

Revised 3/12/10

Buckeye Cowboy Gymkhana 2010



Anyone Can Ride, But Can You Gymkhana?

Official Rule Book

TABLE OF CONTENTS

<u>Page</u>	<u>Title</u>
3	Who's Who of the B.C.G.
4	Top Hand Hall of Fame
4	Arena Royalty
5	Section 1 How to Win in Gymkhana
7	Section 2 What to expect at a B.C.G. show
7	2.1 General Rules
9	2.2 Age Divisions
10	2.3 Rider Sign Up
12	2.4 Re-Ride Rules
13	2.5 Team Rules
13	2.6 Individual Show Awards
14	2.7 Year End Awards
15	2.8 Points & Point System
16	Section 3 Event Descriptions

***** ATTENTION*****

Misconduct on the show grounds of any kind will not be tolerated by anyone, including riders and their family members and may result in immediate dismissal from the show grounds.

This is a family environment and will remain that way!

Who's Who of the B.C.G.

Show Coordinator

Debra Robinson

Announcers

Ginger Ryals

Debra Robinson

Entry Booth Crew

Amy Bair

Barbara Hill

Janet Roop

Heather Kaufman

Dede Adamson

Ground Crew

Ted Bair

Jeff Bair

Keith Hill

Scott Robinson

Denny Schenck

Photographer

Scott Kaufman

Tractor Driver

Jeff Bair

Ted Bair



2008 Top Hands

Top Hand Pee Wee - Sami Bair / Darby
Resv. Top Hand Pee Wee - Ashley Howard / Jocko

Top Hand Junior - Kelli Pritt / Redman's Super Twist
Resv. Top Hand Junior - Chelsey Adamson / Lightning

Top Hand Senior- Ginger Ryals / Taris Trouble
Resv. Top Hand Senior - Derek Zurface / Jocko



2009 Top Hands



Top Hand Pee Wee - Noah Kaufman / Redgie
Resv. Top Hand Pee Wee - Emily Jones / Neeko

Top Hand Junior – Jade Foster / Chevy
Resv. Top Hand Junior – Morgan Goolsby / Lilly

Top Hand Senior- Elaine Dunn / Glassy
Resv. Top Hand Senior – (TIE) Tim Dunn / Rocky
Mandy Randall / Toby

Top Hands received Trophy Saddles
Resv. Top Hands received Trophy Breast Collars



Pee Wee Queen – Emily Jones
Resv. PW Queen – Ali Bair

Pee Wee King – Noah Kaufman
Resv. PW King – Brandon Wieneke

Junior Queen – Sami Bair
Resv. JR Queen – Caitlin Wenger

Junior King – Brian Frazier

Senior Queen – Ginger Ryals

Senior King – Matt Sigler

Section 1

HOW TO WIN IN GYMKHANA

Gymkhana is an action packed, precision sport of the equestrian world. A good gymkhana horse not only must have the speed of a race horse, but the turning ability of a cutting horse and the control and responsiveness of the stock horse.

The word “Gymkhana” is said to have originated in India, meaning “games on horseback”. English military, which in those days used horses for both transportation and military maneuvers, would get together on a Sunday afternoon and compete in horseback games. Thus, the word “Gymkhana” had its beginning. Through the years different events have been added, some of which originated in Europe and others which were developed in this country. Ring Spearing, an event that is still part of Gymkhana in some parts of the country, resembles the knights in the medieval days riding full charge with his lance aimed at his enemy. The British Bengal Lancer engaged in Tent-Pegging, using his lance to unearth the tent pegs of the enemy, bringing down the tent on his adversaries. The Rescue Race and Cow-hide Race were originated by the American Indian and were a way to rescue their comrades in battle. The Pony Express Race, of course, simulates the old time Pony Express rider who delivered the mail in years gone by.

In recent years Gymkhana has been steadily gaining in popularity. There have been other events designed for competition between riders which bring into play the ability of the rider and the speed and handiness of the horse. A number of different events, such as Barrel Racing, Pole Bending and the Key Hole Race, are prevalent in many states throughout the United States.

