



Green Acres Ranch Inc. Gymkhana Rules & Regulations

CLASSES/EVENTS

The patterns for events will be posted at each Gymkhana. Green Acres Ranch Inc. reserves the right to modify distances 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: 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. No spaghetti strap tank tops are allowed. 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).

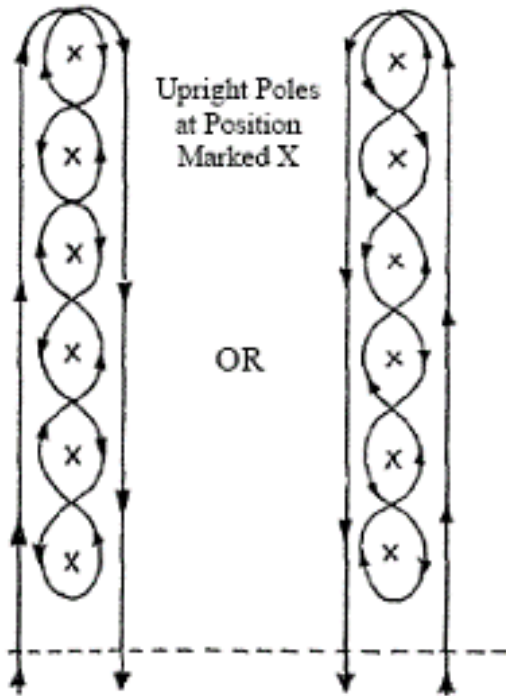
- A. Leaving the course or breaking the pattern
- B. Returning across the start/finish line before completing the pattern
- C. Displaying unsportsmanlike conduct – this includes profanity, disorderly conduct or an unmanageable/unsafe horse.
- D. Failing to enter the arena in the allotted time provided for each event. It is the exhibitor's responsibility to be on time for his/her class.

AWARDS

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

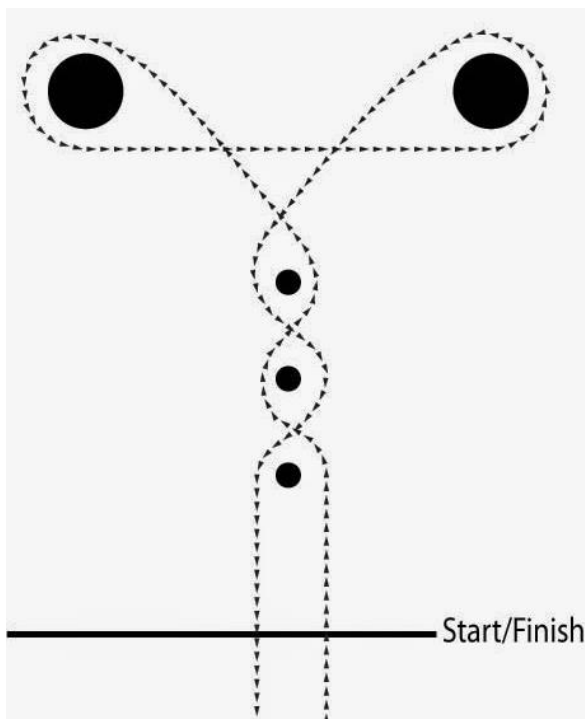
GREEN ACRES GYMKHANA EVENTS AND PATTERNS

1. POLE BENDING



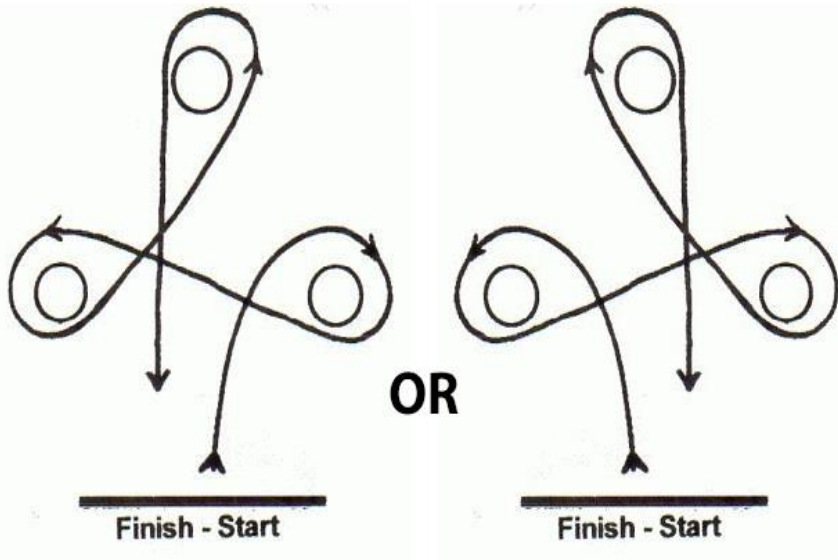
1. Rider may start on either side.
2. A 5 second penalty will be added to the total time for each pole knocked down.
3. The rider must be on the horse at all times, if the rider's feet touch the ground, the result will be a disqualification.
4. Failure to follow the course shall result in a disqualification.

