

Pony Club[®]

Where it all begins



Gymkhana Rulebook

2021

THE USPC PLEDGE

*As a Member of the United States Pony Club,
I stand for the best in sportsmanship as well as in horsemanship.
I shall compete for the enjoyment of the game well played and
take winning or losing in stride, remembering that without good
manners and good temper, sport loses its cause for being.
I shall endeavor to maintain the best tradition of the ancient and
noble skill of horsemanship, always treating my horse
with consideration due a partner.*

USPC MISSION STATEMENT

The United States Pony Clubs, Inc. develops character, leadership, confidence, and a sense of community in youth through a program that teaches the care of horses and ponies, riding and mounted sports.

Introduction

Gymkhana offers all riders the opportunity to compete in timed races in divisions suited to their abilities and under a uniform set of rules. The variety of races offers the enjoyment of horsemanship and sportsmanship that Gymkhana can provide.

The goal of the horse and rider combination is to complete the race according to the established pattern and requirements without errors. Each race is designed to allow the rider/horse team to demonstrate their skill and partnership in a variety of skills and include demonstrating control, variations of speed, turning and navigating obstacles, hand eye coordination, and safely completing the race.

Competitions

A Gymkhana rally will generally offer a variety of different races; from as few as four to as many as twelve per day. The competitions may be held in nearly any type of venue, although soil or sand footing is recommended as well as some type of perimeter fencing. There is a timer which records the time taken by each competitor in each race. Each race is run with one rider in the ring at a time. Most of the races are completed with poles and/or barrels, although there are some race options with a few other types of equipment. At the highest levels, it is expected competitors will run these events at speed. Good horsemanship and safety are always a priority and there are divisions even for the beginning rider.

USPC CORE VALUES

Horsemanship with respect to healthcare, nutrition, stable management, handling and riding a mount safely, correctly and with confidence.

Organized teamwork including cooperation, communication, responsibility, leadership, mentoring, teaching and fostering a supportive yet competitive environment.

Respect for the horse and self through horsemanship; for land through land conservation; and for others through service and teamwork.

Service by providing an opportunity for members, parents, and others to support the Pony Club program locally, regionally and nationally through volunteerism.

Education at an individual pace to achieve personal goals and expand knowledge through teaching others.

Gymkhana in Pony Club

Members compete on a team of three to four riders and an unmounted Stable Manager. As with all disciplines good horse management is expected and integral to Gymkhana. Members who are eligible and meet the requirements of the discipline at their regional rally may go on to compete in Championships.

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Resource List

- USPC website www.ponyclub.org

Reminder: This is a new rulebook for 2021. Additions, deletions and changes have been made since the last rulebook was issued. Be sure to read the *entire* publication carefully so you will be aware of all the rules for the upcoming rally season.

This rulebook should be kept in a 3-ring binder to allow for addition of revisions and new instructional sections. Do not remove pages from your rulebook; be sure to make copies of all forms and charts before writing on them.

These rules are based on copyrighted Rules of the U.S. Equestrian Federation and are printed with the permission of the USEF, which neither sponsors nor is responsible for their publication or implementation at any United States Pony Club event.

SECTION I—USPC Rally Uniform Officiation Rules (UOR)

Article 1—Rally Definition

A Pony Club rally is defined as a team competition (whenever possible) where a team's achievement is emphasized whether competing unmounted or mounted. A rally may take place all in one day or may span several days of competition. Any rally may be held within the framework of a local or recognized show.

This rulebook is intended to establish standards for United States Pony Clubs (USPC) rallies while allowing variety in the types of competitions. Organizers of competitions should work with their regional supervisors (RS) to offer the levels and divisions that they feel are appropriate for the local needs. It is the responsibility of the organizer and regional supervisor to offer the appropriate standard or modified rallies and divisions that meet the needs of their members wishing to become eligible for Championships. Regions may host more than one rally per discipline in the same year. In modified rallies and divisions, this rulebook is to be considered a guide and rules may be adjusted. Any adjustments must be outlined in the entry information. Criteria for standard and modified rallies is listed below.

Standard Rallies

Standard rallies are always preferred. These rallies specifically follow all the rules outlined in the discipline rulebooks including utilizing a chief horse management judge (CHMJ) from the approved CHMJ list on the USPC website, and any other specified licensed officials. Certain divisions of Championships require the member attend a standard rally, and attendance at a standard rally and meeting minimum eligibility requirements guarantee a members' ability to attend Championships.

Modified Rallies

Modified rallies do not specifically follow the discipline rulebooks and generally occur because of limited resources. While attendance of a modified rally makes some members eligible for the modified divisions of Championships, it does not meet the minimum eligibility requirements for other divisions.

Each year, every region should host rallies and is encouraged to work cooperatively with other regions to host joint rallies as appropriate. At all levels, organizers are encouraged to keep rallies simple and inexpensive. Local and regional rallies are team competitions involving club/centers from only one region. Inter-regional rallies are team competitions between two or more regions. Championships are national rallies organized by USPC and the discipline committee that occur annually in varying locations. Visit the USPC website for specific details about upcoming Championships dates and locations.

If an individual's region does not offer a rally in the desired discipline, they may earn eligibility in another region upon obtaining approval from the RS in both regions.

Rally competitions are normally competed in as teams, but sometimes members compete as individuals based on the needs of the hosting group. In all rallies, teams should be recognized for their achievements in the competition. In mounted rallies, team/competitor placings will be based on a combination of their riding scores and their horse management scores. Separate horse management awards are often given for the team/individual achieving the lowest horse management penalties during the rally.

Article 2—Governing Rules

With regards to standard rallies, this rulebook is a precise specification of rules that must be followed. For modified rallies/divisions/cometitors, this rulebook should be viewed as a guide that can be adjusted by the rally organizer /regional supervisor to best meet the needs of the region. Modifications should be listed in the rally entry information. Additional governing documents for all rallies are the following:

- Annual Discipline Newsletters
- USPC Horse Management Handbook (current edition)
- Official Amendments and Clarifications from USPC
- Appropriate parent organization rulebooks (i.e. USEF, APA). If the rally is being run in conjunction with a recognized event, the parent organization rulebook will supersede this rulebook. If the rally is not being run in conjunction with a recognized event, then this rulebook will be followed.

Since rules cannot provide for every eventuality (unforeseen or exceptional circumstance), it is the obligation of the discipline ground jury to make decisions in a sporting spirit and to follow as closely as possible the intention of these rules. If there is an inconsistency, the discipline rulebook takes precedence over the Horse Management Handbook.

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Article 3—Responsibility

A competitor is ultimately responsible for knowing these rules and complying with them. The appointment of an official, whether or not provided for in these rules, does not absolve the competitor from such responsibility.

Article 4—Legal Liability

Neither the USPC, host club/center/region(s), the organizer, competition officials, staff, nor any other person acting on behalf of the organizer, shall be held liable for any loss,

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damage, accident, injury or illness to competitors, mounts or to any other person or property whatsoever.

Article 5—Member Participation and Eligibility

Participation in Rallies:

At local, regional, and inter-regional rallies, participants may be of any age or certification, must be a member in good standing, must have paid all local, regional, and national dues, insurance fees, and their membership be on record with the USPC National Office at the time of the rally. Members, parents, and anyone participating in USPC activities must all abide by the applicable Code of Conduct. Members seeking Championships eligibility must meet the criteria determined by the discipline committee and outlined later in this document. For rally purposes, the member's age as of January 1st shall be the age of record throughout the competition year.

Championships Competitor Age and Certification:

Each discipline/division has minimum age and certification requirements for participation in Championships. Championships competitors must meet the age requirement based on their age on January 1 of the Championships' competition year. They must have competed at the minimum or higher certification level at a standard rally and have achieved the minimum certification level by the closing date of the Championships. Therefore, any autumn standard rallies should base their division entry status on the competitor's age for the following year and take into account planned advancements in certification level.

District Commissioners (DCs) and Center Administrators (CAs) are responsible for the eligibility of competitors and mounts at all rallies. It is the responsibility of DCs/CAs and club/center primary instructors to see that mounts and riders are entered in rallies at the level corresponding to the combination's abilities, to make all competitors aware of health requirements i.e., Coggins, immunizations and state health certificates with valid dates, and to see that entry forms are complete and submitted to the rally secretary on time. It is also the responsibility of DCs/CAs to see that all Pony Club members in their jurisdiction have access to a copy of the current USPC discipline rulebook, current USPC Horse Management Handbook (HMH), current USPC discipline annual newsletter(s) and any other relevant information from the USPC discipline committees or the organizer of a specific rally where they will be competing.

Article 6—Member in Good Standing

Members are considered in good standing if they are current with all dues and fees owed the registered club/riding center program, and region.

Article 7—Code of Conduct Expectations

Anyone not conforming to the code of conduct is subject to the following action: the officials of the competition may immediately suspend or expel any individual from the competition upon consulting with the discipline ground jury.

DCs, CAs, RSts, rally organizers, officials and judges must be familiar with, and enforce, the Participating Member and Adult Code of Conduct.

Participating Member Code of Conduct

The United States Pony Clubs, Inc. is proud of its reputation for good sportsmanship, horsemanship, teamwork and well-behaved members. The USPC expects appropriate behavior from all members, parents and others participating in any USPC activity. Inappropriate behavior may include, but is not limited to: possession, use or distribution of any illegal drugs or alcohol; profanity, vulgar language or gestures; harassment (i.e., using words or actions that intimidate, threaten or persecute others before, during or following USPC activities); failure to follow rules; cheating; and abusing a mount.

Adult Code of Conduct

The United States Pony Clubs, Inc. is proud of its reputation for good sportsmanship, horsemanship, teamwork and well-behaved members. It expects no less from the parents, guardians, adult family members or others who volunteer for the organization. The USPC expects appropriate behavior when participating in any Pony Club activity. Inappropriate behavior may include, but not be limited to: profanity, vulgar language or gestures; harassment (for example: using words or actions that intimidate, threaten or persecute others before, during or following any Pony Club activity); failure to follow rules; cheating; or abusive behavior.

"I understand that USPC activities operate under the governance of USPC and are subject to all applicable USPC By-laws, Policies, Rules and Regulations. I understand that I have access to these By-laws, Policies, Rules and Regulations and that it is my responsibility to read them. I agree to adhere to these By-laws, Policies, Rules, Regulations and this Code of Conduct."

Article 8—Human Use of and Alcohol & Drugs Policy (Policy 0500)

In the interest in the safety and welfare of all, it is the policy of the Board of Governors, during any Pony Club activities, to prohibit the inappropriate or illegal use of any substance, including but not limited to drugs or alcohol, by anyone participating in any manner. Weapons of any kind are forbidden.

Article 9—Mounts (Policy 0840)

Mounts used at a regional or interregional rally should be the participant's regular USPC mount, and be accustomed to being handled by its rider without adult supervision. A parti-

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participant may use a mount other than the regular mount only with the advance permission of the DC/CA and RS.

Per USPC Policy suitable mounts are defined as follows:

1. Stallions are not considered suitable mounts.
2. Mounts must be serviceably sound, in good overall health and in condition for the activity in question.
3. Mounts must be appropriate for the certification level of the rider and must be at a level of training to participate safely in the activity.
4. Except as noted below, mounts must be at least five (5) years of age in order to participate in USPC competitive, instructional, and recreational programs and activities. In establishing the age of mounts, the first year is considered to be January 1 following the date of foaling.
5. Members holding a riding certification of C-1 and above may participate in all USPC activities on an appropriate mount at least four (4) years of age (See above). A mount must be excused from any activity if in the opinion of the instructor, examiner, or appropriate authority, it is unsafe either to its rider or to other riders or mounts.

Ownership of a mount is not a prerequisite for membership in USPC. The responsibility for obtaining a suitable mount for mounted activities rests with the parents or guardians of the individual member.

Article 10—Substitution of Mounts

For all mounted rallies (except Tetrathlon) mount and rider become eligible for Championships as a team. Therefore, a competitor must enter Championships only on the mount they earned eligibility on. In extraordinary circumstances, after becoming eligible for Championships, a substitute mount may be requested utilizing the appropriate form, by the RS and must be approved by the applicable discipline chair and the Vice President of Activities.

Any substituted entry must meet the same mount and eligibility requirements as the original entry.

No mount substitution may be made once a competition has commenced. Refer to the Mount Substitution online application found on the Championships Information page of the USPC website.