Along with the increased interest in this sport has come more competition and the need for extensive training techniques so that both the horse and the rider can achieve their best performance. It seems that most riders starting Gymkhana think they should ride as fast as possible to get the best time in an event. This is surely the wrong way to begin. It is very hard for a horse to know what to do when he hasn't done something before. All he knows is that he is being asked to run as fast as he can, then his head is jerked around to turn a barrel or pole (and none of this makes sense to him) and then is asked to run again and come to a stop as fast as he can. If this is done very much, a horse will be spoiled in Gymkhana before he ever learns what it is all about.

The following suggestions on starting a horse for gymkhana were written by Gymkhana riders:

- 1.) Warm up your horse by loping in large circles at least ten minutes before asking him for any major effort. This will help keep him settled and will reduce the probability of injury.
- 2.) Walk your horse through an event until he is at ease and is making his runs. Then practice him at a trot through the same course until he is at ease at this speed. As your horse is able to negotiate the event under complete control, increase the practice speed. When he starts having control problems in

the event, slow him down a little. Remember, the key phrase is “Never go faster without complete control.”

- 3.) When practicing, immediately after each lope or run in an event, walk your horse back through the event. If the horse is still nervous, walk him a second or third time.
- 4.) Practice figure eights and general turning without poles or barrels. This will teach a horse to listen for the rider’s commands.
- 5.) If a horse starts to anticipate an event and is knocking down obstacles, practice him by reversing the way he usually turns. For instance, on Poles, run him the opposite way every once in awhile. This should teach him to listen to you as to when and which way to turn.
- 6.) When stopping a horse after running an event, don’t jerk him down to a quick stop. Ask him to stop by saying “Whoa” and slow him down by turning him into a circle if necessary. It is important that you begin stopping him at the same place after the finish line each time so that he will create a habit of stopping on his own, making it easier on him and safer on the rider.
- 7.) Before going into the arena to run an event, check your equipment. Make sure the cinch on the saddle is tight, the bit and curb strap are fitted properly, and the stirrup leathers are in good condition.
- 8.) Spurs are not generally used to make a horse run faster. Spurring when running will generally shorten the horses stride. If spurs would make a horse go faster, jockeys would use them on the race track.
- 9.) Too much whipping or jerking of a horse will make a horse not want to go into the arena.
- 10.) If you are going to be riding all day at the show, loosen your horse’s saddle and give him a rest between each event. Most horses use much more energy throughout the day carrying around their rider than they do competing in the arena.

**This information was taken from the California Gymkhana Association 1997-1998 Information Manual.*

Section 2

WHAT TO EXPECT AT A B.C.G. SHOW

ALL NEW 2010 RULES ARE IN LIGHT BLUE PRINT

2.1 GENERAL RULES

- All riders must wear a western shirt with a collar (long or short sleeve and shirt must be tucked in when entering the arena), proper riding boots with a heel (no street shoes, tennis shoes, work boots, or riding shoes) and jeans.
- All riders must have a cowboy hat or helmet on when in the arena or they will receive a “no time” for their run.
- If any rider’s hat or helmet falls to the ground while in the arena, there will be a 5 second penalty added to their time for that class.
- All Riders must use western tack only. No English tack or clothing.
- In case of a very cold day or rain, an exception may be made to the dress code. Rider will still need to have a western collared shirt under their jacket, proper riding boots with a heel, and jeans.
- All Judges and/or Announcers decisions are final.
- A walk is the only gait permitted outside the arena, excluding the warm-up arena.
- No one at any time is allowed to be on the race track at the fairgrounds.
- One minute gate call will be enforced.

