

Please Note: All rule changes for 2020 in this rule book appear in red

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GENERAL RULES – effective 1st January, 2020
To be read in conjunction with rules for the specific competition.

1. RULES

All competitors ride under Pony Club Queensland Rules. The making of an entry in any event run by PCQ, or a club or organisation affiliated with PCQ constitutes acceptance of these rules.

2. MEMBERSHIP

All riders must be current financial members of an affiliated Pony Club and carry their current Membership Card as proof. An official from each club must guarantee all their riders are current financial members and are entered and competing in their correct age group.

Please **adhere** to the Summary of Pony Club Queensland Codes of Behaviour. The complete Pony Club Association of Queensland Codes of Behaviour document can be found on our website www.ponyclubqld.com.au under Insurance and Policies.

3. WELFARE OF THE HORSE

Pony Club Australia expects all those involved in national equestrian sport to adhere to the PCA's Code of Conduct and to acknowledge and accept that at all times the welfare of the horse must be paramount and must never be subordinated to competitive or commercial influences.

3.1 At all stages during the preparation and training of competition horses, welfare must take precedence over all other demands. This includes good horse management, training methods, farriery and tack, and transportation.

3.2 Horses and Riders must be fit, competent and in good health before they are allowed to compete. This encompasses medication use, surgical procedures that threaten welfare or safety, pregnancy in mares and the misuse of aids.

3.3 Events must not prejudice horse welfare. This involves paying careful attention to the competition areas, ground surfaces, weather conditions, stabling, site safety and fitness of the horse for onward travel after the event.

3.4 Every effort must be made to ensure that horses receive proper attention after they have competed and that they are treated humanely when their competition careers are over. This covers proper veterinary care, competition injuries, euthanasia and retirement.

3.5 PCA urges all involved with the sport to attain the highest levels of education in their areas of expertise. (See also blood rule and 19A abuse of horse)

4. DISCIPLINE

4.1 Abusive and profane language or bad behaviour by the rider may result in disqualification for the rest of the event during which the offence occurs.

4.2 A competitor who refuses to obey the direction of any officiating steward may be refused the right of competing in any further events.

4.3 A repetition by the same competitor will mean disqualification for the remainder of the day's programme, together with loss of all points gained up to the time of the repeated offence. An event judge should refer any breach of discipline rules to the judge in chief or event organisers.

4.4 Competitors and mounts are disqualified together.

5. AGE

Rider

Competitors must stay in their own age groups throughout the day in all individual or teams events, and cannot transfer to another age group.

An official of the club must guarantee the age of the competitors.

Age is at first day of competition.

At a State Event minimum age for participation is seven (7) years.

Horse

The age of the horse is at 1st January

The horse must be at least:

- two (2) years of age to participate in any ridden pony club activity,
- four (4) years to jump in competitions
- three (3) years to compete in dressage competitions (both official and unofficial).

6. DIVISION OF CLASSES

The PCQ Steward (Technical Delegate) or Judge-in-Chief at State Championships and Official events has right to divide classes as necessary for the running of the event. (Oct.90)

Jumping Equitation, Dressage, Combined Training, & Horse Trials – groups of over 30 riders but less than 40 riders **may be divided** into two groups, but **must be divided** when numbers exceed 40. This will be done by virtue of the draw e.g. first 40 into group 1, next 40 into group 2 etc. There is no option to divide a group with less than 30 riders.

State Formal Gymkhana age groups to be split into year levels i.e. 9 years & under; 10 years; 11 years; 12 years; 13 years; 14 years; 15 years; 16 years; 17 & under 26 years.

7. OUTSIDE ASSISTANCE

Outside aid to a competitor during the event, whether solicited or not, will entail disqualification for the competitor except when permitted by specific discipline rules Occurrences such as the following will be considered as outside aid:

- calling advice to a competitor, e.g. Directions – turn left at peg;
- picking up competitor's equipment (except spectacles) and any other occurrence which in the opinion of the judge is assistance to the competitor, or is listed in the rules of the competition;
- For sporting events, no horse may be held or any outside assistance allowed after the Judge has called the rider into the starting area, except for children 8 years and under, at the discretion of the judge, and special assisted groups.
- **NB** Handing back a riders spectacles is **NOT** classified as outside assistance

8. LEAD REIN/ASSISTED RIDERS

- The leader must not be in front of the horse's shoulder. It is the responsibility of the parent to appoint a suitable handler/assistant for the horse and rider safety.
- Assisted riders being led because of documented disability will be able to be competitive in their age group.
- Riders who are riding "free" and who successfully complete the course, must take the placings over riders whose horses are being led, except as in paragraph above.
- Recommend led and free riders be in separate groups where numbers are sufficient
- **Led any age is not competitive unless rider has Exemption through Sports Connect System.**

9. SCHOOLING

- On the day of the event only competitors may ride their own horse.
- Schooling will not be allowed on any area, which is part of the competition.
- **The use of Body Protectors is recommended while jumping in competition or training.**

10. LUNGEING

Wherever possible a designated area should be set aside for lungeing, but should not be allowed where horses are being ridden.

Horses may be only be lunged in warm up and training areas if:

- By the nominated rider, parent, or a club instructor, (if the rider is too young to control the horse.)
- If a suitable area can be found, which is **not** amongst horses being ridden.
- Single direct side reins are permitted, but only while lunging (only with one lunge rein).

The lungeing of a rider mounted in the saddle is NOT PERMITTED anywhere at a dressage event

In Dressage ear muffs are only permitted when lungeing (refer dressage rules)

11. GEAR CHECK

The responsibility for the use of the correct saddlery and equipment according to the rules of PCQ and the specific competition rests with the competitor. Failure to comply with the rules may entail elimination from the competition. Wherever possible, a marshalling yard should be provided for competitors in events.

All gear should be inspected by a steward prior to any events to ensure it complies with PCQ rules, is correctly fitted and comfortable for the horse. Officials from each Club are permitted to do their own gear check prior to March Past.

The final responsibility, especially for safety of saddler and equipment, rests with the rider.

12. USE OF WHIP

Hitting the horse in front of the saddle incurs no penalty.

Excessive use of whip incurs elimination at the discretion of the judge.

Whip must be carried in the hand.

Whips may be carried and thrown away during the event. (November 91

13. USE OF SPURS/BLOOD POLICY

The Pony Club Association of Queensland has a zero tolerance blood policy. If any horse shows blood or signs of bleeding on its side which was caused by, or may have been caused by the use of spurs, it must immediately be retired for the day from the competition, event or rally/muster. The horse must be immediately unsaddled and the scrape, cut or wound immediately attended to. Under no circumstances is the horse to be ridden at Pony Club again that day. The use of spurs in a cruel manner will result in immediate disqualification of the rider from the competition.

14. JUDGES

Judge has the right to call on any competitor to inspect his gear and if gear is illegal, competitor is compelled to remove offending article before competing.

Judges should be PCQ instructors for gymkhanas or from a list of suitably accredited Judges or Course Builders for specific disciplines. Parents cannot judge their own children in subjective disciplines such as Rider Class, Dressage, Jumping Equitation etc.

Judges may refuse to judge novelty events at shows or gymkhanas if the programme states "run under PCQ Rules" and the events are not then conducted under the rules of the PCQ.

Judges must present themselves suitably attired.

15. DISPUTES COMMITTEE

The Disputes Committee is made up of one senior delegate from each club competing (except where rules for specific events vary). Any delegate whose member is in dispute, or may have, or appear to have, a conflict of interest, must not sit on the Committee.

16. UNIFORM

Correct club uniform must be worn in all competitions, except where Zone or Queensland uniform is permitted. The wearing of other apparel or the incorrect wearing of the uniform is not acceptable and could result in disqualification at all events from gymkhanas to championships.

Check your own Zone & neighbouring Zone's colours before applying for colours or change of colours, so that they do not clash with other Clubs who may compete in your area. At all times when mounted riders must be neatly dressed in their correct uniform including tie and with sleeves rolled down and shirt tucked in. Ties may be removed or sleeves rolled up only if authorised by the judge in chief and an official announcement is made.

17. HELMET

An equestrian helmet, colour white, black, navy blue or brown and tested to one of the acceptable standards must be worn **and effectively secured** whenever

mounted under Pony Club supervision, including to & from the Pony Club - this includes seniors & instructors.

Helmets need to comply with the following standards: AS/NZS 3838 (AU) and ARB HS 2012; PAS 015 (UK); ASTM F 1163 (USA); VGI (Europe). EN13384 – Only for helmets with manufacture date up to and including 2015.

There are to be NO attachments to helmets (no modified or additional equipment e.g. GoPro or Lights)

Candidates at Instructor Schools must wear helmets.

Mounted Voluntary Helpers must wear helmets.

Riders must keep helmets on during Mounted Presentation of Awards & while saluting.

Loss of helmet while riding incurs elimination.

18. FIXTURE

A fixture shall be defined as one programme held on one or more days by the one organising committee.

19. MOUNTS (*refer also General Rules - Age Page 4*)

The mount should be the member's normal pony club mount and regularly ridden to Pony Club.

Riders currently competing in official classes, or official 12 and Under, cannot ride a graded/official 12 and under horse in an unofficial section (June 10).

No stallion, colt, entire or rig is eligible to take part in any Event, Competition or otherwise at any function conducted by the Pony Club Association or any of its Affiliated Clubs whatsoever.

While a horse is out of the stable/yard at any pony club activity, horse must be restrained with a headstall and lead or a bridle.

All horse riders and handlers within these grounds must wear approved safety helmets while mounted and correct footwear i.e. closed footwear.

A mount must be one of the following:

- owner ridden
- leased
- owned by a financial member of the same club.

At all pony club fixtures, a mount may only have one rider **where**

- a combination of events are held on the same day, a mount may have only one rider, e.g. dressage and combined training.

However,

- where a combination of events are held over two or more days, a mount may have a different rider if the events which are held on different days. e.g. dressage on day 1 and the dressage phase of combined training or eventing on day 2.

At all pony club fixtures, a rider may only have one mount, except as outlined below under Two Horse Rule:

Two Horse Rule:

Sporting & Gymkhana fixtures riders shall only have one mount. Where Mounted Games are held in conjunction, a different horse may be used.

Campdrafting: At State Events and at the discretion of the organising committee, riders may enter 2 horses in the following way:

A rider may have 2 horses, one competitive and one ridden HC, the HC horse to be ridden second. HC horses in a group can only be ridden after all competition horses in the group.

Showjumping, Horse Trials, Dressage, Combined Training and Jumping

Equitation, at the discretion of the organising committee. From 1st January 2018, the 2 competitive horse rule currently existing for Showjumping will apply to these disciplines, riders may enter 2 horses in the following way at the discretion of the organising committee:

- Riders may enter 2 horses in the same or different heights; levels or grades.
- Jumping Equitation riders may only enter 2 horses in the same height, both can qualify.
- Each horse may gain qualifying results.
- Each horse will be placed in its class and is eligible for overall awards.

At all State Championships riders may only have one horse per discipline

20. DANGEROUS RIDING/ABUSE OF HORSE

Any act or series of actions which, in the opinion of the Technical Delegate, can clearly and shall be penalised by elimination.

Similarly, any rider who affects the safety of any horse, rider or third party will be considered to have acted dangerously and will be penalised by elimination.

Abuse of horse includes:

- excessive use of whip and/or spurs
- rapping
- riding an exhausted horse
- excessive pressing of a tired horse
- riding an obviously lame horse

Officials must report such actions as soon as possible to the Technical Delegate supported where possible by a statement from one or more witnesses. The Technical Delegate must decide if there is a case to be answered.

21. DOPING

It is forbidden to use or administer, or cause to be used or administered, on or to any horse, a tranquiliser, stimulant, or drug of any kind, in any manner whatsoever, either before or during any Pony Club activity or competition.

22. ALCOHOL

Alcohol may not be consumed on grounds and booths are not permitted to open at functions under Pony Club control, which are attended by Pony Club members with their horses, until all competition and presentation has been completed for the day or at rally days or musters until all riding activities have ceased. For further information on our Alcohol Policy can be read on our website www.ponyclubqld.com.au

23. DOGS

Dogs must be kept away from the competition area, and kept on a leash and under control at all times. When tied up, dogs must not be able to move outside the perimeter of the vehicle. Be aware dogs are prohibited by law on some grounds and this should be stated on the program.

24. LEASED HORSES

Anyone who wishes to ride at Pony Club, a horse which does not belong to them or to another member of their Club, must have a lease on the horse.

If the horse belongs to a person who is a member of another Club, or is not a member of Pony Club at all, a lease must be signed and registered with PCQ. Lease forms are obtainable from PCQ Office. **NB** Note 3 week rule as per lease form to use the horse in competition, and lease must be in effect for six (6) months.

25. SUBSTITUTION

Mounts may be substituted before the commencement of the event upon presentation of a Veterinary Certificate or a written statement from the club chief instructor. If such substitution is made, the replacement mount must be eligible within the terms of the PCQ Rules.

NO substitution of rider is permitted under any circumstances.

26. REFUND OF NOMINATIONS

Prior nominations will be refunded providing the Organising Body is advised of the scratching in writing or by telephone before the commencement of the event. A written request for a refund of nomination, including a vet or doctor's certificate to be received by the organising committee within one week of the event. 10% of the entry fee may be retained by the organising committee to cover administration costs.

27. STATE PROGRAMMES

Riders stay in their age groups and within their Zone - no composite teams.

Exception Mounted Games.

28. FIRST AID

- It would be reasonable that a First Aid Officer of a Pony Club must hold either a current recognised Senior First Aid Certificate or Nursing qualification.
- At events, there should be present either an ambulance, doctor, nurse, St. John's Ambulance personnel or, as a minimum requirement, a person holding a current senior first aid certificate.

- The First Aid person must have no other duties and should wear a clearly visible bib or armband designating this duty.
- A First Aid station must be provided.

29. PROGRAMME

A programme should be published by the organisers not less than six weeks before the event. A copy **MUST** be sent to PCQ for approval before it is printed and distributed, if the event is an Official competition or a competition which is to be used as a qualifier for State Championships. A Gymkhana or Open Day programme MUST be sent to the Zone Chief Instructor for approval before it is printed and distributed. **Bareback Rider Class may be included on the Gymkhana program, remainder of program requires a saddle to be used.**

Horse Trial venues can offer programs that-

- Official courses do not have to offer all official levels
- Official courses offering all official levels of courses up to two star
- All the above will comply with the requirements and conditions in Annex 1 of the Horse Trials Rule Book

The programme need not repeat the Rules contained in this Rule Book except where required. Programme should include: place and date of event; Classes to be held; name and address of Organising Secretary; Chief Steward and PCQ Steward (Technical Delegate, where known); trophies and prizes to be awarded; closing date and conditions for entries; brief instructions as to how to reach the venue; how the draw is to be accessed e.g. self-addressed envelope, website; administrative arrangements such as stabling, accommodation, catering, etc. Disclaimer of Liability clause (see below), and Organisers' Reservation of Right (see below).

30. DISCLAIMER

Neither the organising committee of any contest to which these rules apply, nor the PCQ, accept any liability for any accident, damage, injury or illness to horses, owners, riders, ground, spectators or any other person or property whatsoever. This Disclaimer must be printed on all programmes.

31. RESERVATION OF RIGHTS

The Organisers reserve the right:

- to cancel any class or event.
- to divide any class.
- to alter the advertised times
- to refuse any entry, with or without stating the reason
- to transfer competitors between sections of a class
- to combine classes if less than 3 competitors

This reservation must be printed on all programmes

To be read in conjunction with rules for the specific competition.

32. QUALIFYING CRITERIA FOR STATE CHAMPIONSHIPS

All riders nominating must have attended at least TWO musters (rallies), within the preceding 12 month period, at their club or previous club in the case of transfers

- **AND** riders under 13 years are required to hold a minimum “D” Certificate (Aug.10); riders 13 years & under 26 years are required to hold a minimum “C” Certificate (Aug.11).
- A photocopy of the Certificate will be required with the nomination.
- **Zone Secretary** to check qualifying criteria have been met, sight a copy of proficiency certificate and verify attendance requirements before sending in nominations. Club Secretary to check all requirements for nomination are complete and correct before forwarding to zone.

However when nominations are done on line, after the close of nominations the organising committee to send a summary list of nominees, certificates attained and qualifying results to Zone for confirmation before nominations are accepted.

- Riders to complete nomination correctly as incomplete forms will be returned. Riders found not to be qualified may be stopped from competing.
- For comprehensive update on Qualifying Criteria for State Events **AND** **REQUIREMENTS FOR SPECIFIC DISCIPLINES** see Rules Page of the PCQ website.

33. OPEN DAYS

All participants must comply with equipment and dress rules of Pony Club, specifically with regard to Helmets, Boots, Spurs and Equipment.

Clubs holding Open Days must register the event with PCQ and forward fees for non-PCQ riders within 14 days of the event.

34. FALLS

After a fall of rider, final responsibility of the health and welfare of the rider rests with the parent/guardian **verified with a signed document by the parent/guardian (Oct 11)** and recorded in Incident Report Book.

35. RIBBONS

Recommended ribbons colours: 1st Blue, 2nd Red, 3rd White, 4th Yellow, 5th Green

36. EXEMPTION CARDS – Riders with a Disability:

Riders with disabilities are eligible to apply for a PCA Rider Exemption Card to enable the use of adaptive equipment & other assistance as per relevant recommendations. Para Equestrian riders are eligible to be classified & obtain an EA PE ID card from the beginning of the year in which they turn 12 years of age. Para Equestrian riders who enter able bodied competitions must provide a copy of the EA PE ID card.

37. ADVERTISING & PUBLICITY – COMPETITORS & HORSES

Competitors may carry the logo of the sponsor on the saddle cloth, only when competing in a State Team. The size of the logo may not exceed 100sq cm.

Advertising may appear on obstacles, sides of arena, back numbers, rugs and as approved by PCQ.

Prizes bearing the name of the sponsor e.g. rugs, may be placed on horses at the presentation of awards.

No commercial prefix or suffix may be added to the horse's name.

28. MOBILE PHONES (Nov. 2018)

Not to be used while on horseback. In competition, a rider **breaching this rule** may be eliminated.

RULES FOR SPORTING EVENTS

1. USE OF EQUIPMENT

Competitors using the equipment provided for an event in the wrong manner, e.g. using a flag or baton as a whip, may incur disqualification from that event.