Article 11—Sharing of Mounts

In some disciplines and in some competitions, the sharing of mounts may be allowed. At regional rallies, the rally organizer in consultation with the RS may allow for the sharing of mounts by competitors. For Championships, requests for shared mounts must be submitted to the appropriate discipline chair, and VPA utilizing the Mount Substitution online application found on the Championships Information page of the USPC website. Each request will be reviewed on a case-by-case basis, for approval or denial. Determination of shared

mounts must take into consideration the discipline, competition schedule, and suitability of mount. The welfare of the mount will be the highest priority in this situation and all competitors must agree that if the horse management, judges, technical delegate/steward, or organizers onsite feel that the health of the mount is in jeopardy at any time that they may be removed from the rest of the riding portion of the competition.

Article 12—Veterinary Care and Medications (Policy 0860 and 0860.P1)

Per USPC Policy 0860 and 0860.P1. DCs/CAs, RSs, rally organizers, officials and judges must be familiar with and enforce this policy. Parents and competitors must also be familiar with and abide by this policy. Failure to observe this policy will result in disqualification.

1. All mounts in a USPC sponsored activity shall be serviceably sound and healthy. Mounts should be free of medication other than dressings for minor wounds or scrapes, unless under treatment by a veterinarian. Medications and supplements may not be used to provide an unfair advantage over other competitors or to allow an unfit mount to be used.
2. Medication is defined as any substance that is not water, salt, electrolytes, or a supplement and is not considered a normal foodstuff. It is administered either orally, via stomach tube, by application to an external surface, or by injection.
3. Any mount under treatment by a veterinarian for a condition requiring administration of a medication while at a Pony Club activity or competition shall have a veterinarian's certificate stating the diagnosis, medication, dosage and method of administration.
4. Supplements that are administered to any mount at a Pony Club activity or competition must be recorded on the mount's feed chart and stall card.
5. Medications or supplements may only be administered by the owner of the mount, or by a person designated by the owner of the mount.
6. If, during the course of an activity, it becomes necessary to administer a tranquilizer, stimulant, or depressant (e.g., for suturing) the mount may not be used while under the influence of the medication.
7. Competitors at a rally shall be governed by the procedures on the use of equine medications and supplements described in the Horse Management Handbook.

For any competitions recognized by USEF, or in states that require it, mounts may be drug tested.

Article 13—Cruelty to and Abuse of a Mount

Cruelty to or the abuse of a mount present on the grounds of any competition is forbidden and renders the offender sub-

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ject to penalty. The organizing committee must bar violators from further participation for the remainder of the competition.

Any action(s) against a mount by a competitor or other person, which are deemed excessive by a judge, steward, technical delegate or competition veterinarian, in the competition ring or anywhere on the competition grounds may be punished by official warning, elimination, or other sanctions which may be deemed appropriate by the organizing committee. Such action(s) may include, but are not limited to excessive use of the whip or spurs.

USPC, judges, stewards, or TDs may appoint a veterinarian to inspect any animal on competition grounds or entered to compete. Refusal to submit an animal for examination by an authorized veterinarian after due notification shall constitute a violation.

The following are included under the words cruelty and abuse but are not limited thereto:

1. Abuse. Any act or series of actions that, in the opinion of a judge, TD, steward, member of the discipline ground jury or other rally official can clearly and without doubt be defined as abuse of mounts shall be penalized by disqualification. Such acts include, but are not limited to:
 - Riding an exhausted mount.
 - Excessive pressing of a tired mount.
 - Excessive use of whip and/or spurs, and/or bit.
 - Striking a mount in front of the shoulder.
 - Riding an obviously lame mount.
2. Rapping. All rapping (poling) is forbidden.
3. Whip. The use of the whip must be for a good reason, at an appropriate time, in the right place, and with appropriate severity.
 - Reason—The whip must only be used either as an aid to encourage the mount forward, or as a reprimand. It must never be used to vent a rider's temper. Such use is always excessive.
 - Time—As an aid, the only appropriate time is when a mount is reluctant to go forward under normal aids of the seat and legs. As a reprimand, the only appropriate time is immediately after a mount has been disobedient, e.g., napping or refusing. The whip should not be used after elimination. The whip should not be used after a mount has jumped the last fence on a course or completed the last obstacle.
 - Place—As an aid to go forward, the whip may be used down the shoulder or behind the rider's leg. As a reprimand, it must only be used behind the rider's leg. It must never be used overhand, e.g., a whip in the right hand being used on the left flank. The use of a whip on a mount's head, neck, etc., is always excessive use.
4. End of the Reins (Western Trail only) - The use of the end of the reins must be for a good reason, at an appropriate time, in the right place, and with appropriate severity.
 - Reason—The end of the reins must only be used either as an aid to encourage the mount forward, or as a reprimand. It must never be used to vent a rider's temper. Such use is always excessive.
 - Time—As an aid, the only appropriate time is when a mount is reluctant to go forward under normal aids of the seat and legs. As a reprimand, the only appropriate time is immediately after a mount has been disobedient, e.g., napping or refusing. The end of the reins should not be used after elimination.
 - Place—As an aid to go forward, the end of the reins may be used down the shoulder or behind the rider's leg. As a reprimand, it must only be used behind the rider's leg. It must never be used overhand, e.g., the end of the reins in the right hand being used on the left flank. The use of the end of the reins on a mount's head, neck, etc., is always excessive use.
 - Severity—As a reprimand only, a mount may be hit hard. However, it should never be hit more than two times for any one incident. If a mount is marked by the end of the reins, e.g., the skin is broken, its use is excessive.
5. Spurs—Spurs must not be used to reprimand a mount. Such use is always excessive, as is any use that results in a mount's skin being broken.
6. Bit—The bit must never be used to reprimand a mount. Any such use is always excessive.
7. Reporting—Officials must report such actions as soon as possible to the discipline ground jury, supported where possible by statements from witnesses.
 - Discipline ground jury—if such actions are reported, the discipline ground jury shall decide if there is a case to be answered. If an individual member of the discipline ground jury observes such actions, they are obliged to disqualify the competitor forthwith on their own authority. There is no appeal against a discipline ground jury's decision in a case of abuse.

Article 14—Dangerous Riding

- Any competitor who rides in such a way as to constitute a hazard to the safety or wellbeing of the competitor, mount, other competitors, their mounts, spectators, or others will be penalized accordingly.

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- Any act or series of actions that in the opinion of the judge, TD, steward, member of the discipline ground jury can be defined as dangerous riding shall be penalized at the discretion of the discipline ground jury.
- If such actions are reported, the discipline ground jury shall decide if there is a case to be answered. There is no appeal against a discipline ground jury decision.

Article 15—Safety (Policy 0800)

USPC is committed to safety while recognizing that equestrian activities are inherently dangerous. The USPC Safety Handbook is an excellent resource for making safety a priority at all rallies and Pony Club functions. This dedication to safety extends to requiring certain equipment be utilized during Pony Club activities and include:

1. Protective Headgear (**Policy 0810**): USPC requires members participating in mounted and some unmounted activities to wear a properly fitted equestrian helmet, securely fastened, containing certification that it meets the criteria established by the following international or national safety bodies: ASTM F1163 (North America), AS/NZ 3838 (Australia and NZ), PAS 015 (UK).
2. Safety Vest/Body Protector (**Policy 0830**): USPC requires members to wear a properly fitted equestrian body protector when jumping cross-country or solid obstacles during any activity sponsored by the USPC, its regions, registered clubs or riding center programs. A member may wear a body protector at their discretion for any mounted activity. USPC recommends wearing a body protector that is ASTM-certified (manufactured in US) or certified to the BETA Level 3 (manufactured in Great Britain).
3. Medical Armbands and Bracelets (**Policy 0820 and 0820P**):
 - USPC requires that members participating in any USPC affiliated mounted or unmounted activity, must wear either a Medical Armband or Medical Bracelet while participating in the activity. The member may choose which one to wear.
 - Medical armbands must include a current completed copy of the individual's USPC or USEA Medical Card. It must be worn on the upper arm. If the member has small arms, they may safety pin the armband to his/her upper sleeve. (Armbands are available for purchase from Shop Pony Club.)
 - Medical bracelets must visibly list these six items on them: name and date of birth, contact information, known allergies, current medications, and existing medical conditions. More information is acceptable, but these six items are required to be on the bracelet
 - All officials on site at the USPC mounted or unmounted activity are encouraged to work with the competitors to remind them of this requirement.

- Any member at a USPC affiliated mounted or unmounted activity* found not wearing either a medical armband or medical bracelet must be removed from the activity until the member conforms to the policy requirements.

* Tetrathlon competitors will not be required to wear them while actually shooting or swimming but must have them visible and next to them for these activities and must wear them at all other times.

4. Unmounted Footwear: When working in the barn or near mounts unmounted footwear must meet all the following criteria:

- Thick-soled , shoes/boots (short or tall)
- Cover the ankle
- In good condition
- Made of leather or synthetic materials
- Entirely closed
- Securely fastened
- Well-fitted to foot
- Sturdy construction (e.g., Ugg-type boots do not meet this requirement)

Examples: paddock/jodphur boots, rubber riding boots, rain boots/wellies, western boots.

5. Smoking: In the interest of barn safety, it is strictly forbidden for anyone to smoke in or around barn and stable areas.

Article 16—Heat Related Information

Heat Illness (Policy 0900): USPC requires all Pony Club volunteers in a leadership position within Pony Club and especially anyone involved directly with mounted or unmounted lessons or activities to complete the Centers for Disease Control and Prevention (CDC) heat illness training module.

At all USPC activities, rally officials must consider the:

- Temperature and humidity using the "Heat Index Chart" (Appendix II).
- Time of day and season of activity.
- Level of exertion necessary for participation in the activity.

The Heat Index (HI) or "Apparent Temperature" is the temperature the body feels when heat and humidity are combined. This reduces the amount of evaporation of sweat from the body and outdoor exercise becomes dangerous even for those in good shape. Please refer to Appendix II.

Steps to prevent heat related illness include:

- Providing unlimited cool water for consumption in ALL areas, especially riding areas.
- Make water breaks mandatory.
- Do not depend on thirst as an indicator of the need for water.

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- Avoid the hottest part of the day if this is an option.
- Consider shortening the length/level or exertion of the activity.

During rallies, the discipline ground jury (overall ground jury at Championships) is responsible for monitoring the Heat Index and taking appropriate action as necessary. Those actions could include, but are not limited to:

- Waiving of coats/jackets
- Banning of coats/jackets
- Altering of schedule

Any official can and should bring a potentially dangerous heat situation to the attention of the president of the ground jury. If coats/jackets are waived or banned the following processes should be followed.

Waived Coats/Jackets

When the temperature and humidity are recorded in the danger zone, removal of coats during warm up is mandatory.

If the rider wants to put their coat/jacket on for their competition round, then they may leave their neckwear and helmet cover on during warm up.

If the rider does not want to put their coat/jacket on for their competition round, then they must remove all neckwear and their helmet cover during warm up.

Additional Information

- When coats are waived, the competitors must be turned out per Competition Attire (including coats/jackets) unless they choose to compete wearing Basic Riding Attire.
- Riders must wear a collared shirt with long or short sleeves if they are not wearing a jacket.
- T-Shirts are not permitted.

Competitors must also remove neckwear and helmet covers on vented helmets if they do not wish to wear their jackets for their competitive ride.

Banned Coats/Jackets

When temperature and humidity are recorded in the danger zone and based on the decision of the discipline ground jury (overall ground jury at Championships) coats/jackets may be banned for the safety of competitors. If coats/jackets are banned then competitors must remove coats/jackets, neckwear and helmet covers for turnout inspections, warm up and for competition rounds.

Heat Illness Return To Play

A member believed by a leader, coach, parent or official of a USPC unmounted or mounted activity or competition to be suffering from heat illness shall be removed from play at that time and given appropriate treatment before being allowed to return to play.

Article 17—Concussion and Return to Play

Concussion (Policy 0900): USPC requires all Pony Club volunteers in a leadership position within Pony Club and especially anyone involved directly with mounted or unmounted lessons or activities to complete the concussion training module.

A member believed by a leader, coach, parent or official to have sustained a concussion during a USPC unmounted or mounted activity must be referred to medical personnel. Medical personnel in conjunction with rally officials and organizers will determine if a written release is required for the member to return to the competition.