2. BIG T



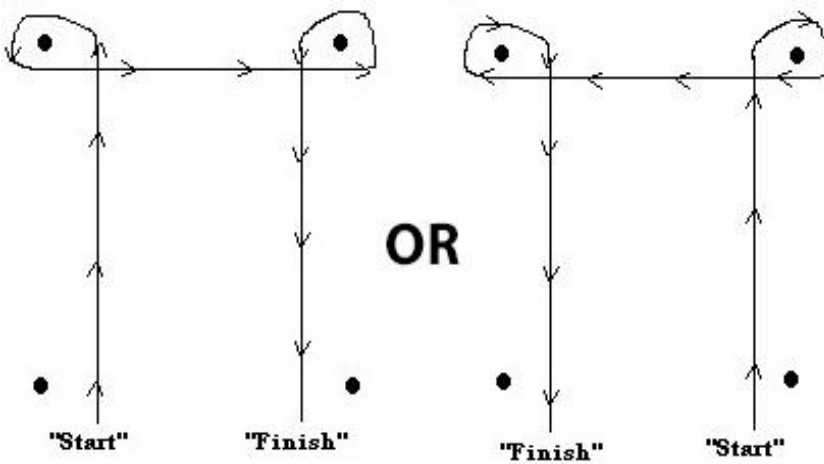
1. Rider may start on either side.
2. A 5 second penalty will be added to the total time for each barrel or pole knocked down.
3. The rider must be on the horse at all times, if the rider's feet touch the ground, the result will be a disqualification.
4. Failure to follow the course shall result in a disqualification.

3. CLOVERLEAF BARRELS



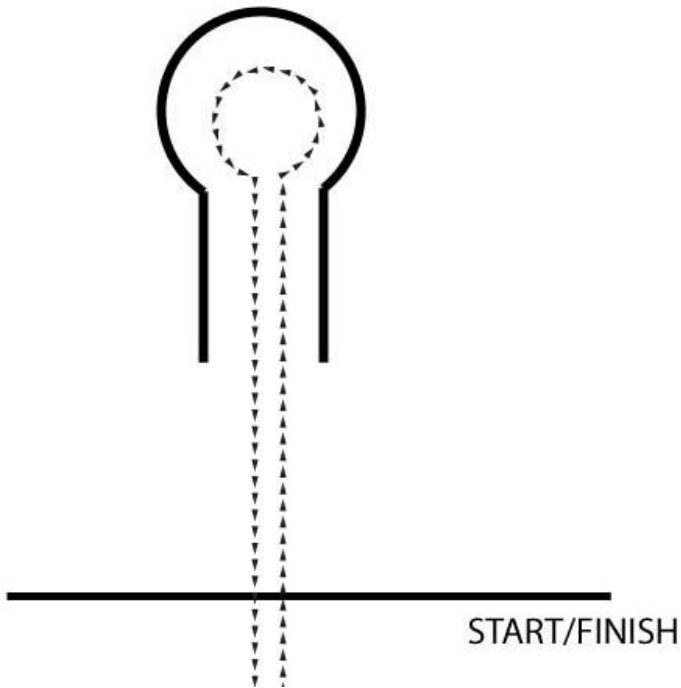
1. Rider may start on either side.
2. A 5 second penalty will be added to the total time for each barrel knocked down.
3. The rider must be on the horse at all times, if the rider's feet touch the ground, the result will be a disqualification.
4. Failure to follow the course shall result in a disqualification.

4. BIRANGLE



1. Rider may start on either side.
2. A 5 second penalty will be added to the total time for each barrel knocked down.
3. The rider must be on the horse at all times, if the rider's feet touch the ground, the result will be a disqualification.
4. Failure to follow the course shall result in a disqualification.

5. KEYHOLE



1. Ride into circle of keyhole (all four of equines' feet must be inside circle), turn either left or right, ride out of keyhole, through the poles and across the finish line.
2. The rider must be on the horse at all times, if the rider's feet touch the ground, the result will be a disqualification.
3. Failure to follow the course shall result in a disqualification.
4. Stepping outside any of the marked area of the keyhole will result in a 5 second time penalty.

ADDITIONAL FUN CLASSES (EVERYONE TROTS)

6. WATER CUP RELAY

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

7. 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.

8. DOLLAR BILL RACE

A dollar bill will be placed between the riders' leg or seat and the horse. The last rider to have their dollar after trotting one or both directions of the arena will be determined the winner.