2. STARTING

The Start to be left to the judge's discretion, but any horse and rider combination not ready to start any novelty event at the expiry of 60 seconds after being called into the start area will be excluded from that event.

Start Area.

All sporting events will have a start area which is defined as the area between the 6 metre line and the start and finish pegs and is a minimum of 6 meters wide.

6 METRE LINE:

The purpose of the 6 Metre Starting Line is to avoid ruining horses which have been tuned up by asking them to stand on a line awaiting a judge's "GO".

Starting Procedure

The judge will ask the rider to walk the horse into the start area and immediately this request is made the 60 second time allowance to be ready to start begins.

The idea is to ask the horse to walk into the start area and, as soon as the horses four feet are over the line, the judge will immediately quietly indicate to the rider they can start the event.

The competitor must wait for permission to start to come from the judge.

If a horse walks into the start area the judge must give immediate permission to start the event so as forward motion of the horse is not interrupted. However, if the horse jumps, trots, canters or gallops into the start area it must stop forward motion or go back and re-enter the area at a walk before the judge can give permission to start the event.

If the horse walks into the start area and then steps back over the line, it must again walk into the start area before the judge can give permission to start the event. The horse may turn around within the start area after the judge indicates for it to go. The rider may dismount, lead the horse into the start area, and then mount.

All the above procedures are in order provided they are done within the 60 seconds starting time limit which starts immediately the judge asks the rider to enter the start area. The horse and rider can receive no assistance after the judge asks them to enter the start area and the 60 second time limit has started. It is suggested judges will use the terminology below, especially if it looks as though the rider is or may have some difficulty entering the start area properly.

“Number, club or name (or whatever will ensure positive identification) please come into the start area, your 60 seconds starts now.” This clearly differentiates from an advice from the judge or penciller to a rider that they are next and should start getting ready or come over near the start area &

will ensure there is no confusion as to exactly when the 60 seconds starts. Every effort should be made by the judge to assist the rider to get the horse away, e.g. by telling the rider to back the horse over the line if the horse is backing, or if the horse refuses to come forward, tell the rider to ride away and then ride in the side of the start area or any suggestion which may help the rider to complete the event.

At no time will the judge or penciller touch the horse or rider.

No horse may be held or any outside assistance allowed after the Judge has called the rider into the starting area, except for children 8 years and under, at the discretion of the judge, and special assisted groups

3. "FLYING START"

A "flying start" is a moving start from within the back line of the start area.

4. METHOD OF RACING

It is optional to conduct Sporting & Novelty events in heats or against the clock.

HEATS

Where heats are used only winners of heats are eligible to compete in semi-finals.

The winners and/or seconds of semi-finals are eligible to produce the final placings depending on numbers. Should there be no need for semi-finals only the winners of heats are eligible to compete in the finals except where there are insufficient competitors to fill the final. E.g. only 2 heats and ribbons or trophies to 4th place. In a heat or semi-final, if one or all horses are disqualified these horses will take no further part in the event.

In the event of all competitors in the final being disqualified for infringement of the rules, the final must be re-run to determine a winner and placegetters.

If some of the finalists are eliminated in the final heat, leaving insufficient competitors to fill all the placings, then those eliminated in the final must run off again to fill the placings.

Where interference occurs, the race should be stopped and restarted without the competitor who was at fault.

AGAINST THE CLOCK

The time for the event is taken from when the horse's nose passes the starting line. Electronic Timers are to be used for the State Sporting Championships or two stop watches to 100th second. Main and backup. Where two watches are used there will be one chief timekeeper, who will be such for the entire group, and a second timekeeper as a backup whose time will be used in the event of a failure of the chief timekeeper.

Timing failure

In the event of a complete timing failure one re-run only is allowed and the result stands.

5. PEGS

For State Events, in all novelty events where pegs are used, the pegs must be made of 20mm pressure plumbing pipe class 12 (20mm inside, 24mm outside diameter), be 1.4 m high and bases made from a cement filled 4 litre ice cream container placed flat side down.

NB We strongly recommend all clubs and zones adopt this standard when replacing sporting pegs.

The use of steel star pickets is NOT allowed.

See Appendix A for instructions on making pegs for novelty events.

6. COURSE

In all novelty events where pegs, drums, casks or any other piece of equipment must be in the same position for each and every competitor, a quantity of sawdust, whitewash or paint is required to mark the position of each peg, etc. Where boundary lanes are used, e.g. flag race, a quantity of sawdust, whitewash or paint is required to mark these lanes. Lines must be clear and well defined.

7. LANES/LINES

In all novelty events where lanes/lines are used, if the horse places his hoof on or over the dividing line between the lanes or line, the competitor will be disqualified. There should be a steward on each lane/line to indicate disqualifications or infringements. Without a line steward on every line a judge may not call any rider in that event out.

8. FLAGS

In all novelty events where flags are used, all flags are to be on the competitor's right hand. Flags to be a piece of suitable wire with a finished length of 225 mm, with the top turned over and a coloured bunting type flag fastened to the turned over section.

9. TOUCHING PEG/DRUM

In any event where a peg/drum knocked down incurs a penalty or elimination, touching the peg/drum with the hand entails elimination.

10. CHANGING OF SADDLERY

Riders are allowed to change saddlery between events at gymkhanas BUT classes will not be held up waiting for riders.

Riders may be eliminated for use of saddlery/gear that is incorrect and contravenes the rules of the competition.

11. RELAY EVENTS

The following may be conducted as individual or relay events:

Bending, Flag, Rider in Action, Bounce Pony, Figure of 8.

In Bending, Bounce Pony and Figure of 8, the rider must carry the baton while completing the course and must hand it to the next rider before this rider crosses the starting line.

In 'Relay Flag Races' there will be four flags and no baton. In Relay Rider in Action there will be no baton.

In relay races, in the event of one rider being eliminated, the whole team shall be eliminated.

12. SHOWJUMPING AT GYMKHANAS

Type of event to be held should suit the standard of the riders and discretion is left with the Club or Zone Chief Instructor. Course Builders at Gymkhanas should observe the age and number of riders and construct their courses accordingly and make every effort not to over face riders. As standards change from Zone to Zone, it is recommended that the course builder and Zone/Club Chief Instructor liaise and set the heights for the day's competition.

Recommended Heights for Jumping Events at Gymkhanas

6 years & under	20-30cm or substitute a non-jumping event
8 years & under	30-40cm
8 years & under 10 years	40-50cm
10, 11, 12 years	50-70cm
Other groups	70-90cm

Top Score add 20cm to maximum height.

HEIGHTS FOR JUMPING EVENTS AT STATE FORMAL GYMKHANA

9 & u.	40cm	15 & u. 17	70cm
10 & u.	50-60cm	17 & u. 21	80cm
11 & u. 13	50-60cm	21 & u. 26	80cm
13 & u. 15	60-70cm		

Saddlery & Gear:

Gear allowed is as per the Showjumping regulations.

Rules:

Rules in brief are stated below but should be read in conjunction with Showjumping Rule Book. Some Rules have been modified.

Speed:

Class	1 st or only round	2 nd round if applicable	Ideal Time	Jump off
Under 13 years	300mpm	300mpm	300mpm	300mpm
13 years & over	300mpm	300mpm	300mpm	300mpm

Time:

Gymkhanas & Unofficial Competitions

- **For Riders under 13 years:**
First and/or second rounds Time Allowed calculated at 300mpm.
Jump-off on Ideal Time calculated at 300mpm.
Where a one round Table A is used, it is run on Ideal Time.
- **Riders 13 years and over:**
Final Round may be against the clock (Fastest Time) or Ideal Time (2016) calculated at the rate of the first round 300mpm.
*Where a one round Table A is used, it may be run on Ideal Time. Official Showjumping Days: Final Rounds are against the clock as per event. Unofficial classes at Official days: Run to the same rules as the Official competition. *The final round may be run against the clock or on Ideal Time.**

Ideal Time:

Placings are on the nearest to Ideal Time on either side, i.e. with an ideal time of 40 seconds, a rider coming in at 38 seconds would be equal with a rider coming in at 42 seconds.

NO TIME PENALTIES ARE AWARDED IN THE FINAL ROUND WHEN USING IDEAL TIME.

Penalties:

Under Table A faults are penalised in penalty points. Penalties for disobediences (refusals) accumulate throughout the entire round.

Under Table C faults are penalised in seconds added to the time taken to complete the round.

A rider losing their helmet during a round will be eliminated.

Faults Incurred During Round	Gymkhana Table A	Table C
Refusals (disobediences): First	4 penalties	None (loss of time)
Second disobedience	8 penalties	None (loss of time)
Third disobedience	Elimination	Elimination
Obstacle knocked down	4 penalties	4 seconds
First fall of Horse/Rider or both	Elimination	Elimination
Disobedience & knocking down obstacle, plus time correction	4 penalties, plus 4 seconds	4 seconds for time correction
Exceeding Time Allowed	1 penalty for each commenced 4 seconds	No time allowed only time limit
Exceeding Time Limit	Elimination	Elimination Time of course under 600m is 2 minutes, over 600m is 3 minutes.
Riders 13 years over for exceeding Time Allowed in final jump-off against the clock	1 penalty for each commenced second	Not applicable

13. GYMKHANA PROGRAMMES:

All Gymkhana programmes must be submitted to your Zone Chief Instructor for approval. A programme is then published by the organisers. The programme need not repeat the rules contained in this Rule Book but should include:

Place and date of event;

Classes to be held; if not in this rule book, rules and conditions must be printed on the programme;

Name and address of Organisers, Secretary, Chief Steward;

Prizes to be awarded;

Closing date and conditions for entries; clubs can put a closing date for Gymkhana nominations;

Brief instructions as to how to reach the venue;

Administrative arrangements, such as stabling, accommodation and catering, if applicable

Disclaimer of liability (See Para. 27)

Reservation of Rights (See Para. 28)

14. TYPE OF GYMKHANA:

Formal Gymkhanas should be a balance of formal and sporting classes – preferably 50/50% Formal and Sporting, but definitely a mix of 40% Formal and 60% Sporting.

Sporting Gymkhanas are defined as where sporting events make up more than 60% of the programme. (June2010).

15. SCORING AGE GROUPS AT GYMKHANAS

Where points are awarded at gymkhanas, the points to be left to the Organising Committee's discretion, except in State Championship events for which points have been set down. (i.e. 10 points for 1st down to 1 point for 10th place.)

Individual Champion: If there are less than 3 riders in an age group, these riders must be combined with another age division, above or below, to be eligible for the Rider with the Highest Individual Points of the Gymkhana.

Team Highest Points: Senior and Lead rein not eligible for score.

All points in events from 1st- 4th will be totalled.

16. EQUALITY OF POINTS

In the event of a tie during the competition, the points will be divided, e.g. 1st & 2nd divided, the next place will be 3rd. If two or more competitors tie for the Championship, a countback will be made, & the competitor with the most wins will be declared the winner if no result, the competitor with the most seconds, & so on. If equal in every case, & a result cannot be obtained, a tie will be declared.

17. HEIGHT AND WEIGHT RATIO

A rider weighing more than 53kg (117lbs or 8st 5lb), dressed to compete, may not ride a pony 12.2 hands or under.

18. STATE CHAMPIONSHIP

Sporting Events at State Championships the must include:

- Flag race
- Bending Race and
- Barrel race

And any other five (5) events from the Sporting Rule Book. **Sporting events used for State Events must come out of the current sporting rule book.**

Any new Sporting Events must come through Sporting Sub-committee to the State CIP for approval before printing in the Rule Book.

Any sporting events in the Formal Gymkhana Programme must not be repeated in the Sporting Programme at State Championships.

Formal Events at State Championships must include:

- Best Presented
- Rider Class
- Jumping – either Jumping Equitation or Table A event

Any other events listed in the Formal Gymkhana Rules.

Mounted Games at State Championships must include a minimum of 3 different games each year. (Oct.11)

18. TEAMS EVENTS AT STATE CHAMPIONSHIPS

Refer to section in Scoring Handbook

19. Selection criteria for Queensland Teams applying to compete interstate:

- a) A top 10 finish in one of the two previous years State Championships
- b) Compliance with the rally/muster attendance rule
- c) Compliance with acceptance code signed

EVENTS FOR SPORTING & NOVELTY COMPETITIONS

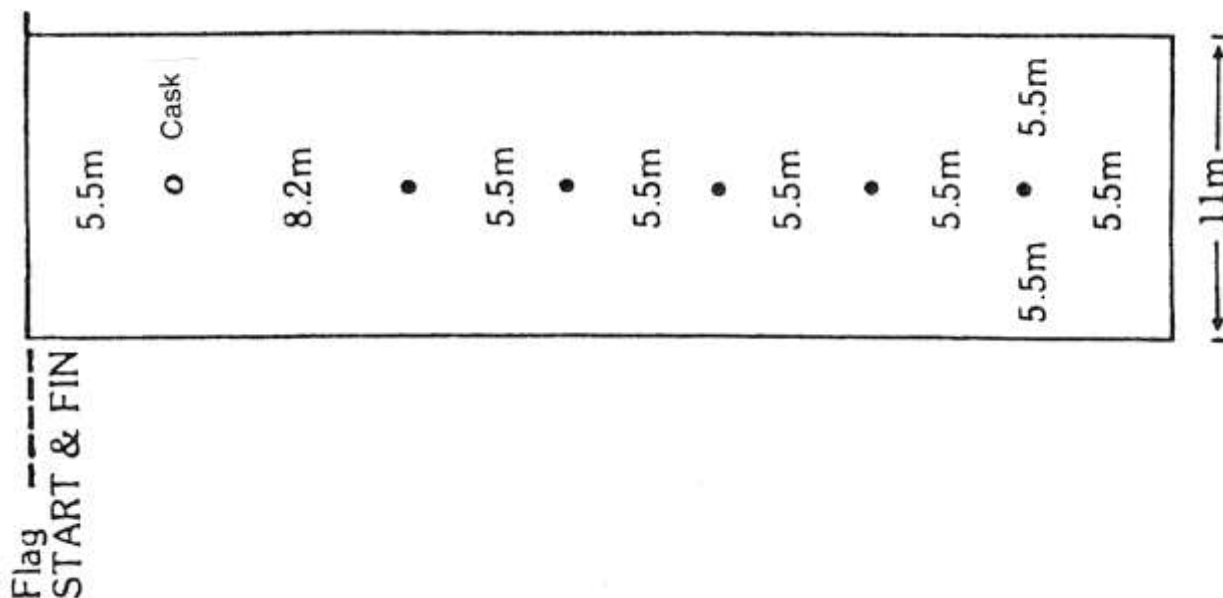
The rules for these competitions must be read in conjunction with the General Rules and those which govern Sporting & Novelty events.

1. FLAG RACE

- a. The course will consist of five (5) pegs spaced 5.5 metres apart.
- b. The cask will be 8.2 m from the first peg. The cask or other suitable container should be the size of a 20 litre drum attached to a peg similar to the ones used in the row of pegs for the competition but may be up to 40mm diameter. Base to be a similar size to a 20l drum and up to 200mm deep. The cask may be a bag with the same size opening as a 20 litre drum with bag attached or the catching area of a basketball ring.
- c. The spacing between the lines of pegs is to be 11 metres. There is no limit to the number of lines of pegs used.
- d. The boundary line at the end of the row of pegs will be 5.5 m from the last peg.
- e. The position of each peg and the lane boundaries will be marked, including the start and finish line.
- f. The start and finish line will be 5.5 m from the cask and clear of the outside lines.
- g. Flags to be a piece of suitable wire with a finished length of 225 mm, with the top turned over and a coloured bunting type flag fastened to the turned over section.
- h. Competitors start on the left hand side of the cask, and turn their horses on the off side rein.
- i. The farthest flag must be picked up first, and then the second farthest and continue in this order.
- j. If a peg falls but the rider has the flag there is no penalty.
- k. Competitors must place each flag in the cask before the next flag is picked up.
- l. If a flag is dropped the rider is eliminated
- m. Fall of horse or rider entails elimination (*Aug.06*)

- n. Knock down of a start/finish peg, or flag container, incurs elimination.
- o. At the end of the flag race, the cask holding the flags must be standing.
- p. A hoof on or over the line marking the boundaries, (i.e.all four lines), incurs elimination.
- q. The winner and placegetters are declared either according to the times taken by the riders or when the riders have passed the finishing line, mounted on their horses and with all the flags in the cask, and have completed the course in accordance with these rules.
- r. See General Rules for the running of heats, semi-finals and finals.

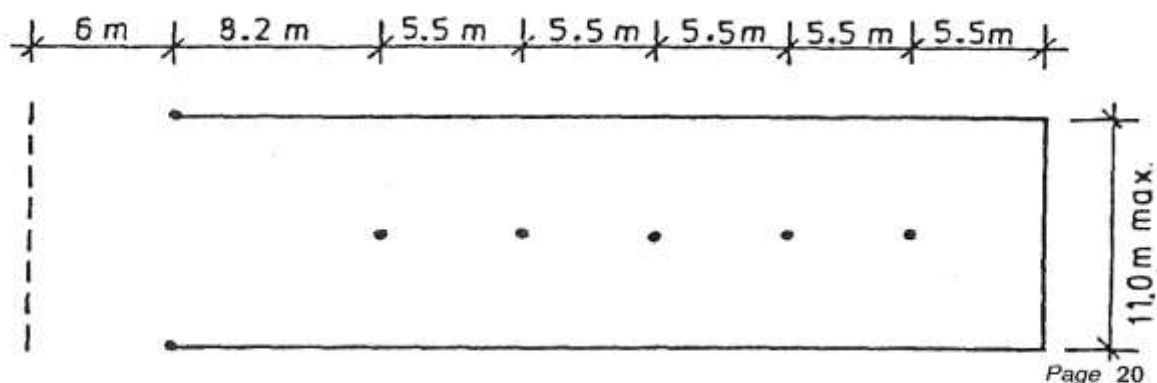
FLAG RACE



2. BENDING RACE

- s. The course will consist of five (5) pegs spaced 5.5 m apart.
- t. The start and finish line will be 8.2 m from the first peg.
- u. The spacing between lines of pegs is to be 11 m.
- v. The boundary line at the end of the row of pegs will be 5.5 m from the last peg.
- w. There is no limit to the number of lines of pegs to be used.
- x. The position of each peg, and the lane boundaries will be marked.
- y. Competitors must start on the left hand side of the first peg, and bend alternatively right then left through the pegs. The turn at the farthest peg is to the right.
- z. Elimination is incurred for the following:
 - i. Knocked down or broken peg
 - ii. Missing a peg and not correcting course
 - iii. Hoof over or on the line marking the lanes, boundary, start and finish lines.
 - iv. Knock down of a start/finish peg.
 - v. Fall of horse or rider (*Aug.06*)
- aa. The winner and placegetters are declared either according to the times taken or when the riders have passed the finishing line, mounted on their horses, and have completed the course in accordance with these rules.
- bb. See General Rules for heats, semi-finals and finals.