Article 18—Unauthorized Assistance and Permitted Assistance in all Phases

1. Unauthorized Assistance: Unauthorized assistance is help and/or assistance during the competition from anyone other than other competitors, HMJs, and rally officials. Unauthorized assistance can occur in person or through the use of electronic communication, unless allowed by the specific discipline rulebook (e.g., coaches in certain situations)
2. If, in the opinion of a member of the ground jury, unauthorized assistance has been received by a competitor, that competitor may be eliminated from that phase of the rally, or in extreme cases, disqualified from the entire competition. If there is any question, the discipline ground jury makes the final decision. There is no appeal.
3. Permitted Assistance:
 - Adults may aid in the unloading of mounts and carrying of heavy gear into the stable area upon arrival, after which non-competitors must immediately leave the area.
 - After a fall of a competitor or competitor dismounts, they may be assisted to catch their mount*, to adjust their saddlery, to remount, or to be handed any part of their saddlery or equipment, including whip, while they are dismounted or after they have remounted. Helmets must be replaced, and retention harnesses refastened before riders may remount.
 - * Exception for loose mounts in Games only: In Games, a loose mount may be caught by any competitor or official already in the arena when the loose mount is behind Lines A and C. However, only the mount's rider may enter the playing area to catch it.
 - A competitor may receive clarification of jumping penalties from an obstacle judge, e.g., after jumping a flag at a corner, the judge may clarify whether it was a run-out or not.
 - If bodily harm to mount and/or rider is imminent, assistance from anyone (Official or otherwise), without concern for penalties, is expected. Time permitting, the situa-

SECTION I—USPC Rally Uniform Officiation Rules (UOR)

tion should be brought to the attention of an official. If immediate intervention is necessary, then an official will be notified as soon as possible concerning the situation.

- If a mount is ill or injured, the owner/agent of the mount will be called in to discuss care.

Article 19—Excused

1. Jumping disciplines may call this a “Technical Elimination”
2. To grant permission to, or request that a competitor leave the phase/round/game due to circumstances outside of the competitor’s control (e.g., illness of rider, illness or lameness of mount)
3. Decided by
 - Inspection panel at horse inspection
 - Judge
 - Discipline ground jury
4. May not ride; therefore, will not receive any riding score during the Excuse, but
 - May request a lameness recheck
 - Rider may request to compete in following phases/rounds/games after if illness passes.
 - Both the mount and rider shall stay on rally grounds (unless the mount is transported for medical reasons) and continue to participate with the team and continue to be scored in horse management.
 - If ill, mount will be moved to another area, if possible.

Article 20—Elimination

- Elimination means to exclude a competitor or mount, for cause, from judging consideration in a class/phase. Competitor not scored in a class due to a mistake (e.g., use of illegal equipment, violation of the rules of phase/rounds/games.)
- After elimination, the discipline ground jury in consultation with the organizer, may allow participation in subsequent phases/rounds/games.
- Determined by judge or discipline ground jury.
- Refer to scoring of penalties for additional discipline specific reasons for elimination.

Article 21—Disqualification

Disqualification is a punishment for misconduct arising from a deliberate attempt to contravene the rules and regulations of USPC applied at the discretion of the discipline ground jury. Any disqualified competitor and their mount may not take further part in the competition including in horse management.

Reasons for disqualification include, but are not limited to:

- cruelty (Article 13);
- abusive or unsportsmanlike conduct;
- obscene or inappropriate language;
- the use of drugs (other than those prescribed by a physician), alcohol, or tobacco (Article 8);
- rude and disruptive behavior;
- cheating;
- rough or dangerous riding;
- knowingly riding a lame, sick, or exhausted mount;
- misuse of equine medications (Article 12);

If such actions are reported, the discipline ground jury shall decide if there is a case to be answered. When considering the disqualification of a competitor, the discipline ground jury may decide to give a Yellow (Warning) Card in lieu of disqualifying a competitor. If a Yellow Card is assigned to a competitor, it may or may not include penalty points not to exceed a 50% impact on the associated phase score if related to a single phase, or a 50% impact on the overall score. There is no appeal against a discipline ground jury decision on issuing a Yellow Card or disqualifying a competitor.

Refer to Section V for additional discipline specific reasons for disqualification and scoring.

SECTION II: General Regulations

Chapter 1—Team Composition

Article 22—Team Formation

Regional Rallies:

The district commissioner (DC) or center administrator (CA) of local clubs/centers are responsible for club/center team formation at regional rallies. A team made up of members from one local club/center remains the ideal and is always the goal. Scramble teams made up of members from multiple clubs/centers are also accepted. The DCs/CAs of the clubs/centers involved may assist the rally organizer in forming scramble teams. Regional Supervisors (RSs) may have final determination.

Championships:

The RS is responsible for region team formation for Championships. A team made up of members from one region remains the ideal and is always the goal. RSs who have individual competitors who have earned eligibility for Championships, and whose region is unable to field a team for Championships, may submit individuals for Championships who will be placed on a scramble team by the Championships discipline secretary. Requests for preferred teammates may be submitted, but are not guaranteed.

Article 23—Team Configuration

1. Teams shall normally consist of 3 or 4 riding members and an unmounted stable manager. One member of the team will be designated as team captain. A competitor may serve as both the stable manager and team captain at the same time. The team members can all belong to one or possibly multiple divisions as determined by the rally organizer.
2. At the organizer's discretion, there may be an alternative configuration of teams based on entries.
3. The requirement of an unmounted stable manager may be waived at regional rallies by the regional supervisor.

Article 24—Team Captains

Each team entered in the competition shall have one member designated as team captain who shall act as spokesperson for the team. Only the team captain may lodge a protest on behalf of any team member (see Article 50).

The team captain is responsible for all communications between the team and rally officials. The team captain is the official spokesperson for the team. The team captain may participate in any drawing (if held) for starting order. In the event of an inquiry, protest or appeal, the captain represents the team. The competitor involved should accompany the captain. It is the responsibility of team captains to ensure that their team members follow all rules and regulations of the competition and to transmit to them any changes or additional instructions provided by rally officials. Any with-

drawal of a team member must be reported to the technical delegate/steward.

Teams losing a team captain to illness must designate another team member to take over the responsibilities of captain. If the original captain returns, they will resume the responsibilities of captain.

Article 25—Stable Managers

At Championships a non-riding stable manager is required. At regional rallies, non-riding stable managers are highly recommended, but riding stable managers may be allowed at the discretion of the RS. The stable manager works closely with the team captain to coordinate preparations for the rally, in addition to assisting in keeping the team organized and on schedule during the competition.

Article 26—Mount Specifications

All mounts entered in a USPC Rally must meet the requirements outlined in Article 9. In addition for Gymkhana competitions, mounts may not compete in more than one Gymkhana competition held on the same day(s). Competitors may not share mounts in Gymkhana competitions held on the same day(s).

- Mounts must be familiar with the races to be ran.
- The chief judge shall disqualify any mount that is, in its opinion, lame, unruly or otherwise unsuitable for competition. In this case the chief judge's decision is final and may not be challenged.

Article 27—Chaperones/Emergency Contacts

All competitors below the age of majority must have an official chaperone, 21 years of age or older, listed with rally organizers. All competitors above the age of majority must have an emergency contact, who is available during the competition, listed with the rally organizers. Please review the following criteria for chaperones and emergency contacts.

1. Chaperones:

- Any team with a competitor under the age of majority must have an official chaperone, 21 years of age or older, designated for the competition.
- The chaperone will act as the contact person for that team and must always be on the rally grounds during competition hours.
- Several individuals may share one team's chaperone duties, but only one name will be listed as the official chaperone. All persons sharing this duty should be made aware of this name and answer to it.
- The chaperone should serve as a volunteer for the competition but may not assume coaching duties.
- Anyone serving as team chaperone must understand and agree to the duties outlined in Appendix III.

SECTION II: General Regulations

2. Emergency Contacts:

- Any competitor above the age of majority must submit a completed Emergency Contact Form (Appendix III) with their entry.
- Those listed as an emergency contact must be available by phone during the competition.

Article 28—Coaches and Coaching

Gymkhana coaches are allowed, but not mandatory for all rallies. There may be one or more coaches (may not also serve as chaperone). The presence of a coach at a Gymkhana rally is to promote safety, good sportsmanship and good horsemanship in the warm-up area and the competition ring. Coaches are expected to help any Pony Club competitor who asks for assistance or whose coach is not present in the warm up area.

Competitors in a rally may also coach other competitors, providing they meet the following criteria:

- Must be 18 years of age as of January 1st of the competition year.
- No scheduling changes will be made to accommodate the coaches/competitors ride times.
- Competitor's responsibilities and mount's care always takes precedence over coaching duties.

Gymkhana Coaches:

- Must read, understand, sign and return a Coaches Form with the team entry. (Appendix VI)
- Must know the USPC Gymkhana rules, especially regarding unauthorized assistance, Article 18. Access to the team is limited and they may not enter the stable area except during authorized visiting times.
- At Championship competitions, coaches must attend the opening competitor briefing, and the coaches briefing.

Chapter 2—Competition Levels and Divisions

Article 29—Competition Levels

At regional rallies a rider may ride at any level offered, in which they feel their mount would be able to perform. Below are the most commonly offered levels at Gymkhana rally:

- Walk-Trot*
- Novice
- Intermediate
- Advanced

* Leaders for Walk-Trot must be at least 14 years of age by January 1 of competition year and be dressed in USPC approved barn attire. Leaders may not touch or reset any equipment.

Article 30—Competition Divisions

Competition divisions differ from competition levels in that competitors may be separated into divisions based on age and/or other parameters. A competitor's age is determined by their age as of January 1 on the year of competition. See Article 5 for more details on age minimums.

Junior Divisions—Up to and including 17 years of age

Senior Divisions—18 years of age and above

Note: Rally divisions can be combined based on entry numbers and approval of the organizer and regional supervisor. Junior competitors can always compete up a division as a senior to fill out a team. Senior competitors can never compete down in a junior division. Before combining junior and senior aged competitors on the same team, rally organizers must get the approval of the junior competitor and their parent/legal guardian (Appendix IV).

Article 31—Championships Divisions—Minimum Age and Certifications

To be eligible for Championships, competitors must meet the age parameters and minimum certifications for the offered Championships divisions. There are no age and no certification exceptions to the below requirements. See Article 5 for more details on age and certification minimums.

Modified Junior Novice	D-2 DR/EV/Flat/HSE/WST	10-17
Modified Senior Novice	D-2 DR/EV/Flat/HSE/WST	18+
Modified Junior Intermediate	D-2 DR/EV/Flat/HSE/WST	10-17
Junior Intermediate	C-1 DR/EV/Flat/HSE/WST	12-17
Modified Senior Intermediate	D-2 DR/EV/Flat/HSE/WST	18+
Senior Intermediate	C-1 DR/EV/Flat/HSE/WST	18+
Junior Advanced	C-1 DR/EV/Flat/HSE/WST	12-17
Senior Advanced	C-1 DR/EV/Flat/HSE/WST	18+

Stable Managers must meet the minimum age criteria of their division, and be a D-2 HM for modified division and a D-3 HM for all other divisions.

Note: Championship divisions may be combined based on entry numbers and approval from Vice President of Activities (VPA) and the overall organizer.

SECTION II: General Regulations

Article 32—Championships Eligibility Process

Each individual Pony Club member who desires to compete at Championships must compete in a regional rally and be judged at the minimum HM level and same competition level in which they intend to compete at Championships. This constitutes the “individual eligibility” of the competitor.

Members wanting to become eligible for Championships must meet the below division criteria.

Modified Novice—Participate in a standard or modified Gymkhana rally at the competition level, and complete a minimum of four unique races.

Modified Intermediate—Participate in a standard or modified Gymkhana rally at the competition level, and complete a minimum of four unique races.

Intermediate—Participate in a standard or modified Gymkhana rally at the competition level, and complete a minimum of four unique races.

Advanced—Participate in a standard or modified Gymkhana rally at the competition level, and complete a minimum of four unique races.

If a standard or modified Gymkhana rally is not available. Competitors may also earn competitive eligibility using the following process.

1. Must attend a standard regional rally to receive a mounted HM score.
2. Must attend a breed show, play day, club show, NBHA, 4-H show, speed show or other similar competition.
3. Must compete in a minimum of four unique races that are listed in the Gymkhana rulebook and receive a time.
4. In the event a race receives a no time, that race will not count toward the minimum 4 unique races.
5. Must wear a helmet meeting USPC Policy (Article 15.1) at all times while mounted at the competition, regardless of competition rules.
6. Complete the form found in the Annual Gymkhana Newsletter, which must be forwarded to Chair of the Gymkhana committee.

Article 33—Eligibility Requirements for C-3, B, H-A/A Certified Members

Certified C-3, B, H-A and A members wishing to compete at Championships do not have to become eligible at a Regional Gymkhana rally but must have permission of their RS.

