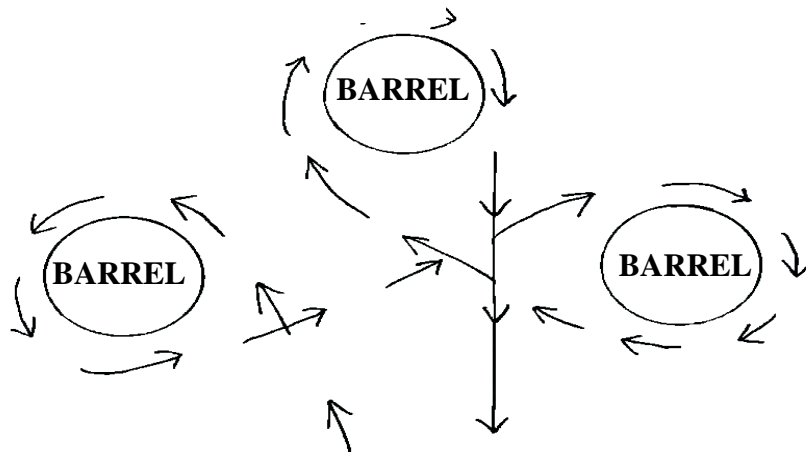
Three barrels are used for this race and placed in a triangle pattern. The pattern shall be set to best fit the arena, however no barrel may be closer than 15' from any fence. The pattern can be run either right or left. The object of this event is for the rider to make a cloverleaf pattern around the barrels. Please check diagram below for pattern choices. Contestants may touch a barrel in an attempt to prevent it from falling over, but a fallen barrel is considered a "No Time".

Disqualifications: Knocking down a barrel, broken pattern, running off course during timing period will disqualify contestant.



RIGHT

OR



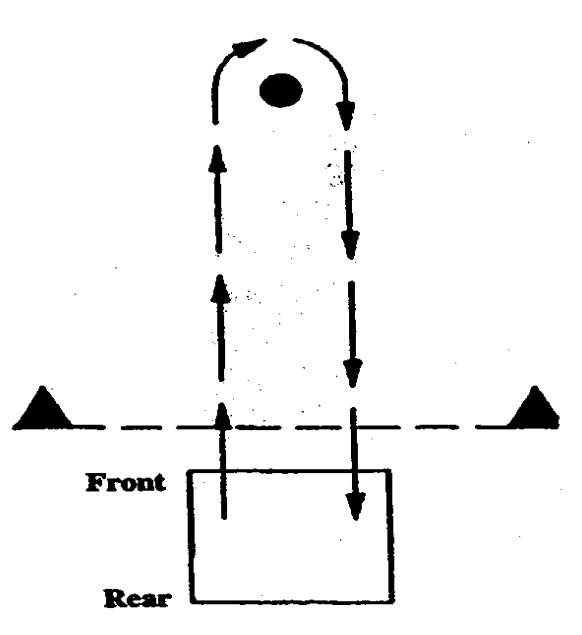
LEFT

SPEED AND ACTION (added from state gymkhana rules 3/15/09)

A box that is 16' x 16' is outlined with lime or flour and is located three (3) feet behind the timing line. A barrel to run at is placed a maximum of 125' from the starting line. This barrel may not be closer than 15' from any fence. Mounted rider enters the rear of the box and settles horse/pony for 5 seconds. On judge's signal, contestant runs the pattern. The rider must exit the front of the box (nearest barrel), ride around the barrel, either left or right and then reenter the front of the box for 5 seconds. The time starts when rider crosses timing line and stops with re-crossing of timing line. The barrel must stay in place for the entire class. Rider may touch barrel in an attempt to prevent it from falling over.

Disqualifications:

There will be no time if the rider does not enter the rear of the box, if the barrel is knocked over, the horse/pony does not stay inside the box for the two required five (5) second timing periods, if the horse does not reenter the front of the box, for a broken pattern, or separation of rider and horse/pony during timing period.