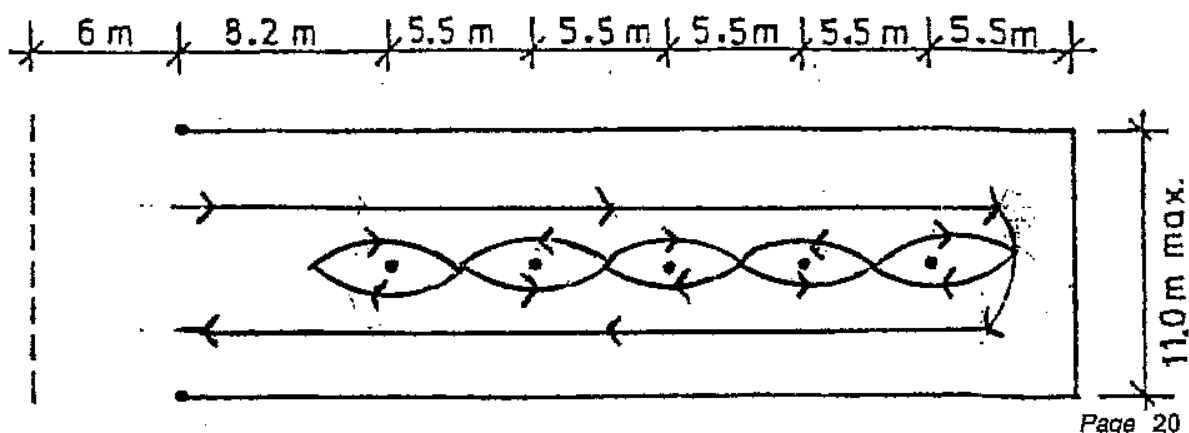
BENDING RACE



3. MAROOCHY BEND

- a. Equipment required:
Start & Finish pegs
Five pegs
- b. Setting the Course:
Start and Finish pegs 8.2m from the first peg
The spacing between lines of pegs is to be 11m.
The boundary line at the end of the row of pegs will be 5.5m from the last peg
There is no limit to the number of lines of pegs to be used.
The position of each peg and the land boundaries will be marked.
- c. Competition:
Competitors must start on the left hand side of the pegs, ride to the farthest peg, do a right hand turn and bend alternatively through the pegs, do a right hand turn at the first peg and then bend back to the farthest peg finishing on a right hand turn and coming straight home with all the pegs being on the right hand side.
- d. Eliminations:
 - i. Knocked down or broken peg
 - ii. Error of course not rectified
 - iii. Hoof over on the line marking the lanes, boundary, start and finish lines
 - iv. Knocked down Start/Finish peg
 - v). Touching a peg with the hand
 - vi). Fall of horse or rider (Aug.06)

MAROOCHY BEND

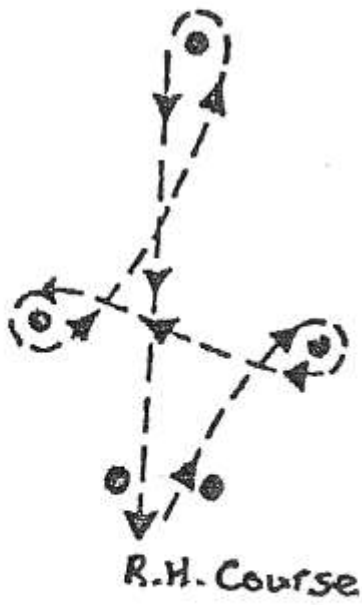
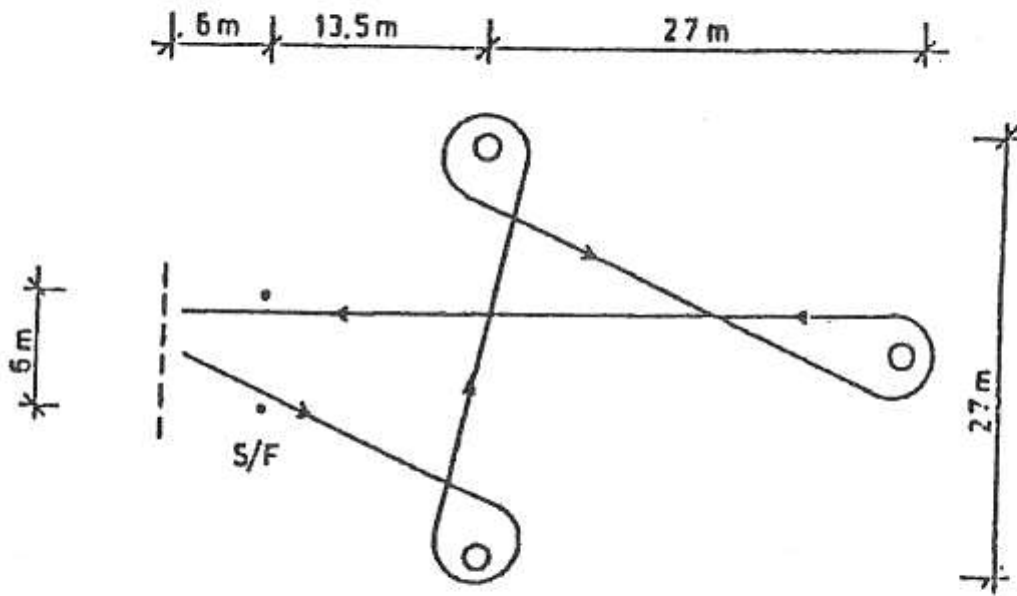


C/E

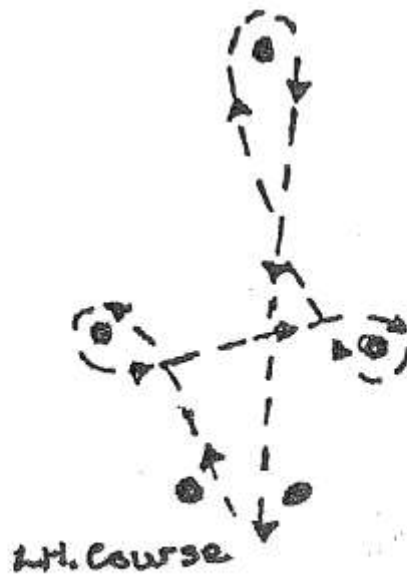
4. BARREL RACE

- a. Barrel distances are as shown on the diagram. Where distances must be reduced to suit the arena, barrels must be at least 5 m from the fence.
- b. The outside edge of the barrel will touch the measured spot in order that the horse will be required to travel only the measured distance.
- c. Barrels are to be 200 litre size drums. Tyres or covers optional.
- d. Riders may go to either right or left barrel first, but must make two left and turns and one right turn, or two right turns and one left turn.
- e. The starting and finishing line and the position of the barrels must be marked permanently for the entire fixture.
- f. A five (5) second penalty will be added for each barrel knocked over.
- g. The judge and timer must stand on the start line. Timers are to remain unchanged throughout the competition, except for illness or injury.
- h. Horses may have a flying start from the 6 Metre Line after correctly entering the start area.
- i. Disqualification will result from:
 - i. Not following the prescribed pattern
 - ii. Touching a barrel with the hand.
 - lii. Knock down of a start/finish peg.
 - iv. Wrong course
 - v. Fall of horse or rider (*Aug.06*)

BARREL RACE



OR

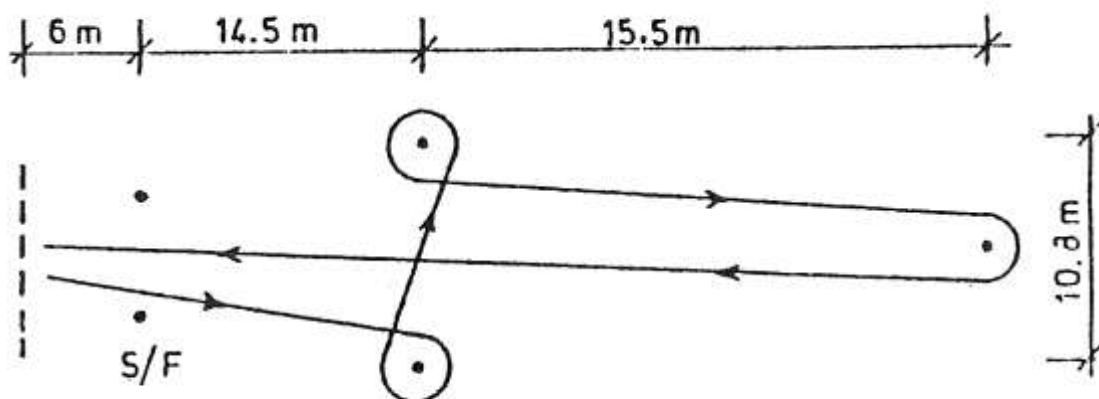


5. STOCK HORSE RACE

- a. There will be a set course. See diagram for distances.
- b. From starting line competitors take a right hand turn at first peg left hand turn at second peg, and then downfield taking a right hand turn at third peg then back between first and second peg across starting line.
- c. Each horse is timed.
- d. The horse with the fastest time and all pegs standing and the course completed correctly is the winner.
- e. Horses may have a flying start from the 6 Metre Line after correctly entering the start area.
- f. A peg knocked over or broken or taken in the wrong direction incurs elimination.
- g. Knock down of a start/finish peg incurs elimination.

Fall of horse or rider entails elimination (*Aug.06*)

STOCK HORSE RACE



6. FIGURE OF EIGHT

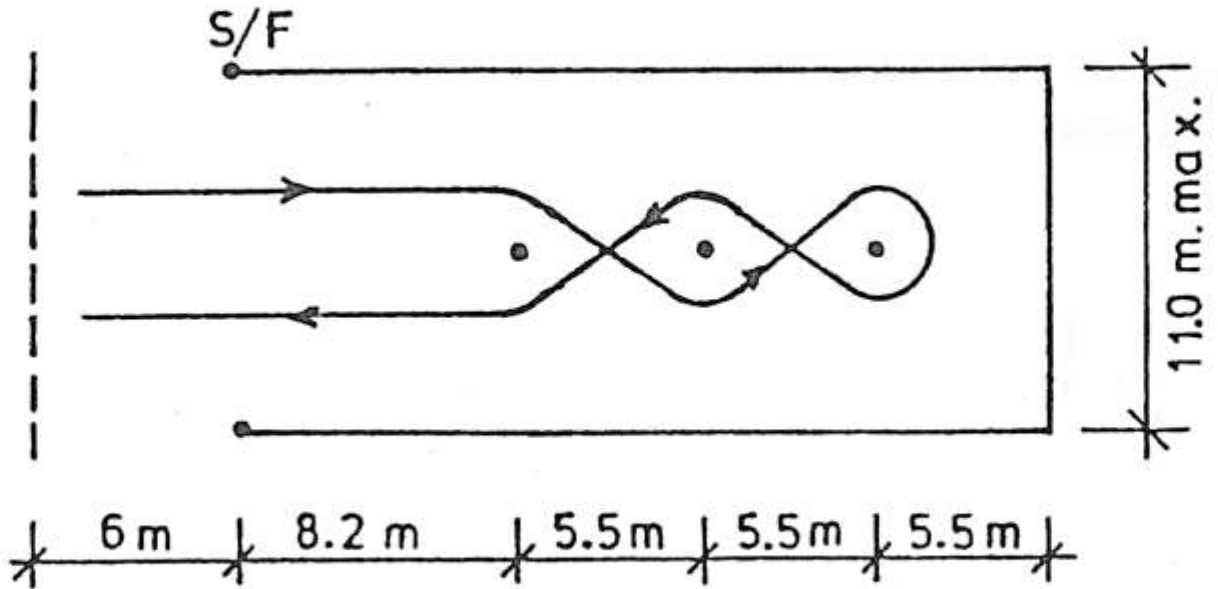
The rules for this event are the same as for the Bending Race except that the two farthest pegs are to be taken away and the contestant completes one 'Figure of Eight'. This event may be run in heats or against the clock.

- a. The course will consist of three (3) pegs spaced 5.5 m apart.
- b. The start and finish line will be 8.2 m from the first peg.
- c. The spacing between lines of pegs is to be 11 m.
- d. The boundary line at the end of the row of pegs will be 5.5 m from the last peg.
- e. There is no limit to the number of lines of pegs to be used.
- f. The position of each peg, and the lane boundaries will be marked.
- g. Competitors must start on the left hand side of the first peg, and bend alternatively right then left through the pegs. The turn at the farthest peg is to the right.
- h. Elimination is incurred for the following:
 - i. knocked down or broken peg
 - ii. missing a peg and not correcting course
 - iii. hoof over or on the line marking the lanes, boundary, start and finish lines.
 - iv. Knock down of a start/finish peg.
 - v. Fall of horse or rider (*Aug.06*)

The winner and placegetters are declared either according to the times taken or when the riders have passed the finishing line, mounted on their horses, and have completed the course in accordance with these rules.

See General Rules for heats, semi-finals and finals.

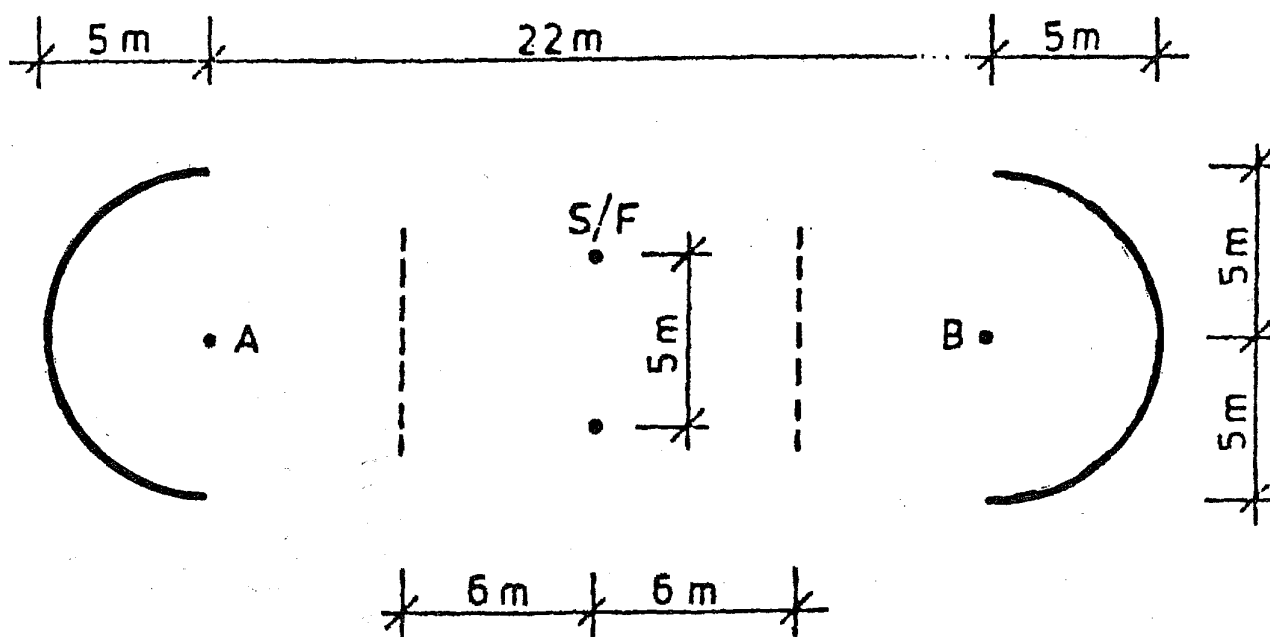
FIGURE OF EIGHT



7. SPORTING FIGURE OF EIGHT

- a. See diagram for distances between pegs. A semi-circle line to define boundary around Pegs marked A and B.
- b. Start in either direction. Competitors may make a flying start from 6 Metre line after entering the start area correctly
- c. First turn MUST be right hand around peg, either A or B back through starting pegs second turn MUST be left around remaining peg back through finishing pegs.
- d. Elimination is incurred for the following
 - i. Knocked down or broken peg
 - ii. Hoof on or over line marked around Pegs A and B.
 - iii. Knock down of a start/finish peg
 - iv. Fall of horse or rider (*Aug.06*)