Article 34—Exceptions to Eligibility Requirements for Championships

Exceptions to the eligibility process are occasionally granted. There are no exceptions to minimum age and certification requirements. The process for requesting an exception is outlined on the Championships Competition Information

page of the USPC website. All requests for exceptions must come from the RS to the appropriate discipline chair using the online application found on the Championships Competitor Information page of the USPC website.

Chapter 3—Presentation of Competitor and Mount

Article 35—Competitor Identification

Identification numbers (pinnies, bridle numbers, etc.) must be worn in a prominent manner on the competitor or mount, as designated by rally officials. Pinnies must always be worn in the barn area. Competitor nametags must always be worn, except when mounted.

Article 36—Competitor Attire

Each participant is responsible for organizing their own attire and equipment which must meet all safety requirements outlined in Article 15. Competitors should be neat and clean with inappropriate jewelry not permitted; see Horse Management Handbook for specifications. Participants must wear a medical armband or bracelet as specified in Article 15.3. A Pony Club pin must be worn at all times unless otherwise stated by rally officials. Felt can be placed behind pins using the below designations:

Certification	Felt Color
A	Royal Blue
H-A	Orange
B	Red
H-HM/H	Purple
H-B	Brown
C-3	White
C+	Pink
C-1 and C-2	Green
D-1 through D-3	Yellow

Depending on the activity, different attire expectations exist. The different situations and attire expectations are listed below.

1. General Barn Attire—Long pants, mid-length or longer shorts or modest length skirts made of khaki, chino or denim materials of any color, with no rips or tears, a shirt with sleeves, and appropriate unmounted footwear (Article 15.4), are examples of appropriate attire for unmounted work in the barn.
2. Horse Inspection (Jog Outs)—Attire must be safe, appropriate, neat and clean. It must include a helmet (meeting USPC Helmet Policy, Article 15.1), and appropriate unmounted footwear (Article 15.4). Workmanlike and discipline appropriate attire (English or Western) including a tucked in collared shirt with pants/skirt/mid-length shorts/riding pants/jeans. If the pants/skirt has belt loops a belt is required.

SECTION II: General Regulations

3. Turnout Inspection and first round of competition—All competitors must turnout and compete in appropriate competition attire. Any competitors not seeking Championships eligibility may turnout and compete in appropriate competition attire or in basic riding attire as detailed below. Attire requirements may be adjusted based on excessive heat as detailed in Article 15. In inclement weather, competitors will be allowed to wear a helmet cover and a transparent or conservative colored raincoat.
4. Competition Attire for Gymkhana allows competitors to decide between competing in Western attire/tack or in English attire/tack. Competitors must compete following all Western attire and tack rules or all English attire and tack rules. The mixing of Western and English attire or tack is not permitted. If an Australian stock saddle is used, it can be considered either Western or English and the rest of the attire/tack must be either all Western or all English.

Western Competition Attire for Gymkhana

Required

Helmet—Any color that meets the USPC Helmet Policy (Article 15.1).

Hair—Hair should be neatly secured (away from the eyes) and may not cover competitor number.

Shirt—A button down collared shirt of any color with sleeves, tucked into pants.

Pants—Any color jeans, or western riding pants.

Footwear—Footwear Conventional type of riding footwear, that covers the ankles (short or tall) with a heel.

Belt—Required if pants/skirt has belt loops. Trophy buckles smaller than 3 ½" x 5" are also permitted.

Permitted

Helmet Covers—Any color.

Coat/Jackets—Any color, must be secured.

Safety/Protective Vests—Any color.

Gloves—Any color.

Chaps—Any color, any material, any length, any style.

Spurs—Western style with blunt tines or English style spurs.

Not Permitted

Equitation suits, neckwear, or trophy buckles larger than 3 ½" x 5".

English Competition Attire for Gymkhana

Required

Helmet—Any color that meets the USPC Helmet Policy (Article 15.1).

Hair—Hair should be neatly secured (away from the eyes) and may not cover competitor number.

Shirt—A button down collared shirt or polo shirt of any color with sleeves, tucked into pants.

Breeches/Jodhpurs—Any color.

Belt—If breeches have belt loops, belts are required.

Footwear—Footwear Conventional type of riding footwear, that covers the ankles (short or tall) with a heel.

Permitted

Coat/Jackets—Any color, must be secured.

Spurs—English style with blunt ends.

Gloves—Any color.

Safety/Protective Vests—Any color.

Not Permitted

Cowboy boots, full chaps, neckwear

5. Basic Riding Attire for Gymkhana:

Basic Western Riding Attire for Gymkhana

Unrated and D-1

Required

Helmet—Any color meeting USPC Helmet Policy (Article 15.1).

Hair—Hair should be neatly secured (away from the eyes) and may not cover competitor number.

Shirt—Collared shirt with sleeves and tucked in.

Pants—Long pants.

Footwear—Conventional type of riding footwear, that covers the ankles (short or tall) with a heel.

Permitted

Belt—Any type/color.

Gloves—Any type/color.

Safety/Protective Vests—Any color.

Spurs—As defined in Western Competition Attire.

D-2 and up

Rider must be in safe, neat, and clean attire.

Required

Helmet—Any color meeting USPC Helmet Policy (Article 15.1).

Hair—Hair should be neatly secured (away from the eyes) and may not cover competitor number.

Shirt—Collared shirt with sleeves and tucked in.

Pants—Trousers, pants, or split riding skirt of any color.

Belt—If pants have belt loops, belts are required.

Footwear—Conventional type of riding footwear, that covers the ankles (short or tall) with a heel.

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Permitted

Gloves—Any type/color.

Safety/Protective Vests—Any color.

Spurs—As defined in Western Competition Attire.

Basic English Riding Attire for Gymkhana

Unrated and D-1

Required

Helmet—Any color meeting USPC Helmet Policy (Article 15.1).

Hair—Hair should be neatly secured (away from the eyes) and may not cover competitor number.

Shirt—Collared shirt with sleeves and tucked in.

Pants—Long pants.

Footwear—Conventional type of riding footwear, that covers the ankles (short or tall) with a heel.

Permitted

Belt—Any type, color

Gloves—Any type, color

Half-chaps—Any type, color

Safety/Protective Vests—Any color.

Spurs—As defined in English Competition Attire.

D-2 and up

Required

Helmet—Any color meeting USPC Helmet Policy (Article 15.1).

Hair—Hair should be neatly secured (away from the eyes) and may not cover competitor number.

Shirt—Collared shirt with sleeves and tucked in.

Pants—Breeches, jodhpurs (with garters) or riding pants.

Belt—If pants have belt loops, belts are required.

Footwear—Conventional type of riding footwear, that covers the ankles (short or tall) with a heel.

Permitted

Gloves—Any type, color

Half-chaps—Any type, color

Safety/Protective Vests—Any color.

Spurs—As defined in English Competition Attire.

Article 37—Bits, Saddlery and Equipment

Gymkhana rallies allow competitors to decide between competing in Western tack/attire or in English tack/attire. Competitors must compete following all Western tack and attire rules or all English tack and attire. The mixing of Western and English tack or attire is not permitted. If an Australian stock saddle is used, it can be considered either Western or English and the rest of the tack/attire must be either all Western or all English.

All competitors must turnout and compete per the specific bits, saddlery and equipment rules outlined in this rulebook. Any competitors not seeking Championships eligibility may request bits, saddlery and equipment allowances from the rally organizer and regional supervisor.

The following restrictions begin upon arrival on the competition grounds and continue throughout the duration of the rally. All equipment must be properly fitted and consistent with their intended use.

Western Tack Specifications:

1. Bits, Bridles and Nosebands

There is no restriction on bits, bridles and nosebands. Any bit used in Pony Club should enable the Pony Club member to ride safely and to effect control without causing pain or injury to the horse. The misuse of any bit may be severely penalized by elimination, up to and including disqualification.

Reins

A single set of reins which are connected and have a snap or leather breakaway feature on both sides.

2. Saddles

Any color stock saddle, with fenders, with or without a horn. May be made of leather, synthetic, or combination of the two. Rear cinch is optional.

NOT Permitted

Bareback pads, sidesaddles, trick riding saddles.

Extra Equipment

Permitted

A breastplate/breast collar is recommended.

Crupper, running martingale (with rein stops), standing martingale, tie down (noseband must be made entirely of flat leather)

Seat savers

Bell boots of any color

Boots/wraps of any color,

Whip, bats or quirts (less than 36" in length)

SECTION II: General Regulations

English Tack Specifications:

1. Bits, Bridles and Nosebands

There is no restriction on bits, bridles and nosebands. Any bit used in Pony Club should enable the Pony Club member to ride safely and to effect control without causing pain or injury to the horse. All bits must be properly fitted and consistent with its intended use. The misuse of any bit may be severely penalized by elimination, up to and including disqualification.

Reins

A single set of reins which are connected and have a snap or leather breakaway feature on both sides.

2. Saddles

Any english saddle with a tree.

NOT Permitted

Bareback pads, jockey saddles, sidesaddles.

Extra Equipment

Permitted

A breastplate/breast collar is recommended.

Crupper, running martingale (with rein stops), standing martingale, tie down (noseband must be made entirely of flat leather)

Seat savers

Bell boots of any color

Boots/wraps of any color,

Whip, bats or quirts (less than 36" in length)

Article 38—Competitor and Horse Inspections

Horses must be well groomed. Manes may be braided or banded and tails may be braided, as long as it does not interfere with the competitor's responsibilities to his/her mount. Braids/bands must be removed prior to Turnback. Horses need not be shod, but their feet are expected to be in good condition and not in need of any attention upon arrival at the rally. The ground jury may exclude unsafe, inappropriate, lame, otherwise unsound or exhausted horses from the competition at any time during the rally.

Examinations of Horse and Rider Required at Gymkhana Rally:

1. Horse Inspections (Jog Outs):

Horse inspections are required at standard rallies and Championships and recommended for all rallies. Before the beginning of competition, the horses must be examined for soundness in hand, by an inspection panel. All horses shall be serviceably sound. Should the soundness of a horse be questioned, the matter shall be reported immediately to the TD, who shall request an inspection of the horse by the veterinarian. In the absence of the veterinarian, the judges or TD shall determine the ability of the horse to compete. All decisions by the veterinarian, TD or judges regarding the soundness of a horse and its ability to compete are final.

- It is recommended that the president of the ground jury be present at the initial inspection.
- The discipline ground jury may, at its discretion, at any time, have any horse jog for soundness before the inspection panel.

2. Turnout Inspection:

Approximately 45-60 minutes prior to the first ride of the competition, all competitors will report to their turnout inspection. The rally organizer will designate turnout inspection times. At turnout inspection competitors must wear the appropriate attire for their discipline and present their mount with all the equipment they will wear/use in the first ride of the competition. More details about turnout inspection requirements are listed in the HMM.

3. Safety Check:

Safety checks occur before warm-up for each subsequent ride. Failure to present for a safety check prior to a ride is cause for elimination. More details about safety check expectations are listed in the HMM.

SECTION III: Competition

Article 39—Competition Format

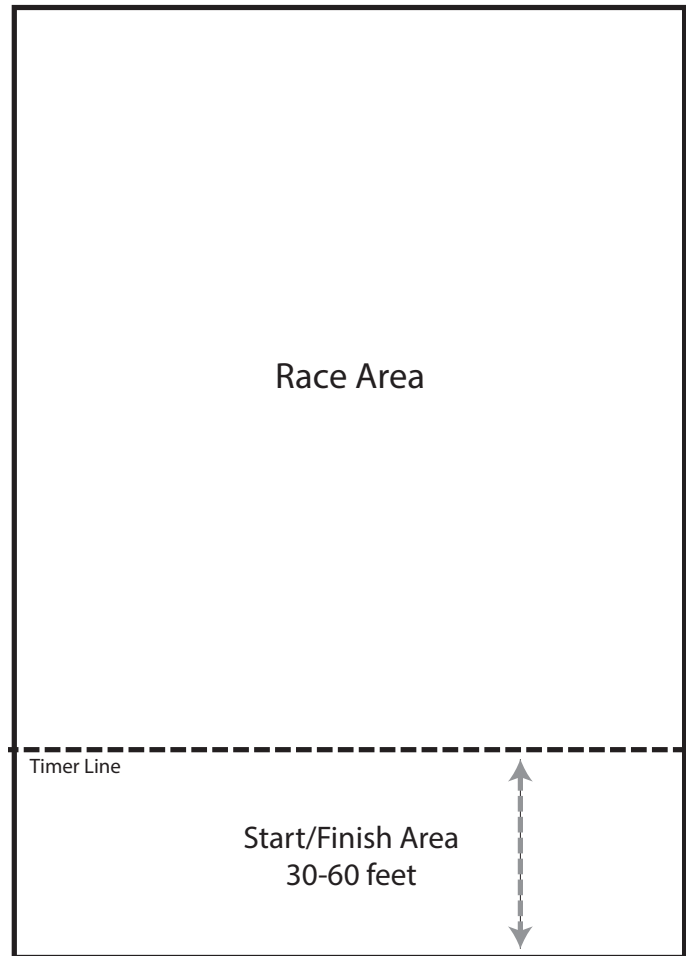
USPC Gymkhana rallies are competitions where teams compete against each in timed races and Horse Management competition.

