



# Green Acres Ranch Pattern Book

## *Gymkhana Fun Day Rules & Regulations*

### **CLASSES/EVENTS**

The patterns for events will be posted at each Gymkhana and on the Green Acres Website. Green Acres Ranch Inc. reserves the right to modify distances and patterns due to the arena size.

### **EQUIPMENT AND ATTIRE**

Tack: Horses must be shown with complete tack which includes at least a saddle, pad, and headstall (no halters); no bareback exhibitors.

Attire: Green Acres attire is encouraged. Hair should be tied back, braided, or in a bun. Appropriate clothing is neat, clean and in good taste. All exhibitors must wear long pants and boots with a heel (no tennis style boots). Shirts must cover the midriff and tank tops must have a least a two (2) finger width strap. Helmets are strongly recommended for all riders and **helmets are REQUIRED for all riders under the age of 18.**

### **DISQUALIFICATIONS**

The following constitutes a disqualification of an exhibitor for an event. (also, see each event rules in this document for specifics for each event).

- A. Displaying unsportsmanlike conduct – this includes profanity, disorderly conduct or an unmanageable/unsafe horse.
- B. Failing to enter the arena in the allotted time provided for each event. It is the exhibitor's responsibility to be on time for his/her class.

### **AWARDS**

Ribbons will be awarded for 1<sup>st</sup> through 8<sup>th</sup> place and prizes will be awarded for the 1st place rider in each class.

## **GREEN ACRES GYMKHANA EVENTS AND PATTERNS**

1. **Holiday Spirit Costume Contest** – Decorate you and your horse in your favorite holiday colors!
2. **Jumping Crossrails** – 4 crossrail jumps
3. **Jumping Standards** – 4 standard jumps
4. **Pole Bending** - Weave poles
5. **Big T** - Weave 3 poles, turn 2 barrels, weave 3 poles back
6. **Cloverleaf Barrels** - 3 turns
7. **Birangle** - 2 turns, rights or lefts around barrels
8. **Keyhole** - Enter, turn and exit without going over or touching the chalk lines
9. **Water Cup Relay** – Last rider with the most water left in the cup wins!
10. **Egg & Spoon Race** - Last rider to still have their egg wins!
11. **Ride a Buck Race** - Last rider to still have their dollar bill wins!

# 1. HOLIDAY SPIRIT COSTUME CONTEST

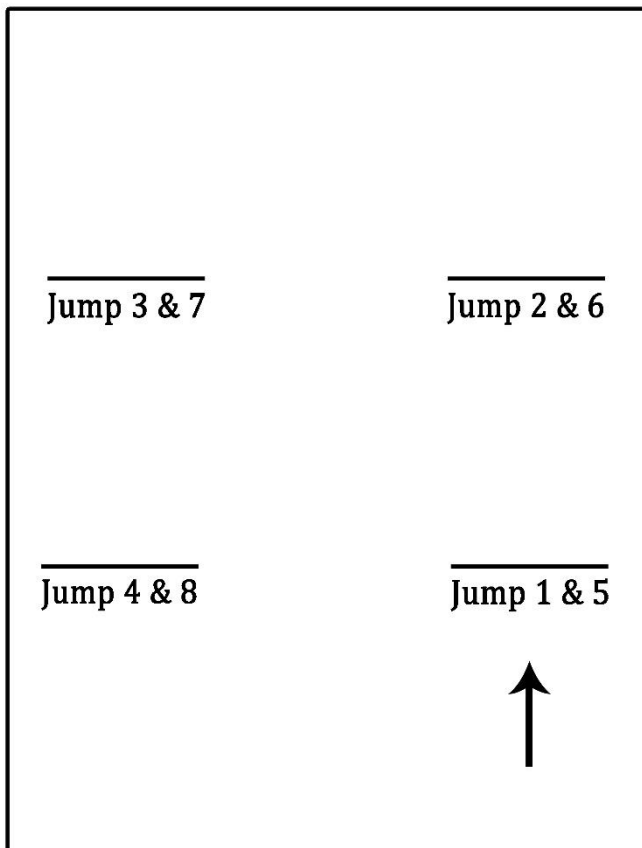
Decorate you and your horse in your favorite holiday gear!