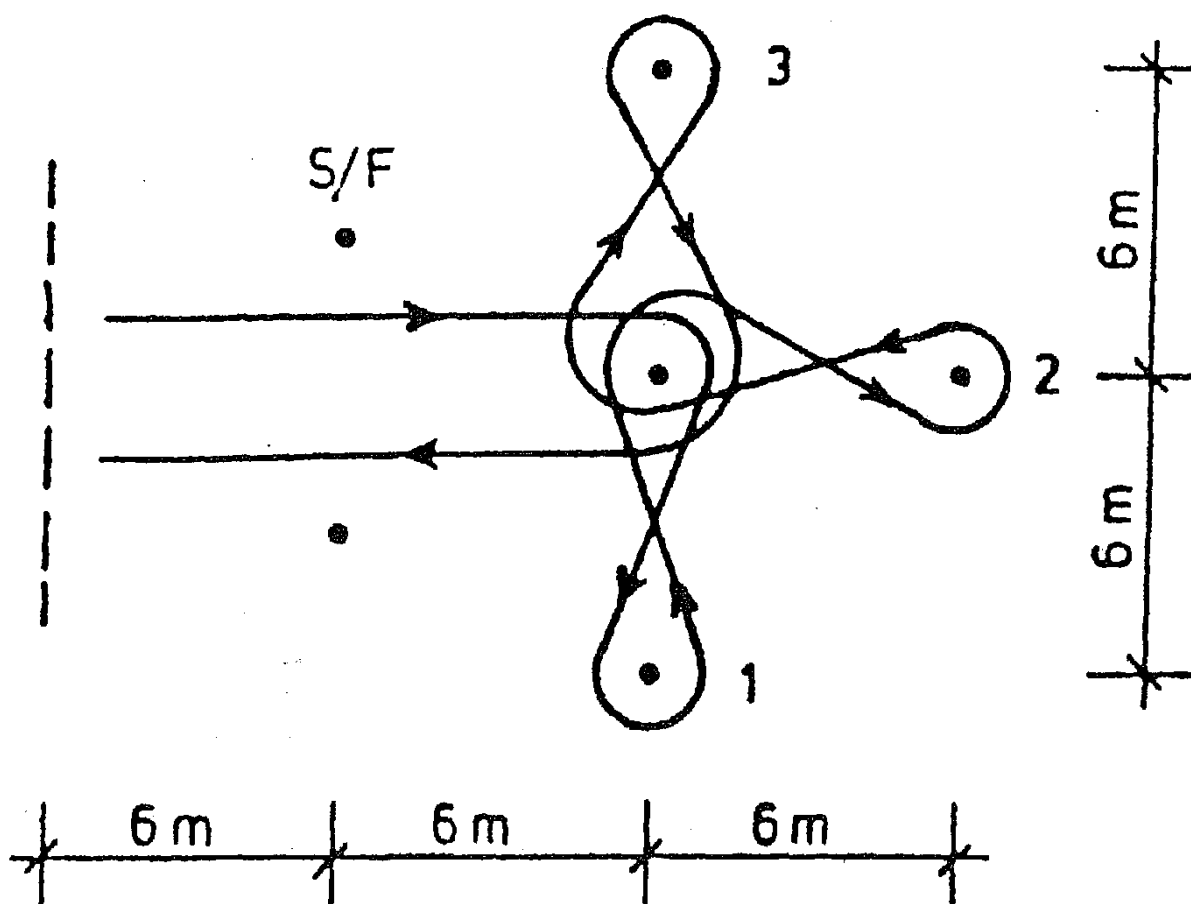
SPORTING FIGURE OF 8



8. CLOVER LEAF RACE

- a. Course as shown on diagram.
- b. Distances as shown on diagram.
- c. Elimination:
 - i. Error of course not rectified
 - ii. Knocked down or broken peg
 - iii. Knock down of a start/finish peg.
 - iv. Fall of horse or rider (*Aug.06*)

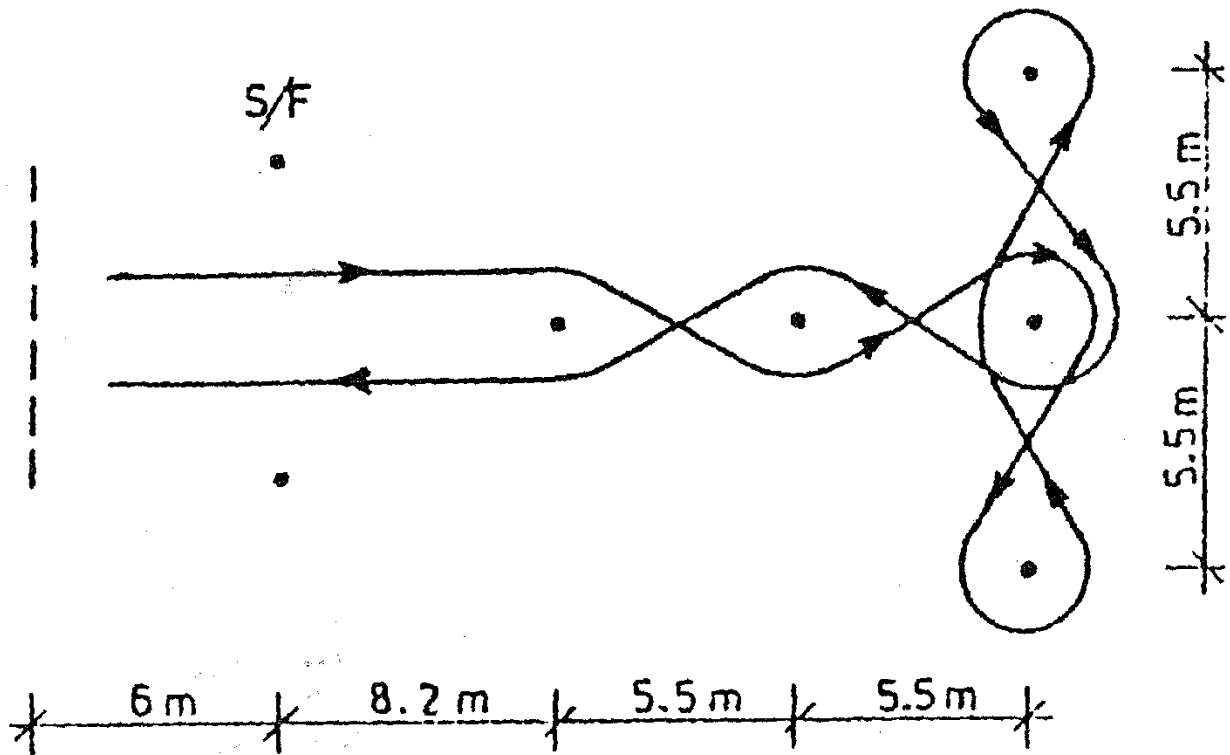
CLOVER LEAF RACE



9. RUNNING TEE

- a. Course as shown on diagram.
- b. Distances as shown on diagram.
- c. Elimination:
 - i. Error of course not rectified
 - ii. Knocked down or broken peg
 - iii. Knock down of a start/finish peg
 - iv. Fall of horse or rider (*Aug. 06*)

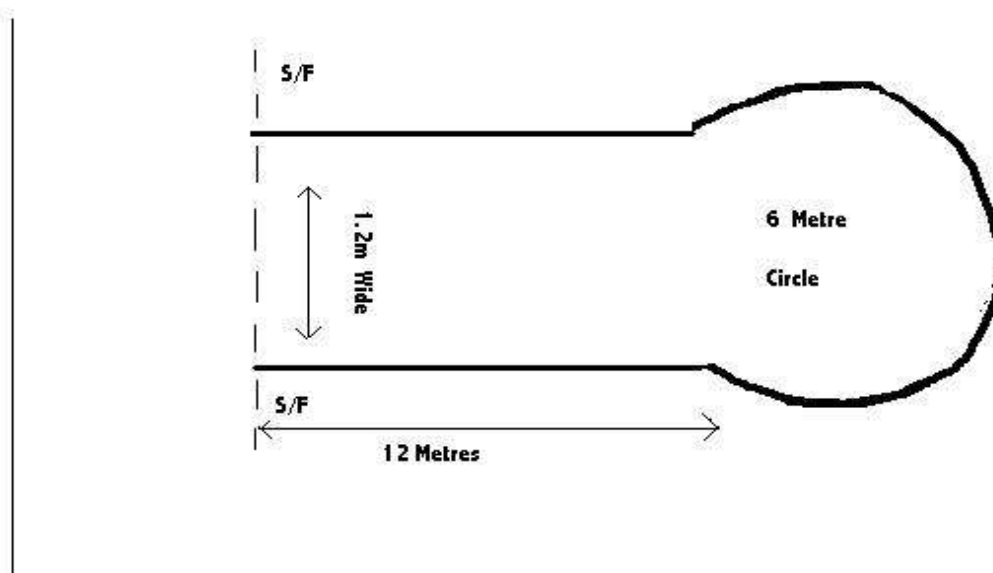
RUNNING TEE



10. KEYHOLE RACE

- a. Setting the course:
A lane 12 metres long and 1.2 metres wide is marked. Make a circle 6 metres in diameter on one end of the lane. Start/finish pegs are on the outside of the lines at the entry/neck of the keyhole with a 6 metre starting box line extending out from the pegs. (Aug. 07)
- b. Competition:
The rider rides down the lane turning inside the circle and returning down the lane.
Time starts and stops upon entering and leaving the lane.
Start area rules apply
- c. Elimination:
Rider will be eliminated if horse steps on or over a line with one or more feet.
- d. Knock down of a start/finish peg
- e. Fall of horse or rider (Aug.06)

KEYHOLE RACE



11. BOUNCE PONY

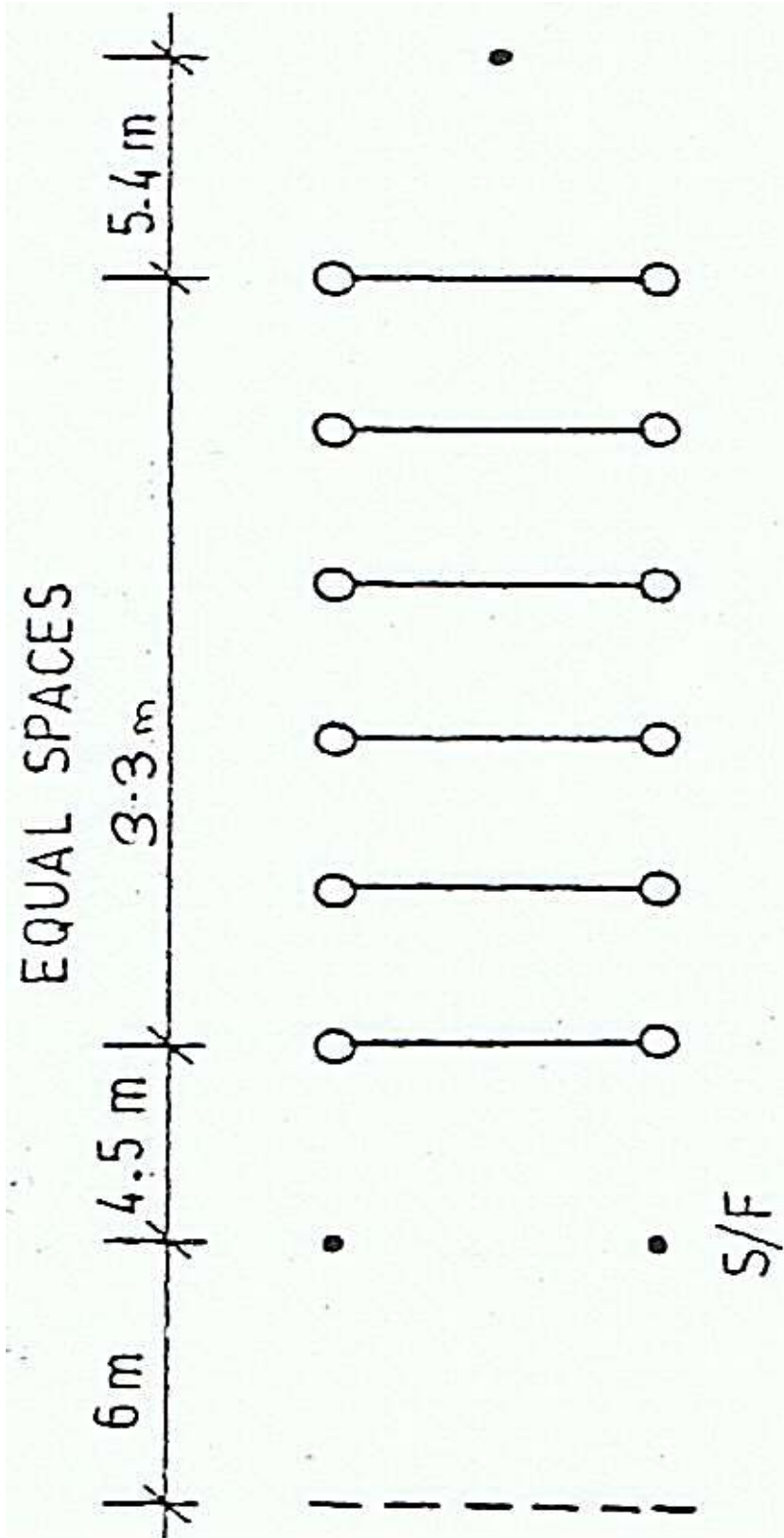
- a. Equipment required:
 - Six rails of minimum 75 mm thickness. **Cavaletti not to be used.**
 - Twelve 20 litre drums
 - One peg for turning
 - Start and Finish pegs (Total 3 pegs)

- b. Setting the Course:
 - Start and Finish pegs 4.5 m from first hurdle
 - Six hurdles placed in a straight line 3.3 m apart
 - All hurdles to be set at the same height to a maximum of 300mm.
 - 5.4 m beyond the last hurdle place the turning peg in the middle of the line of travel.

- c. Competition:
 - Competitor may have a flying start from the 6 Metre Line after correctly entering the start area.
 - A left or right hand turn around the peg is allowed.

- d. Eliminations:
 - i. Knocks down a hurdle
 - ii. Turns tail or runs out on a hurdle 3 times during the course
 - iii. By-passes a hurdle and does not retake it or spreads any two or more hurdles
 - iv. Knocks down or breaks turning or start/finish peg.
 - v. NB. Showjumping rules do not apply in this event
 - vi. Fall of horse or rider (*Aug.06*)

BOUNCE PONY



12. RIGHT ANGLE BOUNCE

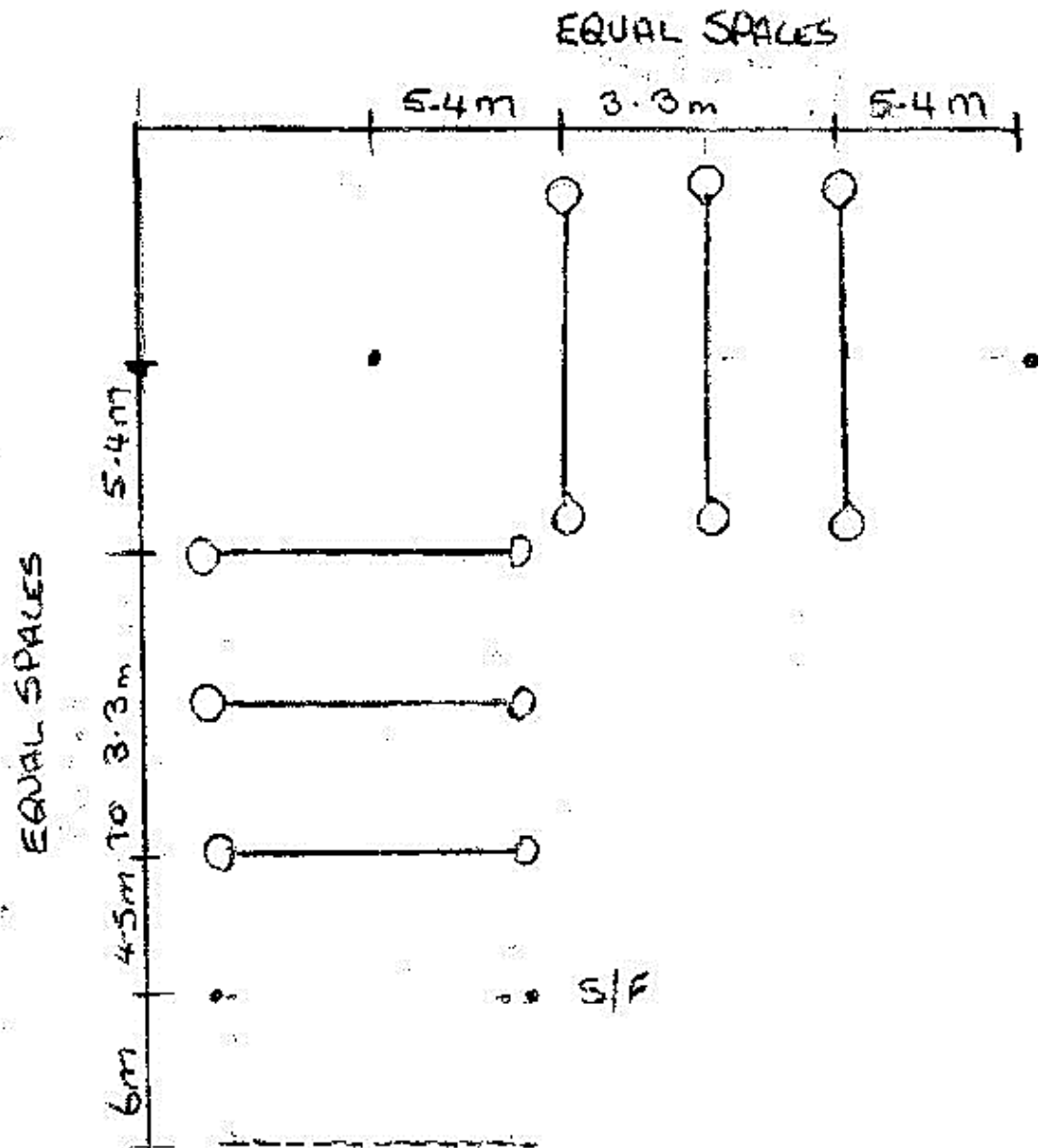
- a. Equipment required:
 - Six jump rails of minimum 75mm thickness. **Cavaletti not to be used.**
 - Twelve 20 litre drums or jumping blocks
 - Two pegs for turning
 - Start and Finish pegs

- b. Setting the Course:
 - The position of each 20 litre drum/jumping block and peg to be marked.
 - All hurdles to be set at the same height and height of each hurdle not to exceed 30cm.
 - Start and Finish pegs 4.5m from first hurdle
 - Three hurdles to be placed in a straight line, and set at 3.3m apart.
 - One peg placed 5.4m beyond the third hurdle, placed in the middle of the line of travel.
 - At right angle to the last hurdle and 5.4m from the peg, place second set of three hurdles in a straight line, and set at 3.3m apart.
 - 5.4m beyond the last hurdle place the turning peg in the middle of the line of travel

- c. Competition:
 - Competitor may have a flying start from the 6 metre line.
 - Rider jumps all hurdles, keeping the peg in the middle of the two sets of hurdles on the rider's right on the way up to the top peg.
 - A left or right hand turn around the top peg.
 - Rider jumps all hurdles on the way home, keeping the peg in the middle of the two sets of hurdles on the rider's left on the way home.