Organizers of competitions are free to select from the types of races (see Section III, Chapter 3). Standard regional rallies must include a minimum of 4 and a maximum of 12 races per day.

Article 40—Competition Schedule

The following is a general schedule.

1. Briefing—Competitors are responsible for knowing all information from all official briefings whether present or absent. At least one representative from each team must be present at every official briefing.
2. Horse Inspection (formerly jog out)—required at standard rallies and recommended at all rallies. Opportunity to inspect mounts for soundness.
3. Turnout Inspection—Each rider reports at the assigned time and location for the turnout inspection with the mount. Riders must present for turnout inspection in the exact attire and with all the equipment they will wear/use in the first riding phase of the competition
4. First Competition Race (and subsequent races)—The secretary shall make up the race order of go (OOG). The competitors will follow the order of go or risk elimination. The order of go will be available at the beginning of the rally and changes to the order of go may be made for subsequent races.
5. One or more subsequent races of competition may occur on the same or later days. Prior to each additional race, a complete safety check of each competitor's attire, mount, and equipment must take place. A safety check will not be required when races are run back to back.
6. Turnback—Following all races, there may be an official check (turnback) of the mount, tack and equipment used for that phase.
7. Awards



Chapter 1—Arenas and Equipment

Article 41—Arena Specifications

While there is not a specific required arena size, each race pattern included ideal dimensions. If using a smaller or differently shaped arena than the race pattern calls for the races may be sized down, however no pole, barrel or pylon may be set closer than 15 feet to any fence. All measurements must be taken from the center of the pole, barrel or pylon.

It is required that the start/finish area be a minimum of 30 feet in length.

Article 42—Warm Up Area

A warm-up area must be provided. The warm-up area does not include any practice equipment and should be near, but not necessarily next to, the competition arena. It does not have to be enclosed.

In cases where there is limited space for schooling/warm-up. The number of mounted allowed to warm-up at one time may be restricted by rally organizers.

SECTION III: Competition

Article 43 Race Equipment

1. Barrels
 - A. Large Barrels: Plastic 50 to 55-gallon barrels are recommended. They should be unweighted. Metal barrels are strongly discouraged, but if used should have protective rubber covering the rim of the barrel.
 - B. Small Barrels: 14" in diameter and 27" high
2. Baseball: In good condition with no loose stitching. Softballs are unacceptable.
3. Flags: 14"-24" dowel rod which is 1/2"-7/8" in diameter; both ends are sharpened to a dull point. The flag shall be affixed to the dowel in the middle. Each flag shall be a different color. The length of the flag sticks should be 12" to 16" above the edge of the bucket used.
4. Golf Ball: white, in good condition
5. Jumps: Standard jump poles between 5'-10' in length made of wood or plastic. White in color. May use jump standards or plastic jump blocks to support poles. If not using a traditional jump standard than it is recommended that poles be placed on each side. May set as a cross rail or straight bar. Jump may be no taller than 18".
6. Poles: must be 1" to 1-1/2" in diameter and 54" to 85" tall. All poles must be made of material that will not splinter. Pole bases, weighing 10 to 20 pounds, should be approximately 14" across, and made of black rubber. Containers filled with concrete are NOT allowed.
7. Potatoes: Small to medium real whole potatoes
8. Pylons: Highway type pylons (Saf-T-Cones), 18" to 28" in height. Should be orange in color. The center of the pylon has a maximum base size of seventeen 17", and weigh a maximum of twelve 12 pounds.
9. Sand Bucket: Bucket should be 10 quart rubber or plastic with handle removed filled 3/4 full of sand or soil. A 3-pound coffee can filled 3/4 full of sand or soil. Or 5-gallon bucket with handle removed filled 1/2 full of sand or soil are also acceptable.
10. Speedball cone: made of a large pylon with the top cut down to a 5" diameter opening. The cone must be painted white with contrasting stripes top and bottom, and measure an overall height of 24"

Chapter 2—Rules Governing the Races

Article 44—General

Riders must remain mounted at all times during each race. Failure to remain mounted will result in eliminations.

Article 45—Starting and Finishing

Competitors must enter the arena mounted, under control, and in a safe manner at a walk or trot. If a competitor requires assistance to enter an arena they may only receive assistance from their coach or a mounted competitor. Failure to enter the arena, demonstrate control of mount and acknowledging the judge within 2 minutes of being called results in elimination.

Once control of mount is established the competitor must acknowledge the judge. At that point the judge indicate the start of the race with either a white flag, loud verbal cue or other indication. Failure to cross the start line within 1 minute after the Chief Judge's signal results in elimination. The gate must be closed before the rider starts the pattern or before starting forward motion.

Riders must exit the arena under control at the walk or trot. Exiting the arena may be done mounted or unmounted.

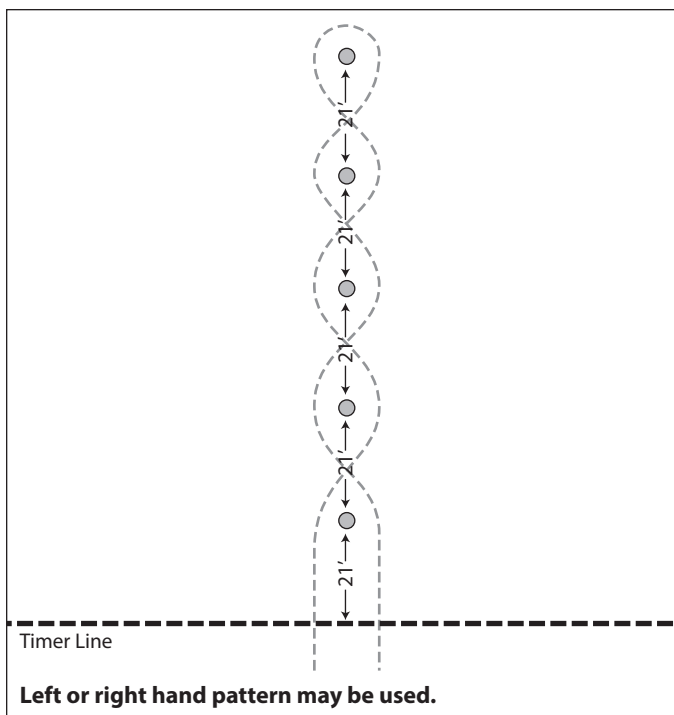
Chapter 3—Types of Races

Article 46—Races

BARREL BENDING OR BENDING POLES

Equipment:

5 large barrels or 5 poles



Pattern: Rider will cross timer line, pass the first pole/barrel on either side, pass the successive poles/barrel on alternate sides, turn the last pole and return, passing each pole on alternate sides., and run back across timer line.

Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel or pole knocked over.

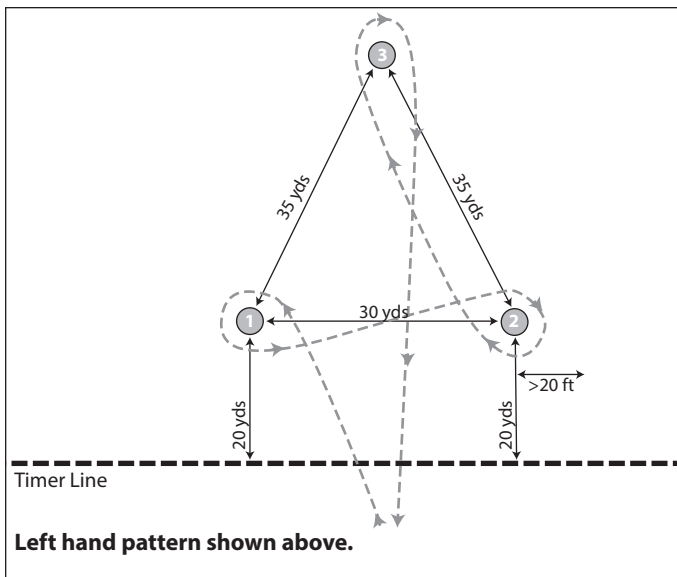
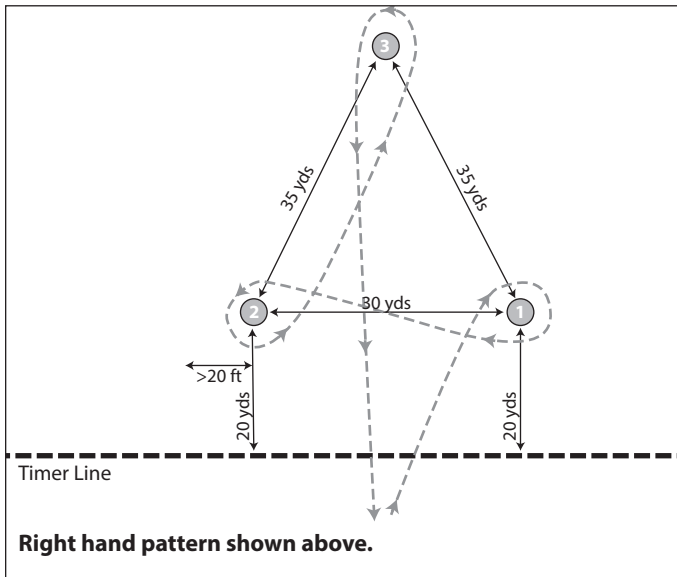
SECTION III: Competition

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

BARRELS

Equipment:

3 large barrels



Pattern: Rider will cross timer line, make 270 degree turn around the first barrel, go to second barrel make 270 degree turn around barrel, go to third barrel make a 270 degree turn around barrel, and run back across timer line.

Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel knocked over.

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

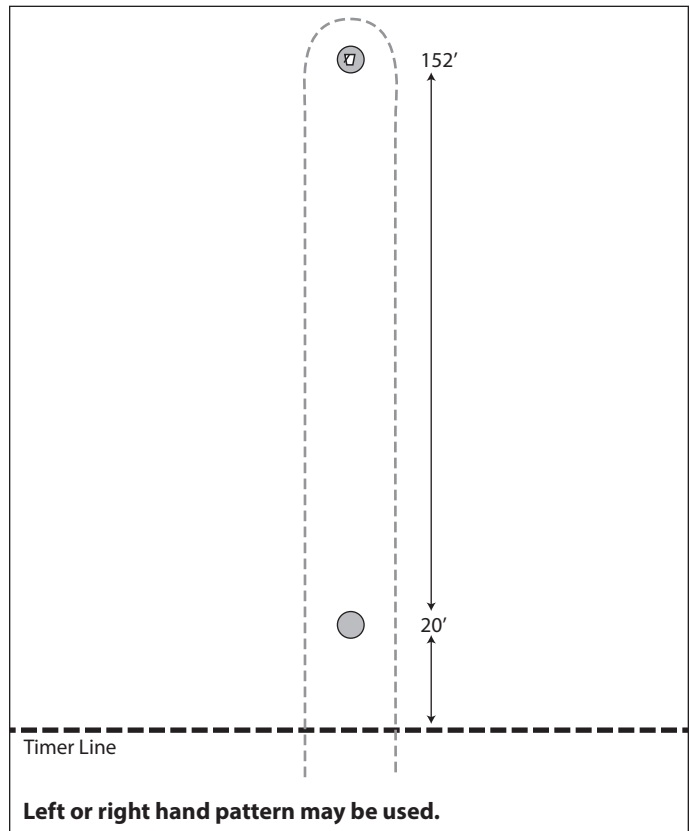
BASEBALL RACE OR GOLFETTE RACE

Equipment:

2 large barrels (1 with open end)

1 sand filled bucket

1 baseball or golf ball



Pattern: Rider will cross timer line, make 180 degree turn around the far barrel and pick up ball out of bucket, go to second barrel and place ball into the open end barrel, and run back across timer line. Rider may run either right or left hand pattern.