- We reserve the right to adjust these rules if necessary for the safety of the horses and/or riders.
- Show officials reserve the right to remove a horse and/or rider from the gymkhana without recourse.
- If a rider goes off pattern or breaks the timer beam, they will receive a “no time” for that run.
- A rider is not permitted to strike the horse anywhere with an event item. i.e., the flag, baton, ribbon rope. Penalty for doing so will result in a “no time”.
- Only one rider per horse can accumulate points, but other riders can still place and receive ribbons. There are only 2 exceptions to this rule. They are:
 - 1) The horse can be used as a lead line horse for a pee wee
 - 2) A hardship situation occurs. If this situation arises you must contact the show committee prior to the day of the show. You will have to show proof of a vet’s record and get the approval from the show committee.

Here is a list of other reasons that a rider may get disqualified.

1. Abuse of a horse.
 - a. Roughness with the bridle
 - b. Striking the horse with anything in front of the cinch. This means your hand, spurs, an over & under, whips, etc.
 - c. Spanking a horse before or after a ride.

Exceptions:

- i. Getting the horse to start a run
 - ii. Reprimanding a horse for kicking or biting another horse- please limit to a few seconds
 - iii. Stopping a bucking horse.
2. Bad or abusive language, to a horse, obstacle or person. This is a family event.
- A rider will be dismissed from the arena and receive a “no time” for unnecessary roughness with the bridle, excessive spurring or excessive striking of the horse as to be determined by the show committee. The rider will receive a warning for the first offense. After that there will be zero tolerance and you will be told to leave the show grounds.

2.2 AGE DIVISIONS

- There will be 4 groups ran at each show based on age. Age to be determined by the rider’s age as of January first of the current year.
 1. Lead Line Division 10 & Under
 2. Pee Wee Division 10 & Under
 3. Junior Division 11-18
 4. Senior Division 19 & Over
- The Lead Line Division was created for the kids that are not ready to be riding alone. This child must be 10 yrs of age or younger and must have

a lead attached with the leader holding onto it in order to control the horse.

- The Pee Wee Division is only for kids 10 yrs of age and younger that are riding on their own. No one will be permitted to cross the starting line with the child once they start the course.
- Points and ribbons will be awarded to each age division to go toward year end awards.

(SEE INDIVIDUAL SHOW AWARDS AND YEAR END AWARDS SECTION FOR MORE INFORMATION)

2.3 RIDER SIGN UP

- Call-ins and Online sign-ups will be accepted prior to the date of the show. Riders will still be able to sign up the day of the show. We are offering the call-ins and online entry to help keep the crowd down at the entry booth and help us get everything ready to start the show promptly at 10 a.m.
- Call-ins must be done between 10:00 a.m. and 9:00p.m. Monday through Friday the week of the show. Call-ins are to be called into (937) 605-7812. Information that you will need when you call in will be: riders name, horses name, date of birth (for age divisions), which classes the rider would like to enter, and a phone number to contact you back with any questions. The day of the show, you will need to go to the entry booth and have them pull your entry form and pay for your classes.
- Online entries must be done through the web site (www.buckyecowboy.com) prior to the day of the show.

- The entry booth will open at 8:30 a.m. The cut off for entries to the first class (all divisions) will be at 9:30 a.m. If you are not signed up for that class by then you will not be able to run in that class. The Grand Entry will be at 9:45 a.m. and the show will start promptly at 10 a.m.
- All riders that are wanting to compete, must fill out an entry form and pay the fees in order to be put in the classes
- Entries may be on any breed or height of horse or pony.
- All riders must be signed up for their class before the first horse runs in their age group of that class.
- Riders that scratch classes will not receive their money back.
- A rider may add additional classes later on in the show but still has to be done before the first horse runs.
- Only 1 rider per horse can accumulate points but other riders can still place and receive ribbons. (See General Rules for the exceptions)
- Grounds fee to be paid is \$5.00 per horse
- Entry fee per class is \$4.00
- If you wish to use a stall the charge is \$7.00 per day
- If you would like to hook up to electric the charge is \$15.00 per day
- There will be a class at each show called “Mystery Class”. This class will be \$5.00 entry fee with 80% payback. This class will not count toward points, there will be no ribbons for this class, and there are no age divisions. This class is just for fun and money. It will be announced the day of the show and will not be any event that is normally run at the show.