- d. Eliminations:
 - i. Knocks down a hurdle
 - ii. Third refusal at hurdle, first two refusals loss of time.
 - iii. By passes a hurdle and does not retake it or spreads any two or more hurdles.
 - iv. Knocks down or breaks pegs.
 - v. Error of course not rectified
 - vi. Touching of a peg with the hand
 - vii. NB. Showjumping rules do not apply in this event
 - viii. Fall of horse or rider (*Aug.06*)

RIGHT ANGLE BOUNCE



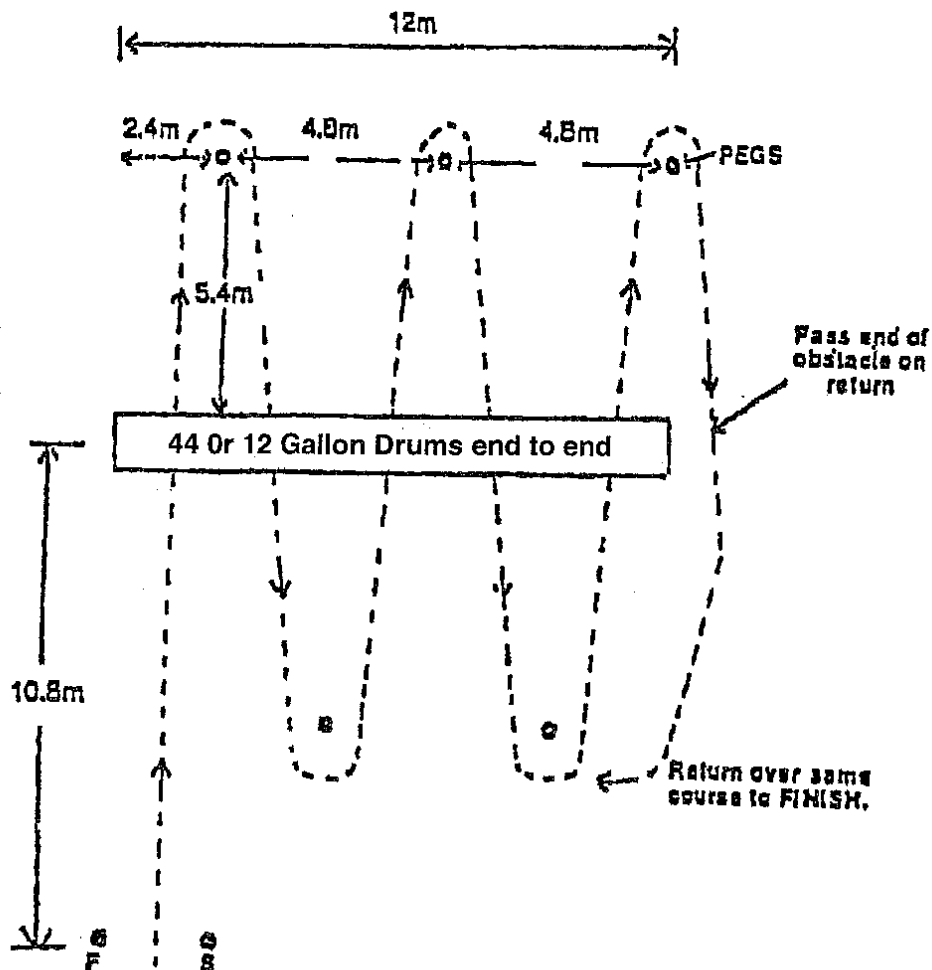
13. SNAKES AND LADDERS

- a. Equipment required:
 - Six jump rails of minimum 75mm thickness. **Cavaletti not to be used.**
 - Twelve 20 litre drums or jumping blocks
 - One peg for turning
 - Start and Finish pegs
- b. Setting the Course:
 - The position of each 20 litre drum/jumping block and peg to be marked.
 - All hurdles to be set at the same height and height of each hurdle not to exceed 30cm.
 - Start and Finish pegs 4.5m from first hurdle
 - Six hurdles to be placed in a straight line, and set at 3.3m apart.
 - One **turning** peg placed 5.4m beyond the **last** hurdle, placed in the middle of the line of travel.
- c. Competition:
 - Competitor may have a flying start from the 6 metre line.
 - Bend through the rails, with first rail being a right hand
 - A right hand turn around the top peg.
 - Straight home over the hurdles.
- d. Eliminations:
 - i. Knocks down a hurdle
 - ii. Turns tail or runs out on a hurdle 3 times during the course.
 - iii. By passes a hurdle and does not retake it or spreads any two or more hurdles.
 - iv. Knocks down or breaks pegs.
 - v. Error of course not rectified
 - vi. Touching of a peg with the hand
 - vii. Fall of horse or rider (*Aug.06*)
 - viii. NB. Showjumping rules do not apply in this event.

14. BONDFIELD'S BOUNCE BEND

- a. See diagram for course and measurements.
- b. Drum sizes: 200 litre (44gal) or 60 litre (12gal) appropriate to age group
- c. Secure drums to prevent rolling.
- d. This event was designed to assist children learning to jump by teaching them to push their horse on, check for control and change direction after each jump.
- e. Elimination:
 - i. Third refusal, first two refusals loss of time
 - ii. Error of course not rectified
 - iii. Peg knocked down or broken.
 - iv. Knock down of a start/finish peg
 - v. Fall of horse or rider (*Aug.06*)

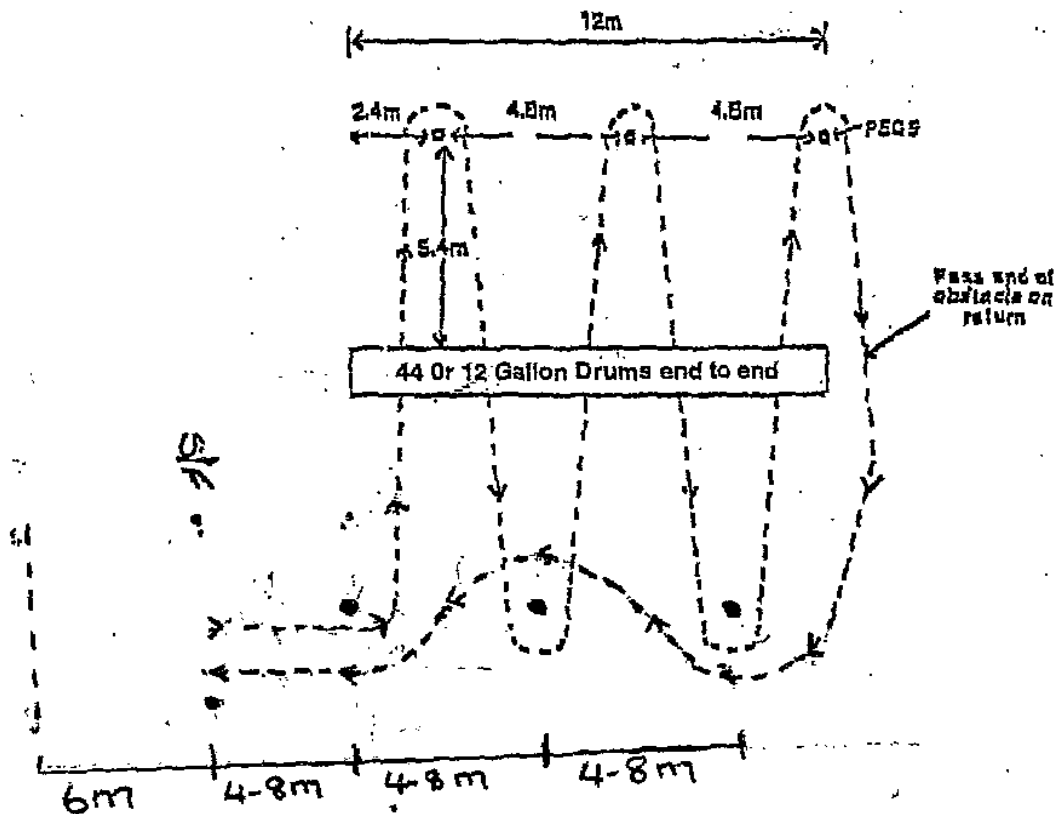
BONDFIELD'S BOUNCE BEND



15. BAWNDUGGIE BEND

- a. Equipment Required:
 - Drum Sizes: 200 litre or 60 litre, appropriate to age group.
 - Drums to be secured to prevent rolling
 - Six pegs
 - Start and Finish pegs
- b. Setting the Course
 - Refer to diagram for course and distances
 - The position of each peg to be marked.
- c. Eliminations:
 - i. Third refusal, first two refusals loss of time
 - ii. Error of course not rectified
 - iii. Peg knocked down or broken
 - iv. Knocked down Start or Finish pegs
 - v. Touching a peg with the hand
 - vi. Fall of horse or rider (*Aug.06*)

BAWNDUGGIE BEND



16. BEN-BAR-AFT RACE

a. Setting the course:

Refer to diagram for course and distances.

Four (4) bending pegs 5.5 m apart in right hand side of lane

Two (2) diamond flag stands (see Diamond Flag Race)

There will be two flags each of a different colour

16.5 m apart and in line with first and fourth bending pegs

Lane 5.5 m wide

Beyond the pegs is a barrel, 8.2 m beyond last pegs and positioned in centre of lane.

b. Competition:

The rider bends the pegs (see diagram), turns right around the barrel takes the flag from the first bucket and exchanges it for the one in the second bucket, which he carries across the finishing line. Rider may circle drum in order to pick up or change flag. Flags must be placed in the bucket of sand and may be at any angle with the material end uppermost and the point in the sand. The container, the size of a 4 litre ice cream container must be kept full of damp sand at all times.

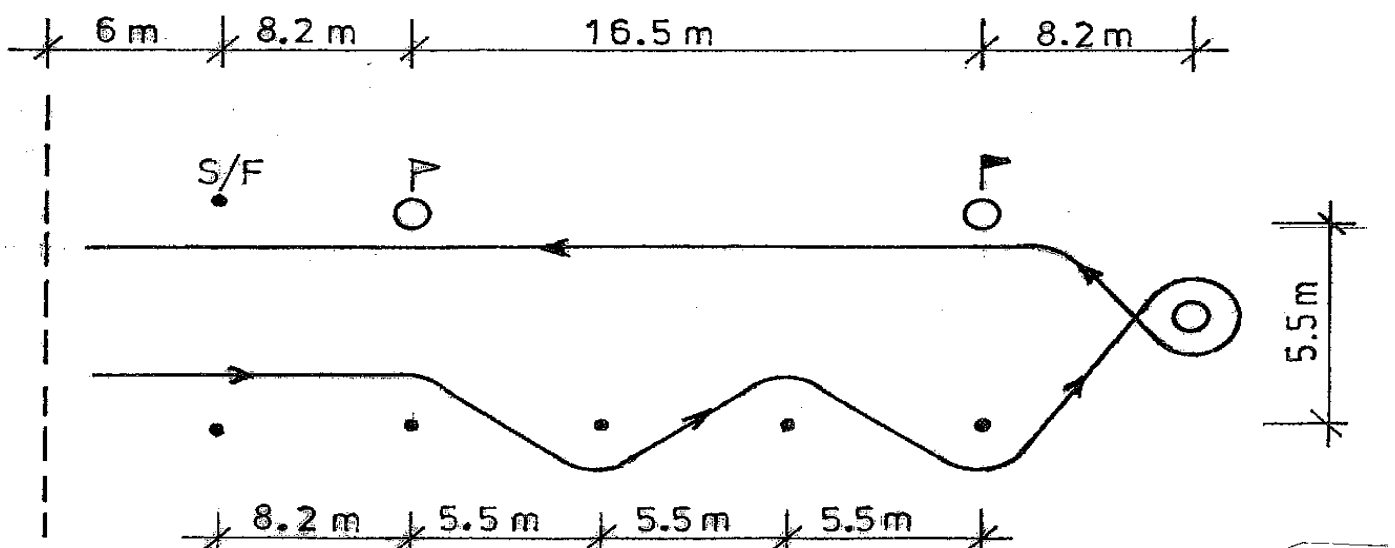
c. This is a timed event.

d. Flags to be a piece of suitable wire with a finished length of 225 mm, with the top turned over and a coloured bunting type flag fastened to the turned over section.

e. Eliminations:

- i. Knock over or break a peg, barrel or bucket
- ii. Drop flag on drum or ground
- iii. Flag not placed in bucket correctly
- ii) Touch barrel with hand.
- iii) Knock over start/finish peg.
- vii. Fall of horse or rider (*Aug.06*)

BEN BAR AFT RACE



17. DIAMOND FLAG RACE

- a. Setting the course:
See diagram for course and measurements.
There will be three flags each of a different colour.
One flag will be placed in each bucket.
Bucket of sand stands on top of a 200 litre drum.
Two (2) Buckets on drums arranged as per diagram.
Start and finish pegs, and one turning peg

- b. Competition:
The rider starts carrying the third flag.
Flying start from 6 Metre Line.
Rides to first bucket where he changes flags, then around the end peg to the second bucket and once again changes flags. With new flag in his hand he returns across the finishing line.

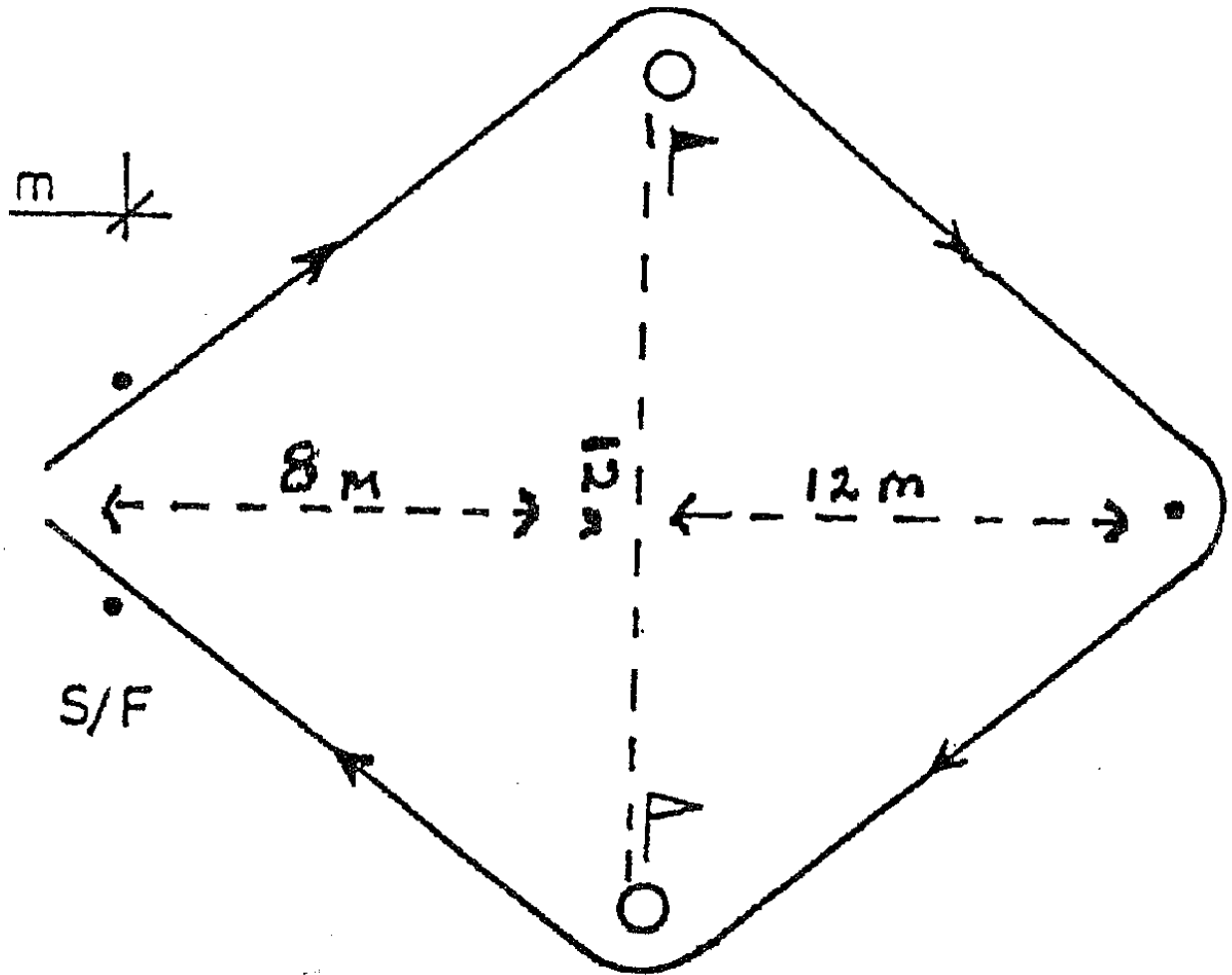
Rider must keep to the outside of buckets and peg, but may circle bucket in order to change flags.

Flags must be placed in the bucket of sand and may be at any angle with the material end uppermost and the point in the sand.
The container, the size of a 4 litre ice cream container must be kept full of damp sand at all times.

- c. Flags to be a piece of suitable wire with a finished length of 225 mm, with the top turned over and a coloured bunting type flag fastened to the turned over section.

- d. Eliminations:
 - i. Knock over or break a peg, barrel or bucket
 - ii. Drop flag on drum or ground
 - iii. Flag not placed in bucket correctly
 - iv. Rider not keeping outside buckets and peg unless circling.
 - v. Touch barrel with hand.
 - vi. Knock over start/finish peg.
 - vii. Fall of horse or rider (*Aug.06*)

DIAMOND FLAG



18. RIDER IN ACTION

- a. See diagram for measurements.
- b. Competitors start mounted at D with drum on right hand side.
- c. Flag race A, B and C.
- d. Bend A, B, and C.
- e. Leaving D and E on your right.
- f. Complete a figure of eight around E and F with a left hand turn at F.
- g. Then leave F on the right on the way to the jump at G.
- h. At H dismount and pick up bags with reins over the horse's head in normal leading position.
- i. Lead horse to I position, place the bag in the tyre.
Place the reins over the horse's head and mount behind the tyre (rider must be sitting in the saddle before continuing past the tyre) and continue over finishing line. Both feet must be in the stirrups before crossing the finish line.
- j. Disqualification:
 - i. Rules and disqualifications applying to flag, bending and figure of eight rules will be applied to the particular sections.
 - ii) Knocking over or breaking the pegs or Cavaletti.
 - iii) Knock over start/finish peg.
 - iv) Fall of horse or rider (*Aug.06*)
- k. Knocking over the a drum so long as it is replaced does not incur elimination.

19. RIDER IN ACTION RELAY

This event may be run under the following conditions, however if the conditions vary they must be stated in the programme:

In a relay team of three:

No. 1 rider starts at D.