Penalties: None

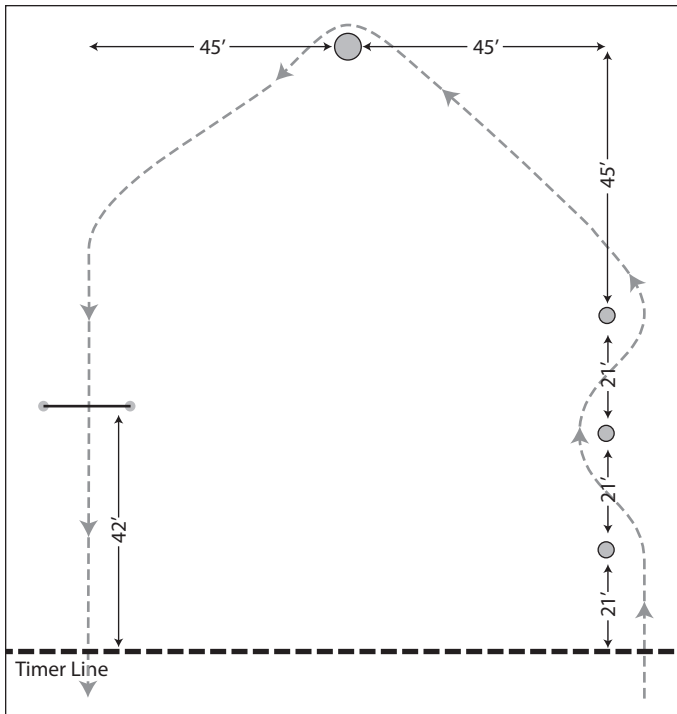
Elimination: Failure to complete pattern, breaking the pattern, failure to pick up the ball, dropping the ball, ball touching barrel or ground due to actions of mount or rider, failure to deposit ball in goal barrel, failure to compete race, knocking over barrel & ball not in barrel upon completion of ride, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

SECTION III: Competition

BEND AND JUMP

Equipment:

- 3 poles
- 1 large barrel
- 1 jump



Pattern: Rider will cross timer line, weave through poles starting on right side, go around back side of barrel and then go over jump while heading back toward timer line, and run back across timer line. Rider must start on the right hand side.

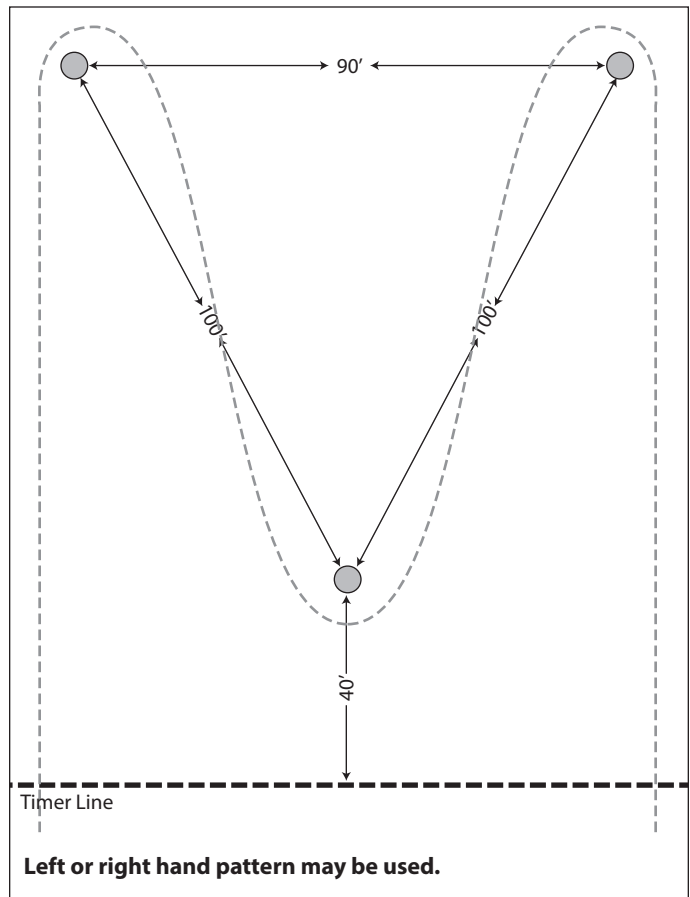
Penalties: Five (5) second penalty added for each barrel, pole or jump knocked over.

Elimination: Failure to complete pattern, breaking the pattern, failure to have all four feet of the mount go over each jump, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

BIG M RACE

Equipment:

- 3 large barrels



Left or right hand pattern may be used.

Pattern: Rider will cross timer line, go around back side of far end barrel, then go around front side of near barrel, then go around the back side of far end barrel and run back across timer line. Pattern will make an "M". Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel knocked over.

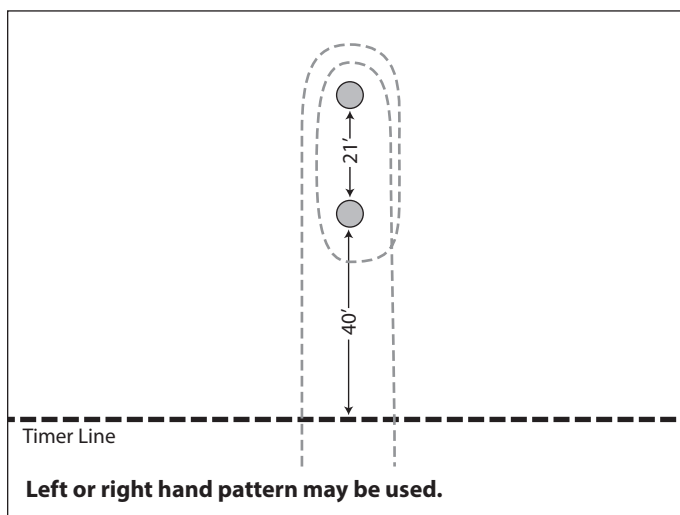
Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

SECTION III: Competition

BIG O RACE

Equipment:

2 large barrels



Pattern: Rider will cross timer line, turn around the far barrel, go to the near barrel turn around it and go back to far barrel and turn around it, and run back across timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel knocked over.

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

BIG T RACE

Equipment:

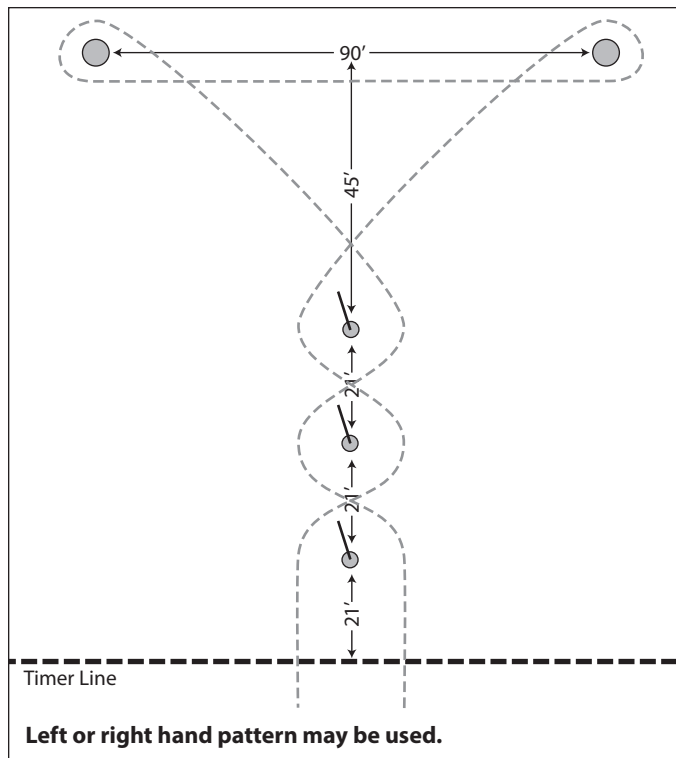
2 large barrels

3 poles

Pattern: Rider will cross timer line passing Pole 1 and then weaves poles 2 and 3. After passing pole 3 the rider continues toward the inside of barrel 1, executes a turn-around barrel 1, and then continues in a straight line to barrel 2. The rider executes the same turn around barrel 2 and then proceeds to the opposite side of pole 3. The rider weaves back through the poles until they cross the timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel knocked over.

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

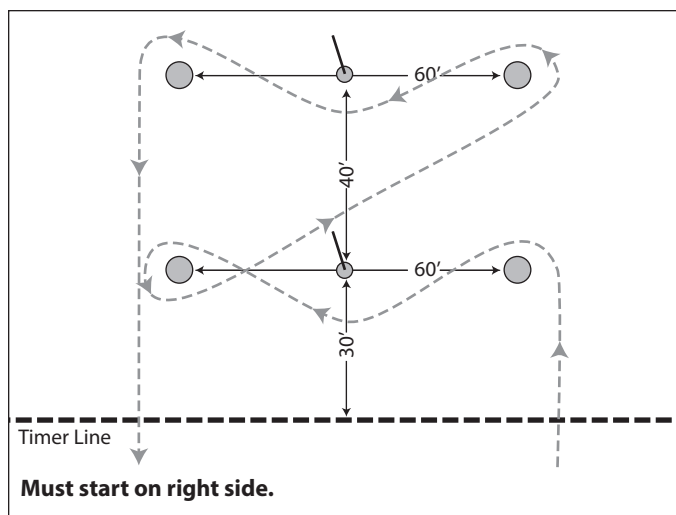


BIG Z RACE

Equipment:

4 large barrels

2 poles



Pattern: Rider will cross timer line, go around the back side of the near right side barrel, weave around the pole passing in front of it, weave around the left side near barrel passing on the back side making a 270 turn around it and proceed to the right side far barrel, go around the back of that barrel and weave around the pole passing in front of it and passing around the back of the left side far barrel, turn the barrel and run back across timer line. Pattern will make a "Z."

Rider must start on right side of pattern.

SECTION III: Competition

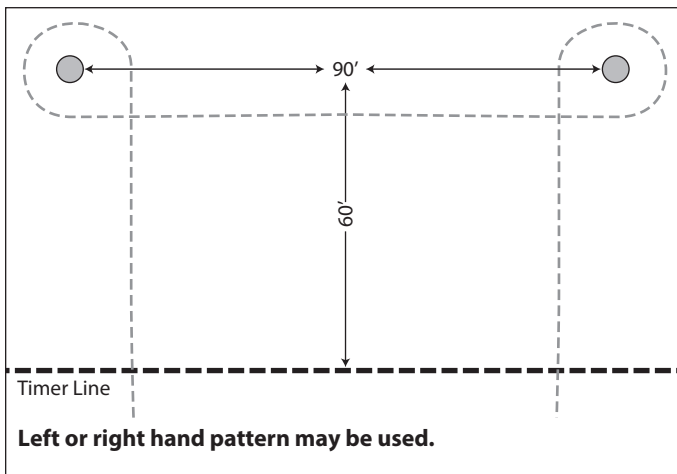
Penalties: Five (5) second penalty added for each barrel or pole knocked over.

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

BIRANGLE RACE

Equipment:

2 large barrels



Pattern: Go through the timing line and run to the inside of either barrel. Turn the barrel and run to the second barrel, turning in the same direction as the first barrel. Return to timing line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel knocked over.