- There will be no refunds for any reason unless the show is canceled by the show committee.
- Cash and Checks will be accepted as payment for grounds fees, entry fees, etc.
- Any bounced checks will occur a \$35.00 fee. After the first bounced check the person will have to pay cash at the rest of the shows for that year. A rider will not be permitted to participate at the show until the bounced check has been paid in full including the fee and the rider's points will be frozen. If the bad check has not been made good by the end of the year, the rider will not receive any year end awards.
- When a rider signs up for a team event, the whole team entry fee will have to be paid. The rider will not be allowed to pay half and say that the other rider will be up later to pay their half.

2.4 RE-RIDE RULES

- Re-rides will be given at the Judges and/or Announcers discretion only.
- A re-ride will not be given if a horse or rider falls.
- In case of a timer malfunction a re-ride will be given.
- A re-ride will not be given and a "no time" will be given if tack or equipment should break or the horse should cast a shoe while negotiating the course and the difficulty prevents the completion of the run.

2.5 TEAM RULES

- There are no age groups in the team events.
- In the team events a rider is only allowed to run one time per horse. However if in the Rescue Race you run a horse you can not be the one being picked up at any time. A person may run multiple horses but would have to have a different partner each time and that partner can not have been someone else's partner at any time in that class for that day.
- Except for the ribbon race, at no time in any team event are two horses to be on the running side of the starting line. Two horses "on course" will result in a "no time" for the team.
- A dropped implement that is carried in hand (baton, flag, or ribbon) while "on course" will result in a "no time".
- If an implement that is carried in the hand is dropped on the "off course" side of the starting line, any team member may dismount and retrieve it, and continue the event with no penalty.

2.6 INDIVIDUAL SHOW AWARDS

- We will hand out ribbons to 6 places in each age group per class and give points to the top 10 in each class.
- At each of the B.C.G. shows we will hand out a Top Hand award and Resv. Top Hand award at the end of the day in each age division. Points for all of the riders and all of their classes will be totaled to determine who has the highest points and who is 2nd in points for that day. Those

riders will then be announced and can come pick up their award at the entry booth.

- In case of a tie for the high point award at a show, a runoff will occur. The run off event will be one that has not been ran that day and the Judge will decide which event it will be.
- Points from each show will get totaled to go toward year end awards.
- If a rider doesn't pick up their ribbons at the end of the day. The ribbons will have been thought to be unwanted and will be returned to the show committee to be reused.

2.7 YEAR END AWARDS

- Any rider that has accumulated points throughout the current year is eligible for yearend awards if placing within the top ten of any division.
- Trophy Saddles will be awarded to the high point person in each age division at the end of the year except the high point person in the Lead Line Division will receive a different award. The Reserve Top Hands in each age division will receive a Trophy Breast Collar except the Lead Line Division. They will receive a different award.
- There will be an awards banquet held at a different location after the last show of the year. That date and time will be announced later.
- Any rider that has a bounced check during the season that is not made good prior to the awards banquet will not receive any year end awards.

2.8 POINTS & POINT SYSTEM

- Points stay with the horse and rider combination. If a rider runs more than one horse those points do not get totaled together.
- Class standings will be posted throughout the show. A rider has a ½ hour after the conclusion of that days show to bring up any questions or disagreements. Otherwise the points are considered final and cannot be addressed at a later date.