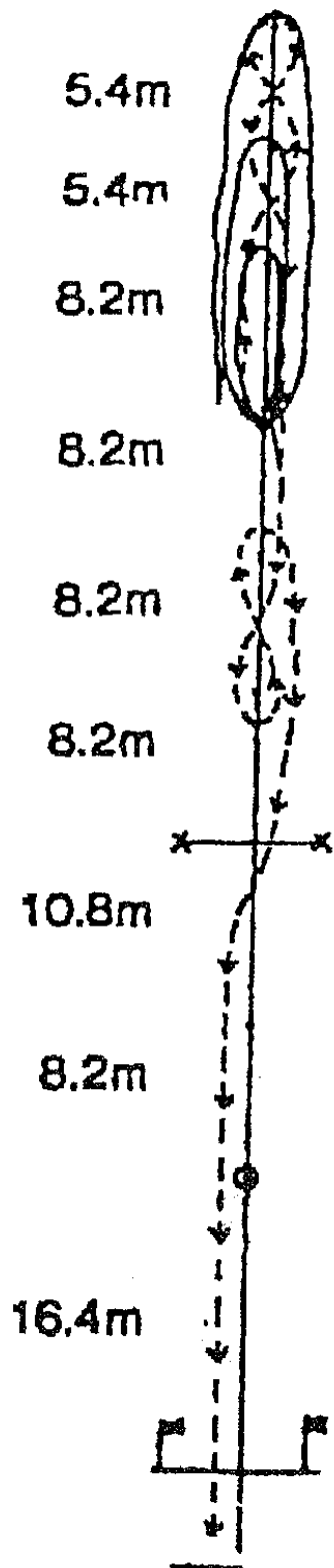
No. 2 and 3 riders wait dismounted at J.

No. 1 rider does the course as outlined in Para. 15 above.

When No. 1 rider picks up bag at H, leads to J and gives bag to No. 2 rider.

No. 2 rider leads to H, drops bag, mounts and rides to D, commences the course and No. 3 rider repeats No.2, but puts bag in tyre at I, mounts and rides to finish at J.

RIDER IN ACTION



- A Peg & Flag. Start at D
Mounted 3 flags A, B, C
- B Peg & Flag. Bend 3 pegs
C, B, A, B
- C Peg & Flag.
- D Drum Start.
- E Peg. Figure of 8 Pegs E & F
Pass E on right. Left hand turn at F.
- F Peg.
- G Jump or Cavelletti.
- H Mark Peg or Tyre for bag.
Dismount pick up bag
lead to drum I (reins over head)
- I Place bag in tyre, mount
behind tyre, finish with
both feet in irons and
reins in normal riding
position.
- J Finish Peg.

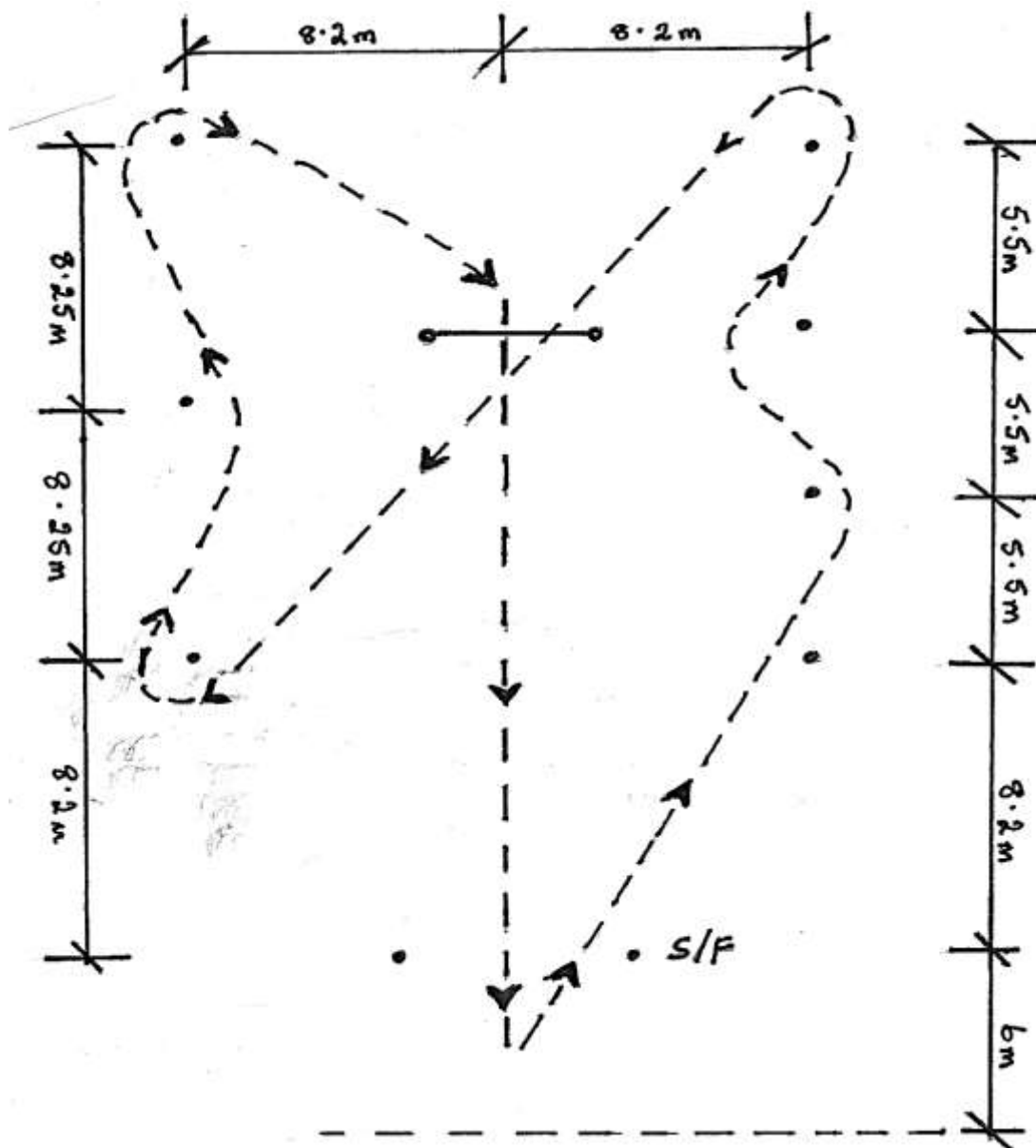
20. SCUDDA HO

- a) Start on left hand side of first peg then bend alternately.
- b) Turn extreme peg to the left
- c) Jump bounce jump
- d) Turn first barrel to the right then bend alternately
- e) Turn extreme barrel to the right
- f) Jump bounce jump
- g) Back through finishing pegs

Elimination:

- i. Knocking down or breaking any obstacle
- ii. Error of Course
- iii. Knocking down start or finish pegs
- iv. Fall of horse or rider (*Aug.06*)

SCUDDA HO



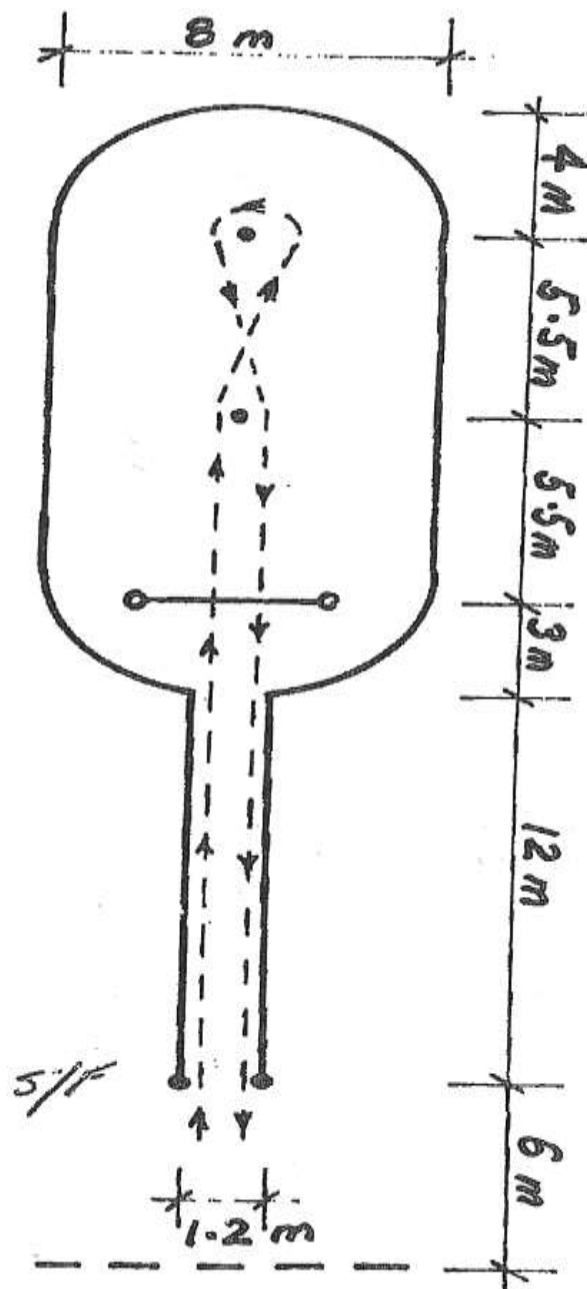
21. CAMBOOYA CLASSIC

- Ride down laneway and jump single bounce pony jump
- Bend around pegs keeping 1st peg on right.
- Jump bounce jump
- Back through finishing pegs

ELIMINATION:

- Knocking down any obstacle
- Error of course
- Horse on or outside lines
- Knocking down start or finish pegs
- Fall of horse or rider (*Aug.06*)

CAMBOOYA CLASSIC

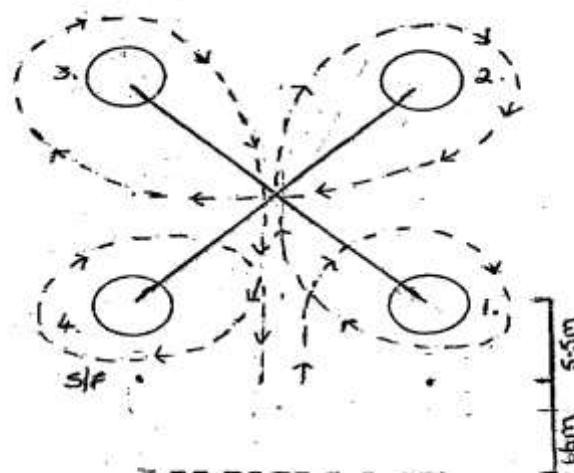


22. 3 MUG RACE

- a) There will be a line of four pegs
- b) The distance between pegs will be 6 metres and the distance between the start line and the first peg 8 metres.
- c) The spacing between the lines of pegs is to be 11 metres. There is no limit to the number of lines of pegs used.
- d) The boundary line at the end of the row of pegs will be 5.5 m from the last peg.
- e) The position of each peg and the lane boundaries will be marked including the start and finish line.
- f) There will be a demarcation line 5.5 metres out from the line of pegs and a steward will supervise each demarcation line.
- g) Crossing the demarcation line will incur disqualification. The competitor is deemed to have crossed the demarcation line if one or more of the horse's hooves are placed on or over the line.
- h) Pegs shall be 1.4 metres high.
- i) Mugs will be placed on the three pegs nearest to the starting line i.e. pegs 1, 2 and 3.
- j) On the signal to start, the competitor will take the mug from the peg number 3 and place it on peg number 4, then take the mug from peg number 2 and place it on peg number 3, and finally the mug from peg number 1 and place it on peg number 2 and proceed to cross the finish line.
- k) The rider must pick the mug up with the right hand
- l) If a rider knocks down a peg or drops a mug he/she will be eliminated.
- m) Fall of horse or rider entails elimination (*Aug.06*)

23. NAMBOUR NUISANCE

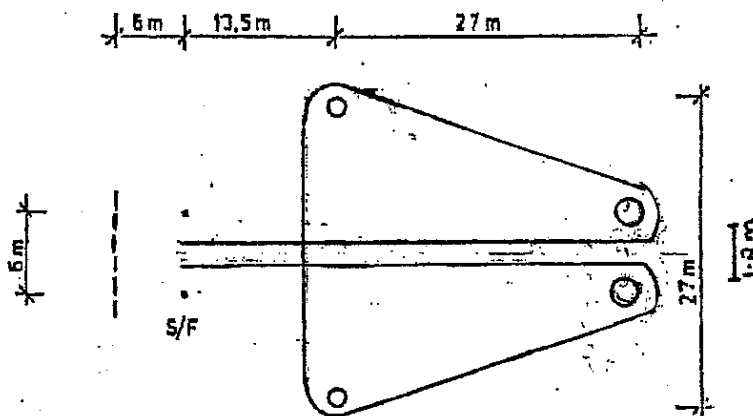
- a. Equipment required:
Four jumping rails of minimum 75mm thickness
Four 200 litre drums
Start and Finish pegs
- b. Setting the Course
Start and Finish pegs to be 5.5m from the first line of drums
Drums to be the distance of the jumping rail from the middle of the square. (Allowing for rail to rest on top of the drum)
One end of the rail to be placed on top of the 200 litre drum. The other end of the rail to be placed in the middle of the square. Repeat this for all rails.
Where the rails meet in the middle of the square, the ends of the rails will all butt up to each other.
Square drums off each other.
- c. Competition:
Competitor may have a flying start from the 6 metre line.
All turns are right hand
Jump over rail which is on the first (1) drum, right hand turn around the drum.
Ride through the middle of the square and right hand turn and around second (2) drum. And so on until rider has jumped the rail on the third (3) and fourth (4) drum.
- d. Eliminations:
 - i. Knock down a rail or drum
 - ii. Error of course not rectified
 - iii. Touching of the drum or peg with the hand
 - iv. Knock down of start and finish peg
 - v. Fall of horse or rider (Aug.06)



24. HALF HITCH

- a. Equipment required:
Four 200 litre drums, tyres or covers optional
Start and Finish pegs
- b. Setting the course
Barrel distances are as shown on the diagram
The outside edge of the barrel will touch the measured spot in that the horse will be required to travel only the measured distance.
The two barrels at the top of the course will have a gap of 1.2m between them. Measuring from the inside edge of each barrel
The position of each barrel is to be marked.
- c. Competition:
Competitor may have a flying start from the 6 metre line
Riders will ride up the middle of the course between the two top barrels, the riders can do a left or right hand course, keeping to the outside of the next two barrels, coming back through the two top barrels and down the middle of the course.
- d. Eliminations:
 - i. Knock down of a barrel
 - ii. Knock down of a Start/Finish Peg
 - iii. Touching a barrel or peg with the hand
 - iv. Error of course not rectified
 - v. Fall of horse or rider (*Aug.06*)

HALF HITCH



25. THE BOX

a. Equipment required:

Four jumping rails of minimum 75mm thickness. **Cavaletti not to be used.**

Eight 20 litre drums or jumping blocks

Four pegs for turning

Start and Finish pegs

b. Setting the Course:

Start and Finish pegs 3.0m from first hurdle

Hurdles are 3.0m from all pegs, forming a square around the centre peg

All hurdles are to be set at the same height and height not to exceed 30cm

It is always a right hand turn around the middle peg, then jump the hurdle and a left hand turn around the outside peg and back over the hurdle.

c. Competition:

Competitor may have a flying start from the 6 metre line

Once jumping the first hurdle, then a right hand turn at the centre peg, jump hurdle and left hand turn at Peg No 1. Back over hurdle and right hand turn around centre peg over hurdle and left hand turn at Peg No 2 and so on to Peg No 3.

Centre peg must be on rider's right hand side to come home.

d. Eliminations:

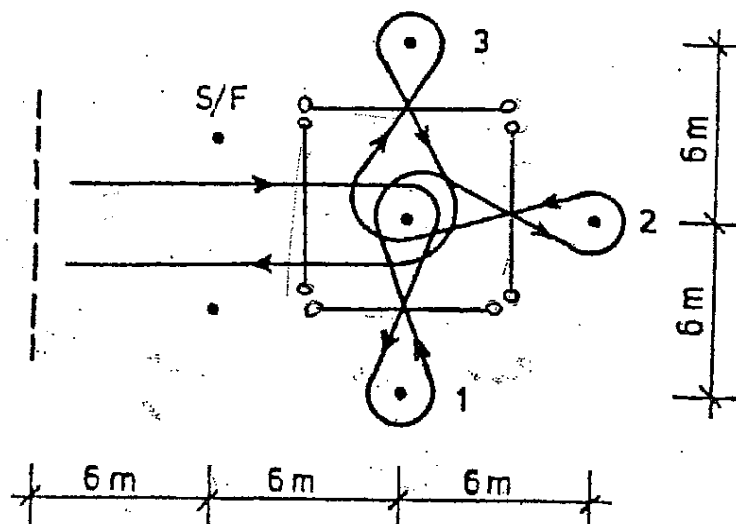
i. Knock down a hurdle

ii. Third refusal at hurdle, first two refusals loss of time

iii. By passes a hurdle

vi. Fall of horse or rider (Aug.06)