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

BOOT LACE RACE

Equipment:

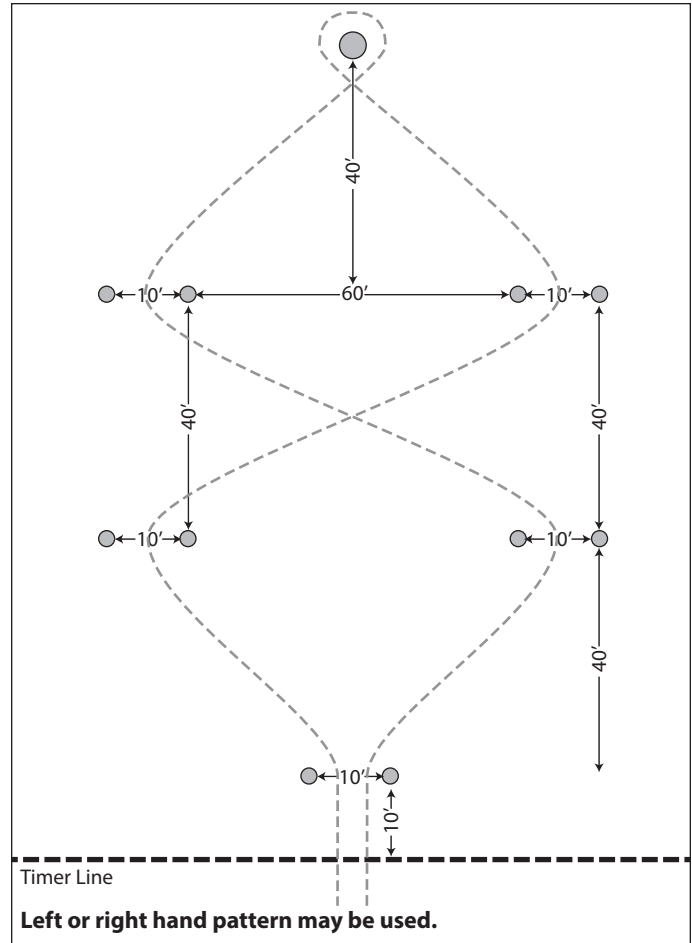
1 large barrel

10 poles

Pattern: Rider will cross timer line, pass between poles at timer line, pass between middle poles on one side, angle across arena and pass through far poles, angle across arena make a 270 around barrel and pass through far poles that have not been passed through yet, angle across arena and pass through middle poles that have not been passed through yet, pass through poles at timer line and cross timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel or pole knocked over.

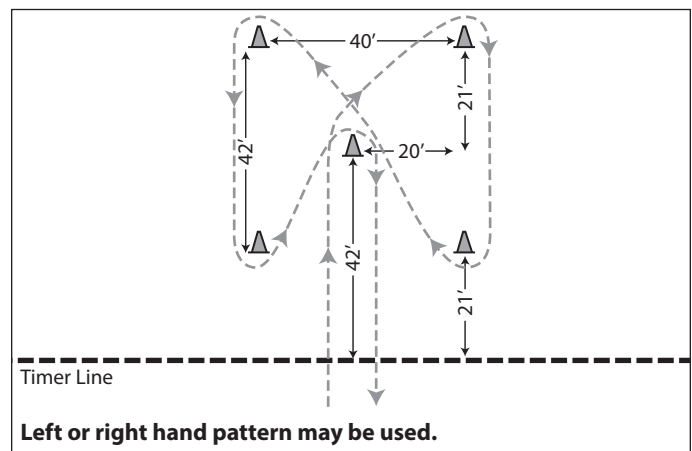
Elimination: Failure to complete pattern, breaking the pattern, failure to pass between poles, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.



BOW TIE RACE

Equipment:

5 cones



Pattern: Rider will cross timer line proceeds to the left of the center cone and then tracks right, around the right side top and bottom cones. Continue a diagonal path to the left top cone by staying to the right of the center cone and track left around the left side top and bottom cones. Finish by turning around the center cone tracking right and running back across timer line. Rider may run either right or left hand pattern.

Penalties: None

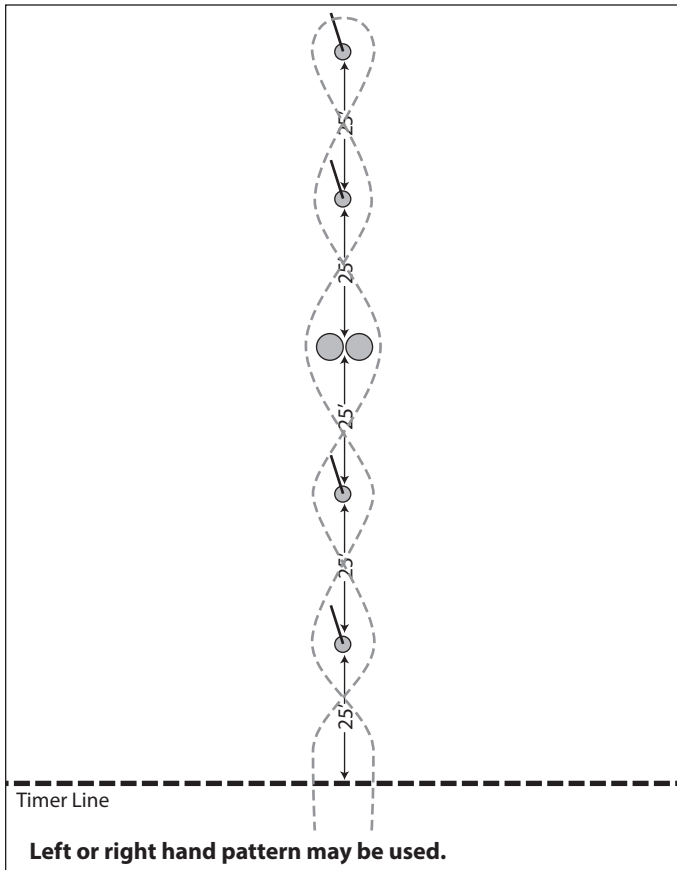
SECTION III: Competition

Elimination: Failure to complete pattern, breaking the pattern, or knocking over or straddling a cone, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

BULGE RACE

Equipment:

- 2 large barrels
- 4 poles



Pattern: Rider will cross timer line, weave around first 2 poles, barrels, and last 2 poles, make a 270 around last pole and proceed to weave poles, barrels and poles before crossing timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel or pole knocked over.

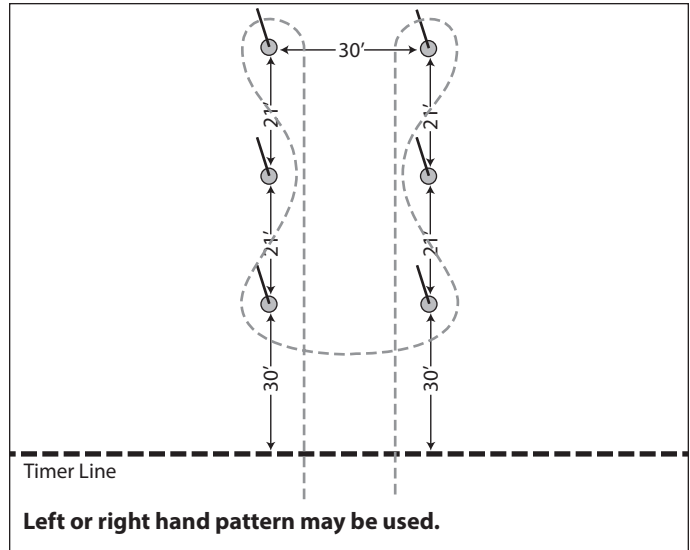
Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

BUTTERFLY RACE

Equipment:

- 6 poles

Pattern: Rider will cross timer line, run up the middle of poles, turn around back of one side of the poles, weaves through them, crosses straight across the front of the arena, weaves through poles up the other side of the arena, turns around end pole and runs back down the middle of the poles and across timer line. Rider may run either right or left hand pattern.



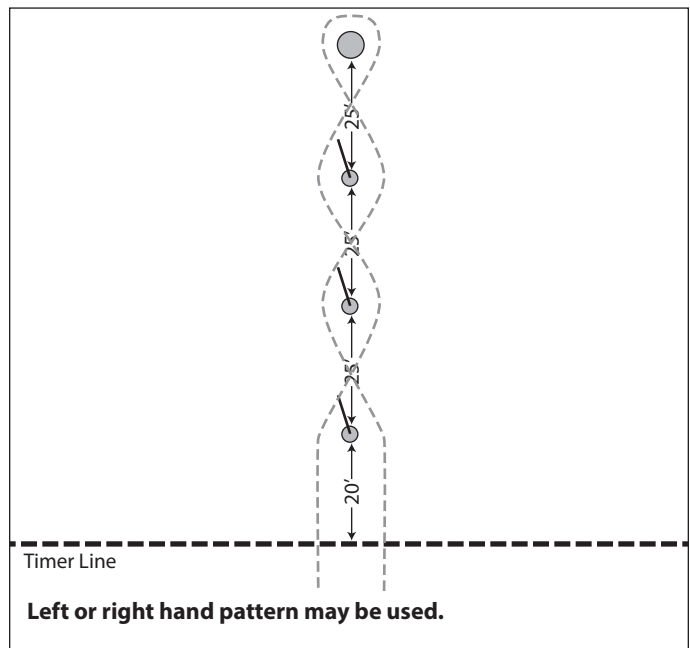
Penalties: Five (5) second penalty added for each pole knocked over.

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

CANDLE RACE

Equipment:

- 1 large barrel
- 3 poles



Pattern: Rider will cross timer line, weaves up through poles and barrel, make 270 degree turn around barrel weaving the poles back to timer line and back across timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel or pole knocked over.

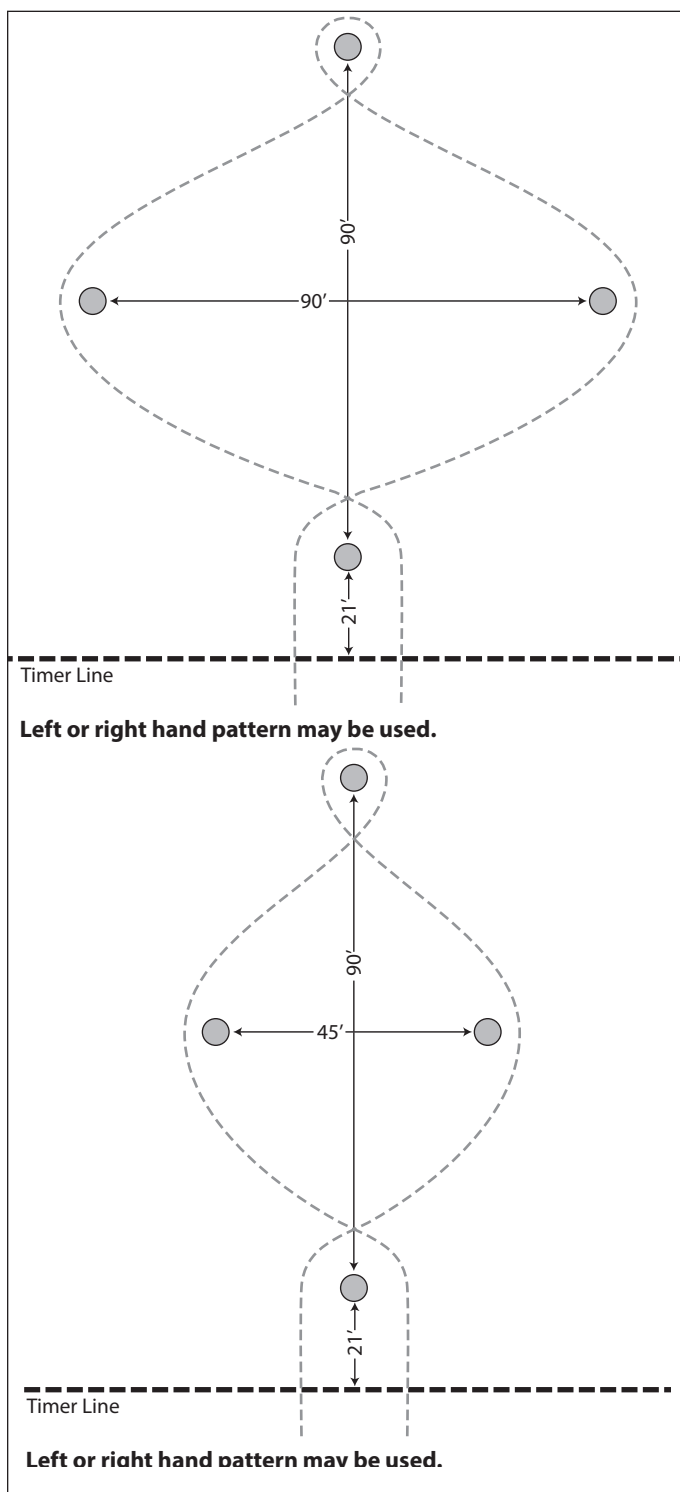
SECTION III: Competition

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

CAT'S CRADLE RACE* (AKA DIAMOND RACE)

Equipment:

4 large barrels



*use pattern dimensions that is most appropriate to arena size

Pattern: Rider will cross timer line, passes on the outside of the near barrel, proceeds across arena and around the far side of middle barrel, proceeds across arena and makes a 270 degree turn around barrel, proceeds across arena and passes around far side of middle barrel, proceed across arena and pass on far side of near barrel and run back across timer line. Rider may run either right or left hand pattern.