1. Gymkhana #1 in March - St. Patrick's Day
2. Gymkhana #2 in May - Memorial Day
3. Gymkhana #3 in Sept - Labor Day
4. Gymkhana/Fun Show #4 in Oct – Halloween

Costumes will be judged during the 15-minute warm-up before the classes start.

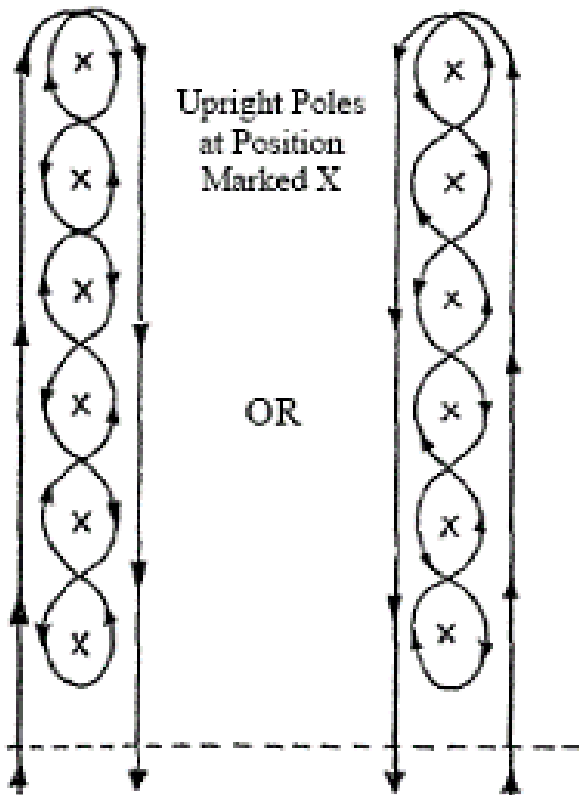
## 2-3. JUMPING CROSSRAILS & JUMPING STANDARDS

This pattern will be used for both the Jumping Crossrails and the Jumping Standards classes, the jump height will change accordingly.



- Fastest time wins! Time starts and stops with the first and last jump.
- A 5-second penalty will be added to the total time for each pole knocked down.
- Failure to follow the course shall result in a 10-second penalty.
- The rider must be on the horse at all times, if the rider's feet touch the ground, the result will be a re-run.