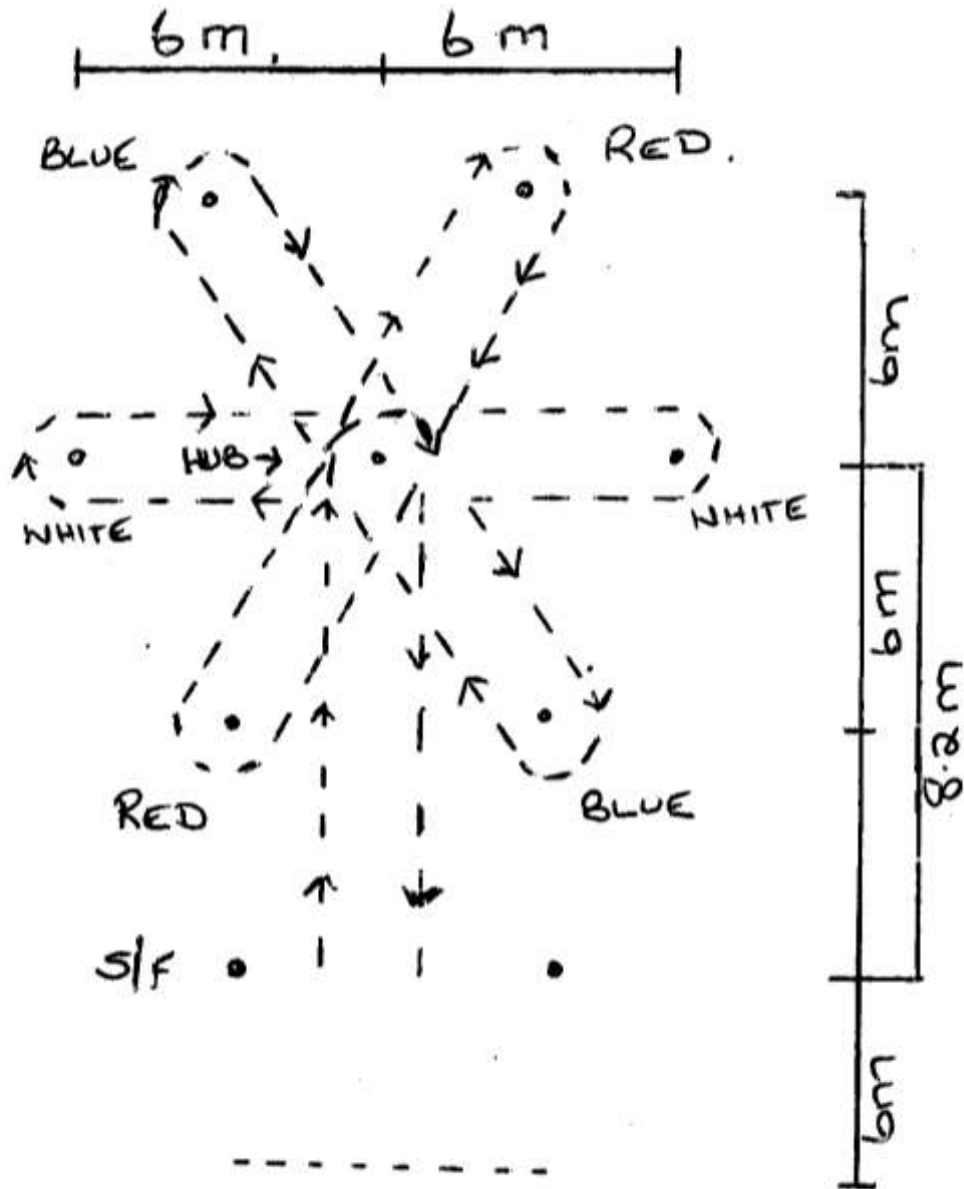
THE BOX



26. WAGON WHEEL

- a. Equipment required:
Seven pegs
Start and Finish pegs
- b. Setting the Course
Centre peg (being the Hub of the wheel) set 10.0m from Start and Finish
Six pegs to be each set 6.0m from centre peg, (forming the spokes of the wheel).
Make sure each set of opposite pegs are in a straight line
Colour the top of the three sets of pegs, one set Red, one set White and one set Blue as per diagram.
The position of each peg to be marked
- c. Competition:
Competitors may have a flying start from the 6 meter line
All turns are right hand
Pegs ridden in sets of Red, White, Blue
With the middle peg (Hub) on the rider's right, the rider does a right hand turn around the top Red peg, then with the hub on the right, continues on to the other Red peg doing a right hand turn. Back past the Hub and a right hand turn at the White peg, past Hub and on to the other White peg. Back pass the hub and a right hand turn at the Blue peg, past the Hub and onto the other Blue peg.
Hub to be on the right hand side when coming home
- d. Eliminations
 - i. Knocks down or breaks pegs
 - ii. Error of course not rectified
 - iii. Knock down of Start & Finish Pegs
 - iv. Touching a peg with the hand
 - v. Fall of horse or rider (*Aug.06*)

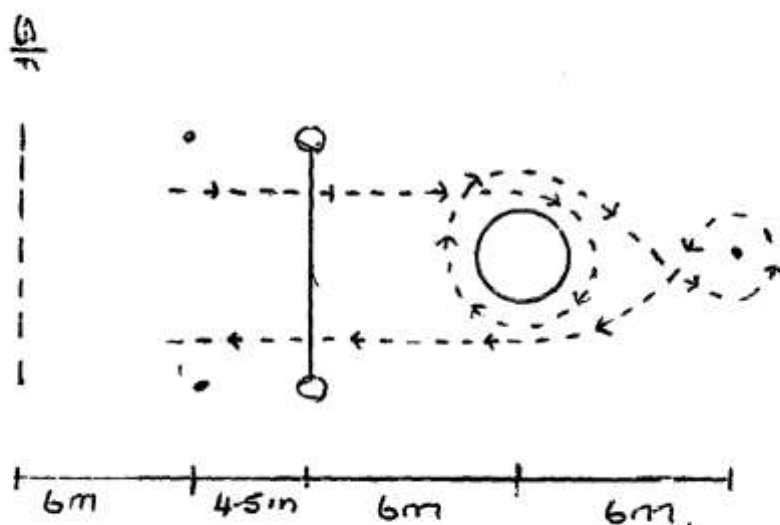
WAGON WHEEL



27. DRUM AND PEG

- a. Equipment required:
 - One 200 litre drum
 - One jump rail of minimum 75mm thickness. **Cavaletti not to be used.**
 - Two 20 litre drums or jumping blocks
 - One peg for turning
 - Start and Finish pegs
- b. Setting the Course:
 - Start and Finish pegs 4.5m from first hurdle
 - Height of each hurdle not to exceed 30cm.
 - 200 litre drum set 6.0m from jump, placed in centre of course
 - Peg set 6.0m from drum, placed in centre of course
- c. Competition:
 - Competitor may have a flying start from the 6 metre line.
 - Rider jumps the hurdle, does a right hand turn, right around the drum and a left hand turn around the peg, so the barrel will then be on the rider's right, jump hurdle and finish.
- d. Eliminations:
 - i. Knocks down the hurdle, drum or peg
 - ii. Third refusal at hurdle, first two refusals loss of time.
 - iii. By passes a hurdle and does not retake it
 - iv. Knocks down Start/Finish peg
 - v. Touching of a peg with the hand
 - vi. Error of course not rectified
 - vii. Fall of horse or rider (*Aug.06*)

DRUM AND PEG



28. TAROOM TIME TRIAL

Rules

1) Add 5 seconds for each

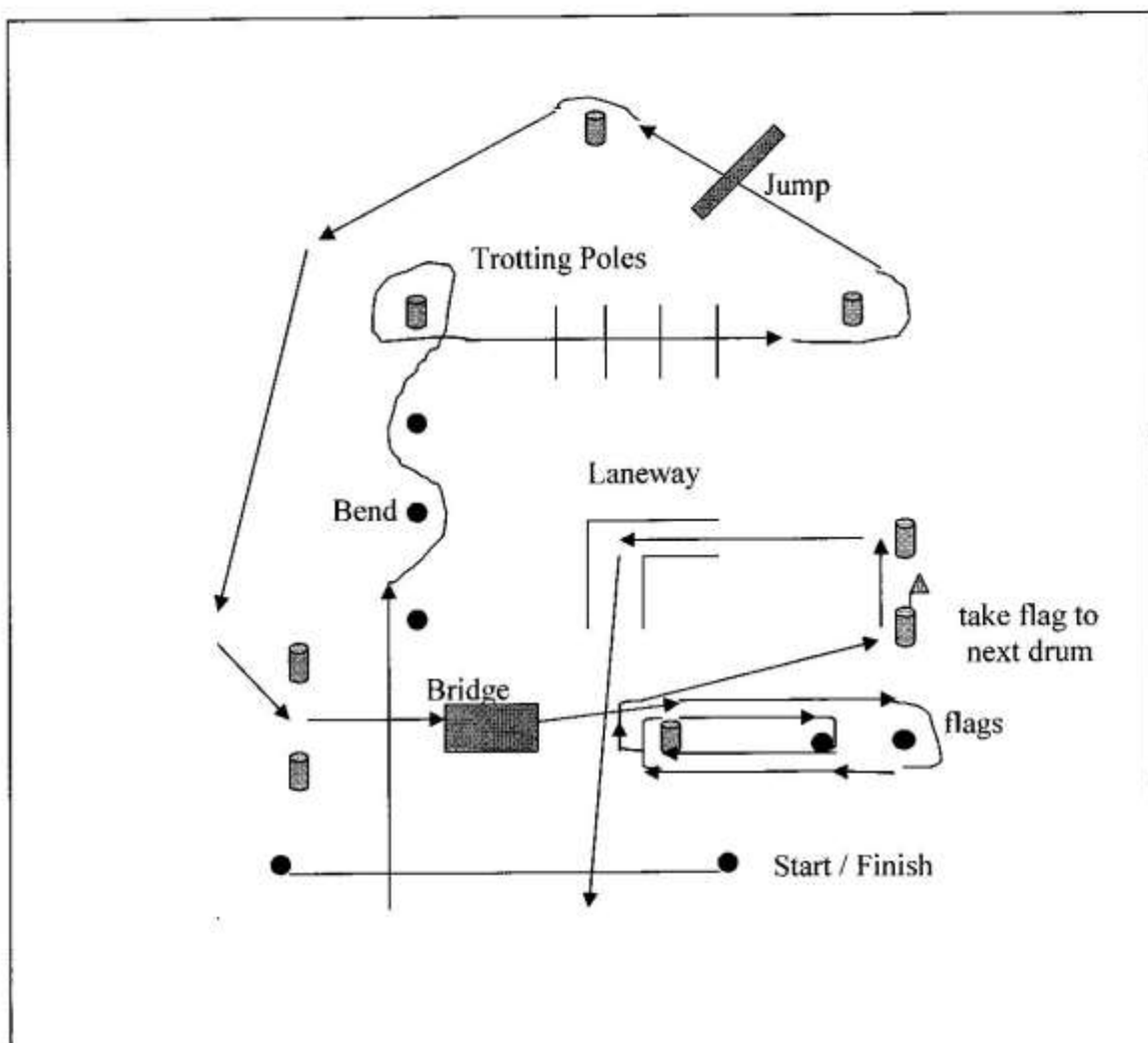
- If you canter over trotting poles
- Drop a flag, knock peg or drum
- Step outside laneway

2) Not crossing the bridge will result in elimination

3) Incorrect course will result in elimination

Fastest time wins

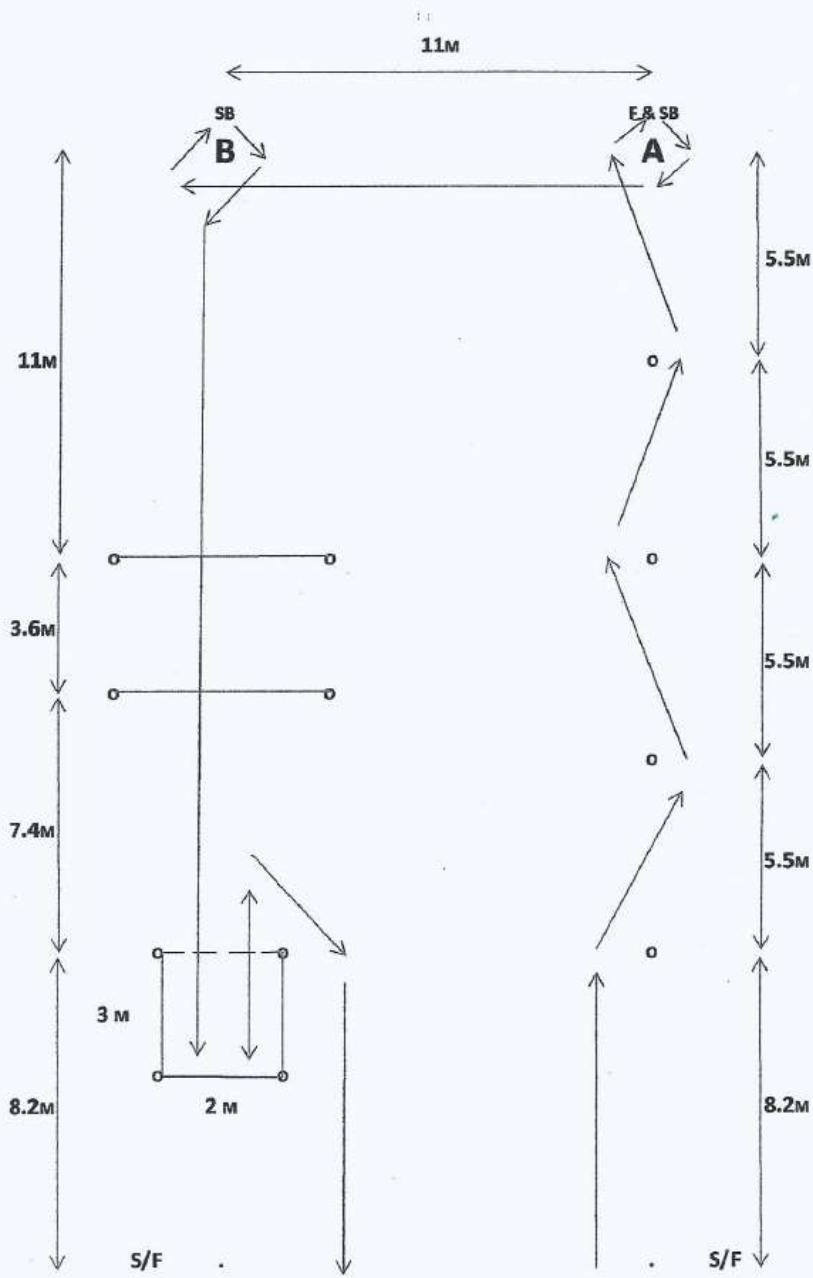
Taroom Time Trial



29. CABARLAH CAPER

- a. Equipment required:
 - Four bending pegs
 - Two 200 litre Drums
 - Two buckets of sand - Container the size of a 4 litre ice cream container, must be kept full of damp sand at all times. Placed in centre of 200 litre drums.
 - Flags to be a piece of suitable wire with finished length of 225mm
 - Four 20 litre drums or jumping blocks (jump not to exceed 30cm)
 - Two jump rails of minimum 75mm thickness. **Cavaletti not to be used**
 - Marking paint for box or three jump rails
 - Start and Finish Pegs
- b. Setting the Course:
 - Refer to diagram for course and distances
 - First bending peg to be in line with front of box.
- c. Competition:
 - Competitor may have a flying start from the 6 meter line.
 - Rider bends through four pegs, turns right, all the way around Drum "A", takes flag from first container, continue to Drum "B", turns right, all the way around Drum, places flag in hand in second container. Flag must be placed in the container of sand and may be at any angle with the material end uppermost and the point in the sand. Continue over the two jumps and stop in marked box. All four hooves must be inside box – steward to advise the rider when all four hooves are inside box for rider to be able to continue. Reverse out of box, all four feet have to be backed over the entry line to box, then proceed across the finishing line.
- d. Eliminations:
 - i. Knocked over or break a peg, barrel, jump or bucket
 - ii. Third refusal at jump, first two refusals loss of time or bypasses a jump
 - iii. By passes a hurdle and does not retake it or spreads the two jumps
 - iv. NB. Showjumping rules do not apply in this event
 - v. Drop flag on the drum or ground
 - vi. Flag not placed in bucket correctly
 - vii. Hoof goes outside of the box, (over line or rail)
 - viii. Not reversing completely out of box (all four hooves)
 - ix. Touch barrel or peg with hand.
 - x. Error or course not rectified
 - xi. Knock over start/finish peg
 - xii. Fall of horse or rider (Aug.06)

CABARLAH CAPER



F = Flag One flag from Drum A to be placed in Drum B
SB= Sand Bucket
A = 200 lt Drum
B = 200 lt Drum

RULES FOR TARGET CHALLENGE

Riders – No minimum age (May 02)

Equipment needed: 4 Lances, 4 Targets, 2 Markers

1st Marker will be placed on the ground to the right of the course
2nd Marker 20 metres down the course and in line with 1st Marker.

The Targets will be placed on the ground 20 metres down the course from the 2nd Marker but 5 metres to the left of the line of markers and side by side 3 metres apart. A clear area to be kept 50 metres after the Targets.

The 4 riders will assemble before the line of the markers and after saluting the judge will ride across to the centre of the Targets, right wheel, and No. 1 rider will ride towards No. 1 Target, No. 2 rider to No. 2 Target, No. 3 to No. 3 Target and No. 4 to No. 4 Target.

All riders must be at the gallop and proceed to lower lances at the 2nd Marker, or no score will be recorded.

If a rider strikes the wrong target, no score.

All riders must finish at the halt in the same order as they started or no score.

Four (4) drill points will be awarded for the start
Four (4) drill points will be awarded for all riders hitting the targets together

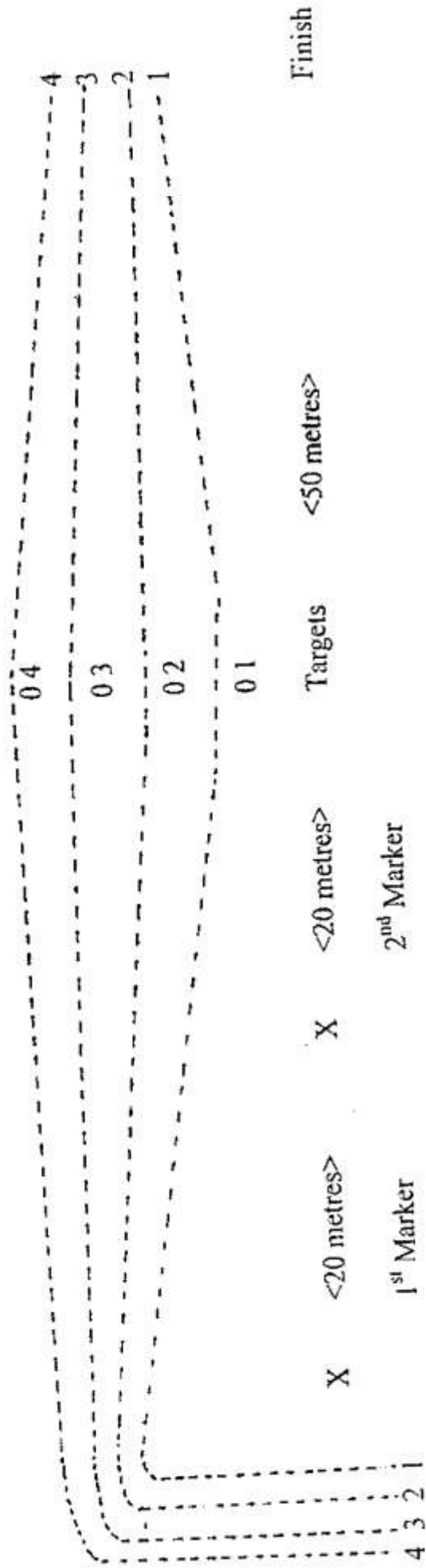
Four (4) drill points will be awarded to a finish of all riders together
Points will be deducted accordingly if this does not happen
Six points for bullseye, four for outer, two for hitting Target

The length of the lance is 2300mm: diameter 25mm: wall thickness 1.6mm in aluminium with a rubber suction cap 80mm diameter at one end and a pug in the other end.