The following is the point system that we will follow:

<u>PLACING</u>		<u>POINTS</u>
1 st	=	10
2 nd	=	9
3 rd	=	8
4 th	=	7
5 th	=	6
6 th	=	5
7 th	=	4
8 th	=	3
9 th	=	2
10 th	=	1

Section 3

EVENT DESCRIPTIONS

1. **Ride & Lead-** Ride your horse to a line in the dirt, dismount and lead your horse back to the finish line. *RULES:* When you dismount, your feet must land across the dismount line, and the reins must be in front of and over the horse's head as you lead him back (no draw reins or split reins).
2. **Key Hole-** Ride your horse into a keyhole drawn on the ground in white powder and turn around and ride out to the finish line. *RULES:* Your horse must not step on or across the whit line of the keyhole.
3. **Flag Race-** You must remove the flag from the first can and place it in the second can. Remove the second flag and place it in the first can, on your way back to the finish line. *RULES:* A dropped flag gets a "no time". You cannot circle the cans or you will get disqualified.
4. **Ribbon Race-** You need a teammate. Two horses and riders must run down and back around a barrel, while holding a rope between them. *RULES:* If the rope is let go by either rider while on course, the team gets a "no time".
5. **Baton Relay-** You need a teammate. One rider takes the baton and runs down around a barrel and back to the finish line where the other teammate is waiting on horseback to grab the baton from the rider coming back. The rider takes the baton and then runs down around the barrel and back across the finish line to stop the clock. The second running horse is to never be past the timers until the baton has been passed. *RULES:* Knocking over the barrel, dropping the baton on the "On course" side of the timers, or two horses on the "On course" side of the timers gets a "no time".
6. **The Derby-** Steeplechase-type event: two cavaletti jumps, one foot high, and a barrel are placed on the perimeter of the arena. The horse must jump a cavaletti, completely circle a barrel, jump a second cavaletti, and cross the finish line. *RULES:* Rolling or breaking the cavaletti or tipping over the barrel gets a "no time".

7. **Barrel Race**- Regulation cloverleaf barrel pattern. *RULES*: A barrel tipped over is a 5 second penalty.
8. **Pole Bending**- Six poles in a straight line, 21 feet apart. Horse must run past the poles, weave back down through the poles, weave back up again, and run past the poles again on the way to the finish line. *RULES*: Each pole knocked down is a 5 second penalty. Any horse for pattern will receive a “no time”.
9. **Rescue Race**- Two riders, one horse. The rider to be rescued stands across the arena, behind the pickup line. The rider on the horse must ride down to the teammate on the ground, past the line, and let him/her on the horse, behind the saddle, and both must ride to the finish line. *RULES*: The rider being picked up must not touch the ground between the pickup line and the finish line with his/her feet while the clock is running or the team will receive a “no time”.
10. **Flags (Ohio Style)** - Three barrels set up in cloverleaf pattern like the barrel race. On the first barrel and second barrel there are cans with sand and a flag. The rider must run to the flag (rider can select which barrel the flag will be at to start) pick up the flag, run down past the third barrel (horseshoe pattern) and to the other barrel with the can. Rider must stick the flag in the can on the way to the finish line. *RULES*: Riders cannot circle any of the barrels; a not picked or dropped flag before the second barrel is a “no time”. If the rider attempts to stick it in the second can and misses there is a 5 second penalty.
11. **Big T**- There are three poles in a line in the center of the arena and two barrels set up toward the corners at the opposite end of the arena. The rider is to weave through the poles and then go to one of the barrels in the corner, turn the barrel and run to the other barrel on the other side and turn it in the same direction as the other turn. The rider then has to run back to the poles and weave through again before crossing the finish line. *RULES*: Both of the corner barrels must be turned in the same direction or you will be disqualified. A knocked over barrel or poles is a 5 second penalty.
12. **Speed Ball**- Rider will get a golf ball as they enter the arena. The rider then runs down to a cone at the opposite end of the arena. As the rider turns the cone they drop the ball into the open end of the cone, and then run back to the finish line. *RULES*: If the rider drops the ball on the way to the cone, misses the cone, or circles the cone, then there will be a “no time” given.

13. **Single Stake-** There is a pole at the opposite end of the arena; the rider must run down turn the pole and run back to the finish line. A down and back event. *RULES:* A knocked down pole is a 5 second penalty.
14. **Speed Barrels-** There are three barrels set up in a straight line in the center of the arena. The rider must weave through the barrels and weave back through the barrels to the finish line. *RULES:* A barrel knocked over is a 5 second penalty.