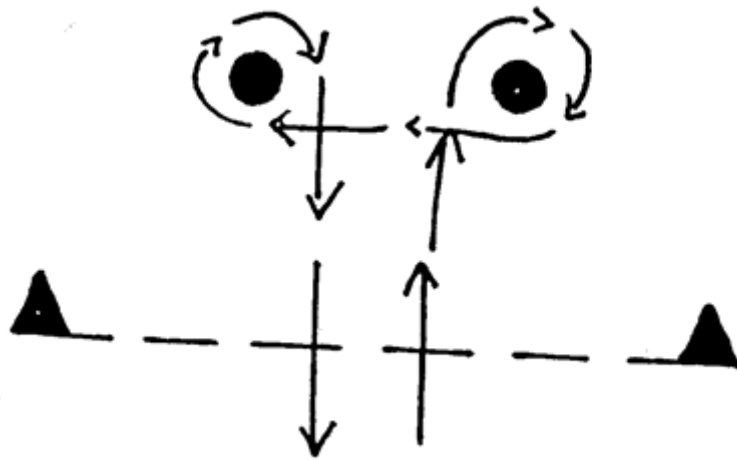
LT SPECIAL (added from state gymkhana rules 3/15/09)

The two (2) barrels are placed in a straight line, horizontal with the timing line. The pattern will be set to fit the arena, with no barrel closer than 15' from any fence.

The pattern can be run either left or right. Contestant may touch a barrel to prevent it from falling over. Any changes made in the pattern once a class has started will cancel all times run and call for the rerunning of the entire

Disqualifications:

Contestant is disqualified for knock down of barrel, broken pattern, running off course, or separation of rider and horse/Pony during the timing period.

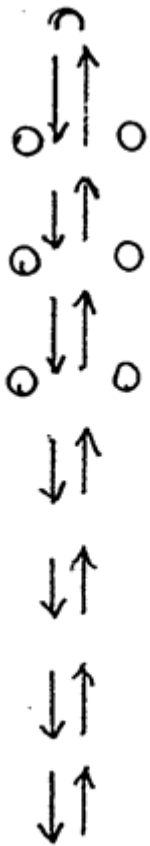


KEY RACE (added from state gymkhana rules 3/15/09)

Pattern is set a maximum of 100 feet from the timing line. The pattern will consist of 6 poles set 6 feet wide and 12 feet long. 3 poles on each side set 6 feet apart. The rider will ride through the poles, turn around, and ride back through the poles, and across the timing line.

Disqualifications:

Knock down of any poles, broken pattern, running off course or separation of rider and horse/pony during the timing period will disqualify contestant.



TWO PERSON RELAY RACE

SET UP: Four barrels or cones are to be set a minimum of 15 feet off the arena fence to form a rectangle at the four corners of the arena. The Hand-off zone will be marked with lime/flour or cones in a rectangle fashion at the far end of the arena.

Rider "A" has the choice of riding the pattern either direction of the arena. Rider "A" must start within 25 feet min/50 max of the start time line and follow course between the markers and the rail carrying the baton in either hand. Upon entering the hand-off zone rider "A" must successfully hand off the baton to rider 2 within the hand-off zone as marked. Method of hand-off can be done at the rider's discretion. Rider "A" must stay in the hand off zone until Rider "B" crosses the timing line.

Rider "B" enters hand-off zone before the start of the race and stands quiet. Rider may take a position anywhere within the hand-off zone. Method of hand-off is at the rider's discretion. After hand-off rider "B" will then continue on around marker to across the finish line.

Disqualifications: Horse knocks over or cuts inside a marker, horse is hit with the baton, baton is dropped, Rider A or B or Both riders go outside of the handoff zone before handoff is completed, Rider A leaves the hand-off zone before Rider B crosses the timing line, the timer is accidently tripped by rider or horse after beginning the race.

(BELOW IS JUST AN EXAMPLE YOU MAY START FROM EITHER SIDE BETWEEN THE MARKER AND THE RAIL.)