The Target is 560mm to 580mm in diameter and placed at an angle to the ground perpendicular height 530mm horizontal length, 360mm with the face of the target measuring 580mm.

A red bullseye in the centre of the Target 100mm diameter. A ring around the bullseye with a diameter of 350mm.

SCHEMATIC DIAGRAM OF TARGET CHALLENGE COURSE.



EVENTS FOR FORMAL GYMKHANAS

The rules for these competitions must be read in conjunction with the General Rules and those which govern Sporting & Novelty events.

1. DEFINITION OF FORMAL GYMKHANA

Formal Gymkhanas should be a balance of formal and sporting classes – preferably 50/50% Formal and Sporting, but definitely a mix of 40% Formal and 60% Sporting.

2. FORMAL GYMKHANA EVENTS

Formal Events at must include:

Best Presented

Rider Class

Jumping – either Jumping Equitation or Table A event

Formal Gymkhana Jumping Heights

9 Years & Un.	40cm
10 Years	50 – 60cm
11 Years	50 – 60cm
12 Years	50 – 60cm
13 Years	60 – 70cm
14 Years	60 – 70cm
15 Years	70cm
16 Years	70cm
17 & Under 21	80cm
21 & Under 26	80cm

Other Suggested Events:

Youth Handler

Hack Class

All Round Pony Club Mount

Time Trial

Any events listed in the Sporting Rules Book

If event is not in Rule Book, the proposed event along with the rules, and/or diagrams must be submitted to the PCQ Sub-committee for approval before the programme is printed.

AGE GROUPS

- a. Individual Groups e.g. 9 Yrs & Under, 10 Yrs, 11 Yrs 16 Yrs
- b. Associate Group to be split into:
 - 17 years & under 21 years
 - 21 years & under 26 years
- c. Nomination form to include column for Rider's Age, so that in the event of large nominations in any age groups, they can be divided according to age. (See also No.4 in General Rules)

3. PRESENTATION CLASSES

Best Presented

This is a competition to determine the most attractive horse and rider combination. It is judged on suitability of the horse, general presentation of horse and rider, and overall appeal.

It is recommended that the following break-down of points be used for these events:

50% Horse - Cleanliness, grooming and presentation

25% Saddlery - Preservation, cleanliness and fitting

25% Rider - Dress

Horse: Plaited or unplaited or hogged manes, plaited, pulled or shaved tails, horses clipped or unclipped - all should only be used as a **final** criteria to select the winner, where cleanliness and grooming all appear equal. Presentation is **not** a hack or showing class. **Conformation of the horse is not taken into account.** It should be borne in mind that the majority of pony club horses are kept in paddocks not stabled, and it is necessary to maintain natural oils in the coat.

Natural Presentation:

Natural Presentation may be substituted for Best Presented at all gymkhanas except State Championships (2020).

In this competition no consideration is to be given to the horse other than grooming and cleanliness, bearing in mind that the majority of pony club horses are kept in paddocks and not stabled, and it is necessary to maintain natural oils in the coat. Hooves should be cleaned and oiled, stains removed, etc.

Saddlery: Should not be judged on its newness, brand or cost. There should be no bias against synthetic saddlery, or stock saddles. Saddlery should be judged on whether it is well preserved and clean and well fitted and comfortable for the horse. It should, of course, be within pony club rules of permitted gear.

Dress: Correct Pony Club uniform must be worn and should be tidy and clean with boots well-polished or cleaned. At gymkhanas ride may compete in jodhpurs or stockman cut trousers in club colours.

In the ring

As for a ridden class. The Judge will call the riders in and line them up.

In the line up

The Judge may inspect each combination more closely by walking around the horse and inspecting the cleanliness of horse, rider and saddlery. The Judge will then make a final decision and call the combinations forward in order of placing.

Presentation of Awards

When the places are being awarded you should make sure your horse is standing square and to attention. When the ribbons have been presented congratulate your fellow place getters.

It is usual to leave the ring in the order of placing, with first place in the lead.

4. RIDER CLASS

This is a competition between riders to determine the most correct position of the rider and application of the aids producing a picture of harmony. Classes are usually divided in to age groups.

In the ring

The ring steward will direct the class to carry out the Judge's requirements. The class is usually required to walk, trot and canter on both reins. The Judge will then call riders in off the circle and into a line up.

In the line up

Once in the line-up the horse should be made to stand square and at attention. The Judge will ask each rider to perform an individual work out. Listen carefully to the instructions given and if you are unsure what is required ask questions. If possible watch those who go before you so you can analyse the workout and make sure to give your best performance.

The workout

Make the most of the space you are given and concentrate on giving a smooth polished performance. Be polite and courteous when being addressed by the judge.

Presentation of Awards

When the places are being awarded you should make sure your horse is standing square. When the ribbons have been presented congratulate your fellow place getters.

It is usual to leave the ring in the order of placing, with first place in the lead.

5. JUMPING CLASS

See Showjumping at Gymkhanas Paragraph 12 in this Rule Book, or Jumping Equitation Rule Book.

6. YOUTH HANDLER

This class is to be judged strictly on the handler's ability to show a horse in a led class; on the way the handler presents themselves and the horse to the Judge. No consideration is to be given to the horse other than grooming and presentation. The horse is only a prop to show the ability of the handler.

Procedure for Judging

The class will commence with the group on the circle at the walk, allow plenty of space between you and the horse in front.. This is usually in a clockwise direction with the handler on the outside,

The horse is to be led from the near side with the handler at the horse's shoulder. The reins must be held in a tidy manner, maintaining even contact with the horse's head.

Turn him away from you so he remains balanced and does not stand on you. Make sure you do not stand or lead between the horse and the Judge. This

means the Judge can see the whole horse at all times. The judge is to watch the way the handler presents the horse in the workout.

The horse must walk at the same pace as the handler – moving in a brisk, alert manner.

- **In the line-up**

The judge will call the horses in, to be lined up in a straight line with a good distance between each horse. The handler should stand the horse squarely on all four feet and

- While in the line keep horse standing square and attentive.
- Handler must present the horse in a position so as not to hinder the Judge's view of the horse at any time. If the judge walks around you and the horse, you should always be on the same side of the horse as the Judge. If the Judge walks from side to side then the handler is to change from side to side.
- Always keep position in the line and allow reasonable space between the horses on either side.
- If asked to change position in the line, the horse must be backed out of the line and approach the new position from behind.

The workout

When called to present your horse, walk forward and stand your horse up in front of the Judge, and then follow their directions. The workout generally includes walking out, turning and trotting back past the judge. Know where the Judge is at all times, so as not to obstruct the Judge's view of the horse. When turning, it must be to the right to give the Judge full view of the horse. After the workout the handler is to return to their position in the line up from behind.

You may be put back on a circle for a final walk around while the Judge makes the final decision or the Judge may call the place getters directly from the line-up.

Sample Workout No.1

- Walk out in a straight line;
- Turn to the right and walk 4 steps;
- Halt – square in front is permitted; Meaning horse's front feet?
- Stand the horse up square to be looked at. If on halting the horse is square then never stand in front of the horse before presenting yourself to the judge. If the horse is not square continue to square the horse up, but never make the horse step back to become square, always walk them forward. Once they are square present yourself to the judge;
- The judge will nod to the handler, meaning for them to continue;
- Continue walking straight and turn right and trot in a straight line back to the left of the first horse in the line-up. The Judge will move out of the way;

- Halt the horse, stand them up square and look back at the judge to say that you have finished the workout;
- The judge will then acknowledge you by nodding. At this time you may lead the horse to the left behind the line-up and back into your original position.

Sample Workout No.2

- Present horse to judge
- Salute and walk away from judge approximately 20 metres;
- Turn right and continue walking;
- Halt and present horse side-on;
- On cue trot on and then turn right;
- Trot straight back and past judge;
- Halt horse, acknowledge judge and return to line-up.

The event will be judged on the following guidelines:

The horse is to be clean and well presented.

No consideration will be given to the horse's conformation and type.

The horse must be shown in a snaffle bridle that is correctly fitted, neat and clean.

A dressage whip or pony club riding whip can be used. No hacking canes

It is to be judged on the handler's ability to show his/her horse.

In order to gain maximum points, avoid the following:

- Failure to recognise and correct faults of the horse's position
- Kicking, hitting or having leg contact with the horse
- Talking with other contestants
- Failure of the horse to lead properly
- Failure to stop the horse before turning when at a walk or trot, when requested.
- Failure to back the horse when necessary
- Loud voice commands to the horse
- Turning the horse in the wrong direction
- Blocking the Judge's view of the horse
- Causing the Judge to move to avoid being bumped or stepped on
- Unsportsmanlike behaviour may cause elimination.

Presentation of Awards

When the places are being awarded you should make sure your horse is standing square. When the ribbons have been presented congratulate your fellow place getters.

It is usual to leave the ring in the order of placing, with first place in the lead.

7. PONY CLUB HACK

In this competition consideration is given to the horse's manners and paces, soundness, level of education and workout. No consideration will be given to the horse's confirmation and type, and blemishes.

Classes are usually divided on age of rider.

In the ring

The class will be required to walk, trot and canter on both reins.

The Judge will then call riders in off the circle and into a line up.

The workout

The workout should include walk, trot and canter with at least one simple change through the walk or trot. Horses to give a smooth accurate workout

Presentation of Awards

When the places are being awarded you should make sure your horse is standing square. When the ribbons have been presented congratulate your fellow place getters.

It is usual to leave the ring in the order of placing, with first place in the lead.

8. ALL ROUND PONY CLUB MOUNT

This is a competition to determine the mount most suitable for pony club activities. It is judged on the overall appeal and all round suitability of the horse to participate in pony club activities.

In the ring

As for a rider class. The Judge will call the riders in and line them up.

In the line-up

As per a rider class

The workout

The workout should include some form of activity that shows the versatility of the horse. This could include a small jump, walk, trot, canter, hand gallop, halt, riding one handed, leading, carrying an item, picking up an item, opening a gate, etc.

The Judge will assess the all-round suitability of the horse to take part in a variety of pony club activities.

Mounting block should be supplied if requested.

9. TEAMS OF RIDERS

In events such as teams and pairs of riders, competition under Pony Club Rules places the emphasis on riding ability, team work and on the cleanliness and suitability of mounts and gear, rather than on the expensiveness of either. These events should not be confused with "Team of Pony Hacks" classes in which the emphasis must be on the quality and conformation of the ponies and on their work nor should they be confused with "Team of Riders" classes in which riding ability is the only criteria used.

The Judge's attention is drawn to the fact that suitability and not uniformity be considered as the prime requisite for mounts.

The Chief Instructors' Panel recommends the use of the ordinary snaffle bit for all facets of Pony Club activity. This does not mean that no other bit can be used. In these classes the uniformity of same is where the emphasis should lie.

Scoring will be on the following basis:

Cleanliness and Suitability of Mounts.....	30
Cleanliness and Uniformity of Gear	20
Riding ability and Team work.....	50

In the ring

As for a rider class, but in addition their ability to ride together.

The ring steward will direct the class to carry out the Judge's requirements.

The class is usually required to walk, trot and canter on both reins.

The Judge will call the riders in and line them up.

In the line-up

Once in the line-up the horses should stand as a pair or team.

The Judge will ask each team to perform an individual work out. Listen carefully to the instructions given and if you are unsure what is required ask questions. If possible watch those who go before you so you can analyse the workout and make sure to give your best performance.

The workout

Riders will be judged not only on riding position but also on their team work. Make the most of the space you are given & concentrate on giving a smooth polished performance. Be polite and courteous when being addressed by the judge.

Presentation of Awards

When the places are being awarded you should make sure your horses are standing square.

When the ribbons have been presented congratulate your fellow place getters. It is usual to leave the ring in the order of placing, with first place in the lead

GYMKHANA CHECKLIST

- Organise Gymkhana dates through club meeting – these dates need to be taken to Zone meeting for approval (handy to have a spare date).
- The Gymkhana program needs to be determined Formal/Sporting, check number of events if having a club highest point score. May include entry form for each club to be filled in by club team manager on morning of competition with riders' names, age and payment, or by closing date of nominations.
- Program should include the phone number of the “on call vet”, local vet should be contacted to make sure who is “on call” for the day.
- The club needs to have a current Sporting/Formal Gymkhana rule book.
- The program needs to be approved by Zone Chief Instructor before advertising. Please include Disclaimer, Reservation of Rights and Chief Steward for Formal/Sporting.
- Led any age are NOT competitive.
- Horse Health Declaration to be handed in on day of competition;
- Advertise program in advance, PCQ calendar of events, zone & surrounding areas;
- Organise First Aid Officer. Should have a first aid kit available on grounds at all times.
- Order ribbons including March Past (if applicable). Ensure you have sufficient consolation ribbons and ribbons for led riders who are non-competitive and a few spares.
- Select and order trophies & engraving. May need to find perpetual trophies and have engraved from previous year if not yet done. And organise a letter to families if a memorial trophy to be presented.
- Organise Judges – select judges that have a knowledge of the event/s which they are to judge. Require accredited Showjump Judge and Course Builder (can be the same person if they hold both accreditations).
- Check the grounds are mowed, toilets and showers are clean.
- Have sufficient equipment to pony club standards for sporting, marking paint or lime, tape measures. Showjumping equipment, fill, jump numbers, start & finish pegs, practice fences with red & white ribbons to denote direction to be jumped. Some witches hats are helpful for flat events.
- Stop watches – check they are working and have spare batteries. You may use Timers.
- If possible set up before the day. The SJ/Course Builder may set up day before or early in the morning, please have helpers available in assisting with

set up. The Showjump arena needs to be in an enclosed arena or bunting. Practice fences preferable in a separate enclosed area.

- Practice fences need “red and white flags” or ribbons.
- When setting up sporting events, ensure sufficient area between events. Do not have finish lines too close to the fence or running into another event.
- Organise PA system and announcer.
- Clip boards for individual age groups, with pencil score sheet for times and places in individual events, also place slips for announcer and scorers. Program and pen.
- Judges clip board with laminated sporting event and rules for individual event being judged, lunch voucher, stop watch and program.
- Ribbons need to be placed in bags, helpful if they have been prepared into event bundles 1st, 2nd, 3rd, 4th and 5th and a rubber band placed around them with a few spares in the bag. These may be carried by the steward of each group or stay with the judge.
- Showjump clip board needs Showjumping score sheets for individual age groups.
- Need master Score Sheets for the office scorers or computer program to be set up. Scoring handbook available from PCQ office, stationery also available on Website.
- Organise at least 2 scorers, need a quiet area away from thorough fare to score. Have extra folders to put age group results into.
- Have sufficient pens, pencils, white out and calculator.
- May have a raffle or multi-draw, ensure you have raffle tickets.
- Organise Cash float for office for entries, and a float for canteen, most people come with large notes.
- Organise if possible stewards for individual age groups, they walk around with groups, assist judges in writing down times; have riders ready for the event; and keep an eye on what event they will go to next; general safety of the group. Riders that are having change of gear, gear steward needs to check gear.
- Organise canteen who is going to be the chief organiser and extra helpers.
- The judges, steward’s office, scorers, announcer will require morning tea and lunch. This could be pre-prepared in small cooler bags or a couple of people could go around and hand out morning tea. Lunch passes are helpful.
- Chief Steward needs to get stewards and judges together before event starts, check everyone is present, and have a quick briefing, re: gear check, safety, ensure steward writes event name and age group on place slips.

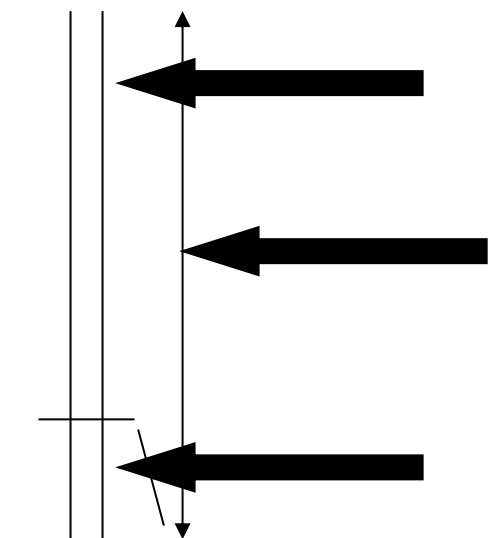
- Have water and sunscreen available. Horses may need water break mid-morning.
- Check judges a few days before the event to ensure they haven't forgotten about the event. Clubs may organise a gift or cover travel expenses for judges.
- Secretary needs to keep copy of results, as riders may need overall result if competing at State Events especially Formal Gymkhana;
- Team Manager to collect sporting grading card in the morning when collecting entries and hand to the office. These are to be completed and handed back to riders at completion of event.
- Ensure equipment is available to shield activities if horse has to be put down.
- Contact local Ambulance in advance and let them know you are having a major event so they can be prepared.
- Officials from each Club to do their own gear check prior to March Past.

Thank you letters to be posted out to any sponsors after the event

APPENDIX A

HOW TO CONSTRUCT BENDING PEGS

Finished product



20mm pressure plumbing PVC pipe
class 12 (20mm inside, 24mm outside dia)

Overall height of PVC from ground to the
top is 1.4m

The base, after removing from 4l. ice
cream container must be turned upside
down. Now push the 1.4m of PVC into the
centre hole.

Take a 4 litre ice cream container. Smear the inside of the container with grease or fat to prevent cement from sticking. Fill the container with cement. Place a length of 25mm conduit in the centre of the container and make sure it is vertical. It also should be greased or oiled to make sure it moves freely and does not stick to the cement before it sets (Approx. 4 hours)

Now remove this piece of 25mm conduit, making sure the wider area of cement block is on the ground. Insert the 1.4m length of conduit into the hole.

R. Ryan