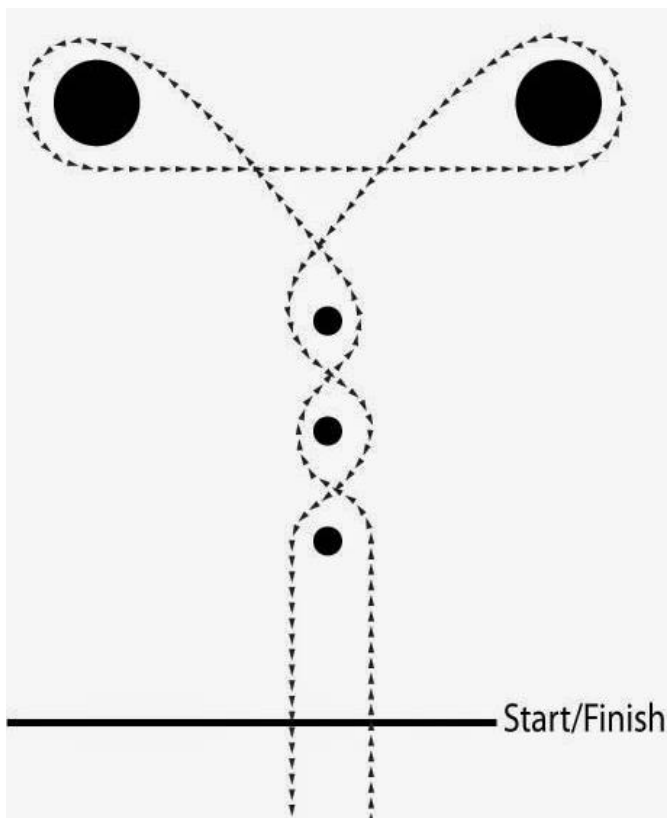
## 4. POLE BENDING



- Fastest time wins!
- Ask the instructor what side to start on. (a different side is designated at each gymkhana)
- A 5-second penalty will be added to the total time for each pole knocked down.
- Failure to follow the course shall result in a 10-second penalty.
- The rider must be on the horse at all times, if the rider's feet touch the ground, the result will be a re-run.

*Please Note: This event may be ran with only 4 poles, instead of 6 as it is drawn here.*

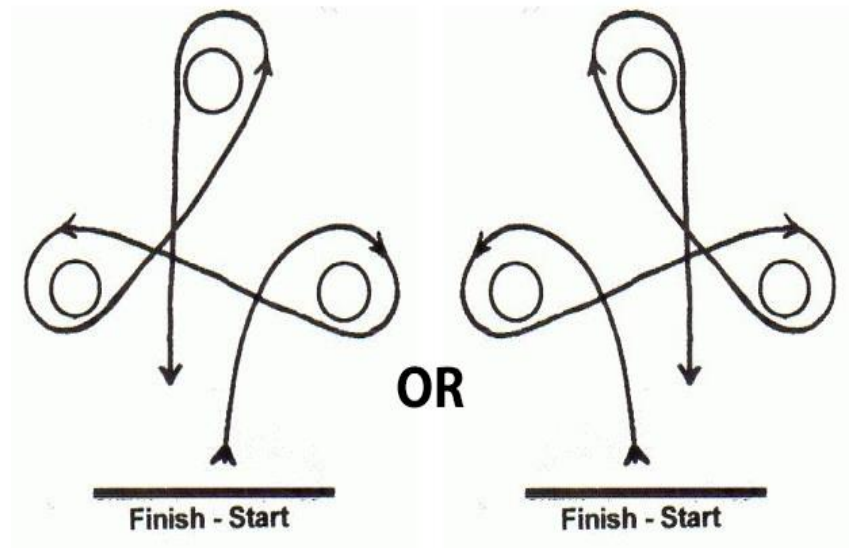
## 5. BIG T



- Fastest time wins!
- Ask the instructor what side to start on. (a different side is designated at each gymkhana)
- A 5-second penalty will be added to the total time for each pole knocked down.
- Failure to follow the course shall result in a 10-second penalty.
- The rider must be on the horse at all times, if the rider's feet touch the ground, the result will be a re-run.

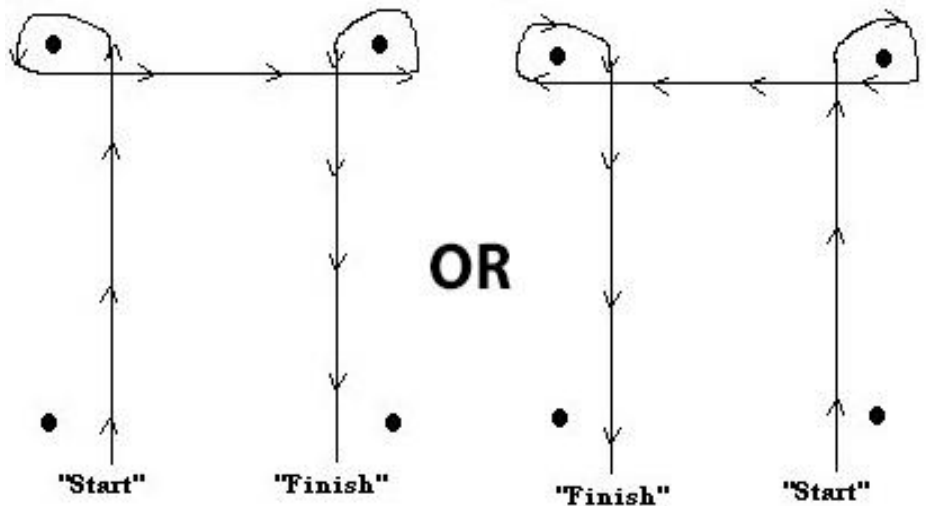
## 6. CLOVERLEAF BARRELS

- Fastest time wins!
- Ask the instructor what side to start on. (a different side is designated at each gymkhana)
- A 5-second penalty will be added to the total time for each pole knocked down.
- Failure to follow the course shall result in a 10-second penalty.
- The rider must be on the horse at all times, if the rider's feet touch the ground, the result will be a re-run.

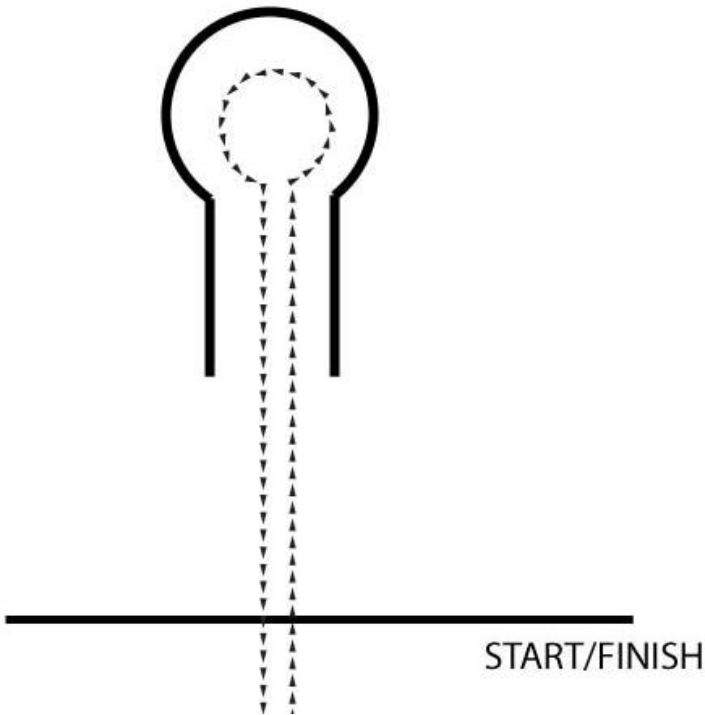


## 7. BIRANGLE

- Fastest time wins!
- Ask the instructor what side to start on. (a different side is designated at each gymkhana)
- A 5-second penalty will be added to the total time for each pole knocked down.
- Failure to follow the course shall result in a 10-second penalty.
- The rider must be on the horse at all times, if the rider's feet touch the ground, the result will be a re-run.



## 8. KEYHOLE



- Ride into the circle of the keyhole (all four of equines' feet must be inside circle), turn either left or right, ride out of keyhole and across the finish line.
- Fastest time wins!
- A 5-second penalty will be added to the total time for each hoof that steps outside the chalk line
- Failure to follow the course shall result in a 10-second penalty.
- The rider must be on the horse at all times, if the rider's feet touch the ground, the result will be a re-run.

## ADDITIONAL FUN CLASSES

### 9. WATER CUP RELAY

The rider with the most water left in their cup after showing in both directions of the arena will be determined the winner.

### 10. EGG & SPOON RACE

The last rider with an egg still in their spoon after trotting one or both directions of the arena will be determined the winner.

### 11. RIDE A BUCK RACE

A dollar bill will be placed between the riders' leg or seat and the horse. The rider must keep their dollar WITHOUT USING THEIR HANDS. The last rider to have their dollar after showing in both directions of the arena will be determined the winner.