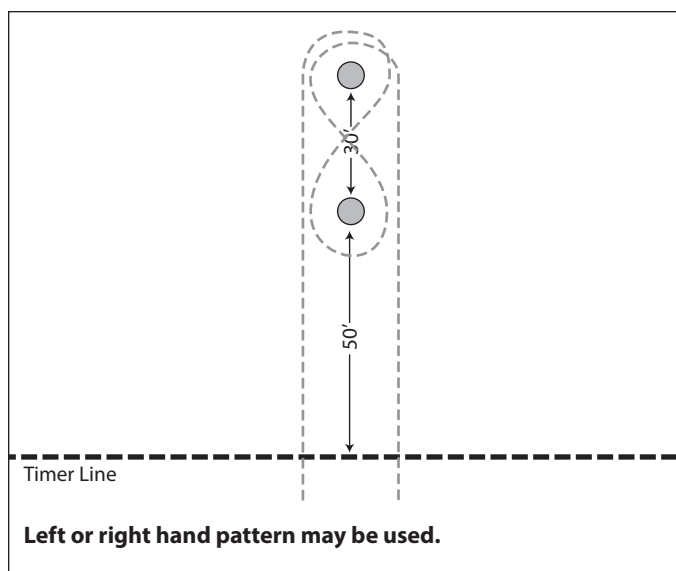
Penalties: Five (5) second penalty added for each barrel knocked over.

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

CRAZY 8 RACE

Equipment:

2 large barrels



Pattern: Rider will cross timer line, run to far barrel, turn around barrel, proceed to near barrel and turn opposite way around barrel, proceed back to far barrel and turn opposite way (making a figure 8), and run back across timer line. Rider may run either right or left hand pattern.

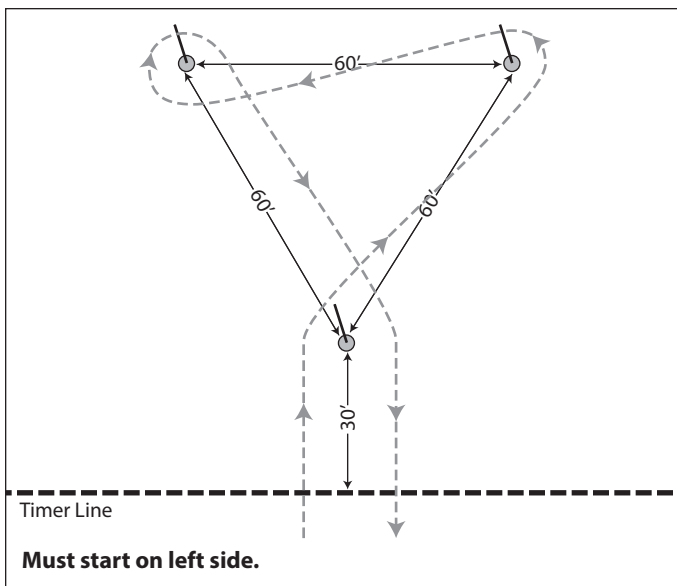
Penalties: Five (5) second penalty added for each barrel knocked over.

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

SECTION III: Competition

CRAZY TRIANGLE

Equipment:
3 poles



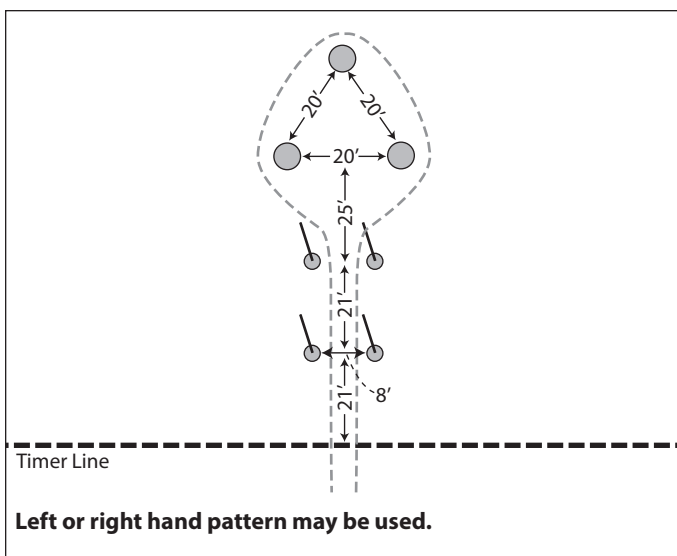
Pattern: Rider will cross timer line, passes on left side of middle pole, proceeds to right pole and turn left around it, proceed to left side pole and turn right around pole, proceed back to timer line passing on right side of middle pole. Rider must start on left side.

Penalties: Five (5) second penalty added for each pole knocked over.

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

CUPID'S ARROW RACE

Equipment:
3 large barrels and 4 poles



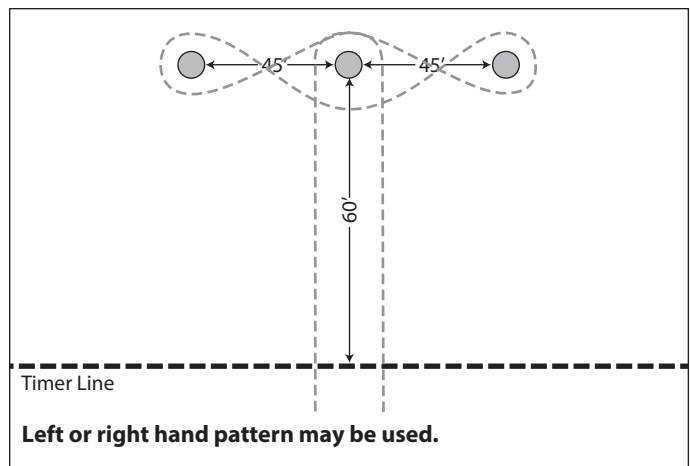
Pattern: Rider will cross timer line, run up middle of poles, make circle around all barrels and run back between poles, and back across timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel or pole knocked over.

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

DOUBLE BOWTIE

Equipment:
3 large barrels



Pattern: Rider will cross timer line, turn around middle barrel to the right, go to right barrel and turn around it to the left, pass on left side of middle barrel, go too far left barrel and turn left around it, proceed back to middle barrel and turn right around, and run back across timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel knocked over.

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

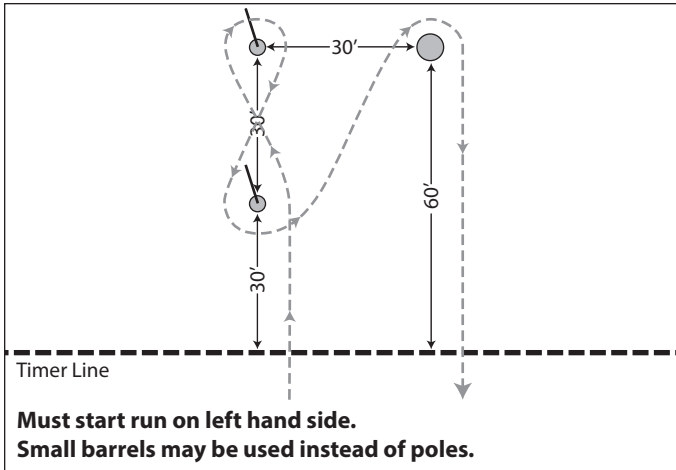
FIGURE 8 BARREL COWHORSE RACE OR FIGURE 8 POLE COWHORSE RACE

Equipment:
2 small barrels and 1 large barrel
or 2 poles and 1 large pole

Pattern: (See pattern illustration top of next page). Rider will cross timer line, passes on right side of first small barrel/pole, than turn right around far barrel/pole than turn left around first barrel/pole, proceed across arena and turn right around the back side of the large barrel and run back across timer line. Rider must start on left hand side.

Penalties: Five (5) second penalty added for each barrel or pole knocked over.

SECTION III: Competition

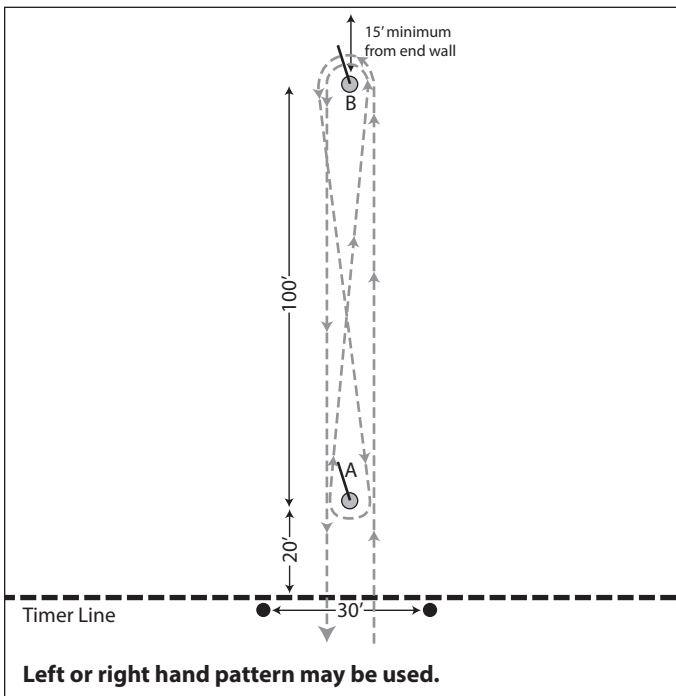


Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

FIGURE 8 RACE

Equipment:

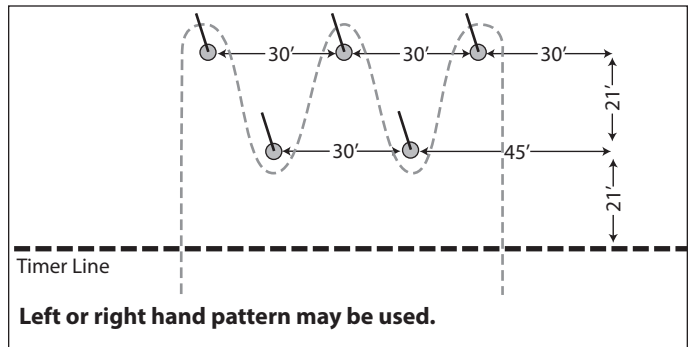
2 poles



FLYING W RACE

Equipment:

5 poles



Pattern: Rider will cross timer line on the side corresponding to either the left most or rightmost pole and turn around the back of the pole. Weave through poles diagonally. Turn last pole and returns crossing the timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each pole knocked over.

Elimination: Failure to complete pattern. Breaking the pattern. Crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

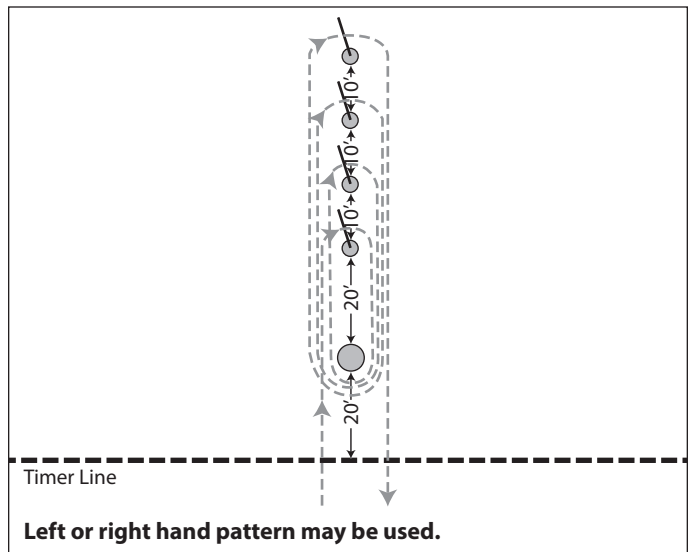
FOUR FLAG RACE

Equipment:

1 large barrel

4 flags

4 sand buckets.



Pattern: Ride crosses timer line and rides down the side of the course (side optional) to pole B, turns pole B, rides to pole A, turns pole A in the opposite direction, rides back to pole B, turns pole B in the opposite direction of A, and rides across the finish line, completing a figure 8 pattern and runs back across timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each pole knocked over.

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

Pattern: A rider crosses the line and runs to FIRST flag OR FOURTH flag, picks it up, returns to barrel and drops flag in barrel and continues consecutively up (1, 2, 3, 4) OR down (4, 3, 2, 1) the row of flags. After the last flag is deposited, cross the finish line. A rider may start on either side of the flags but must continue picking flags from the same side throughout. Rider may run either right or left hand pattern.

SECTION III: Competition

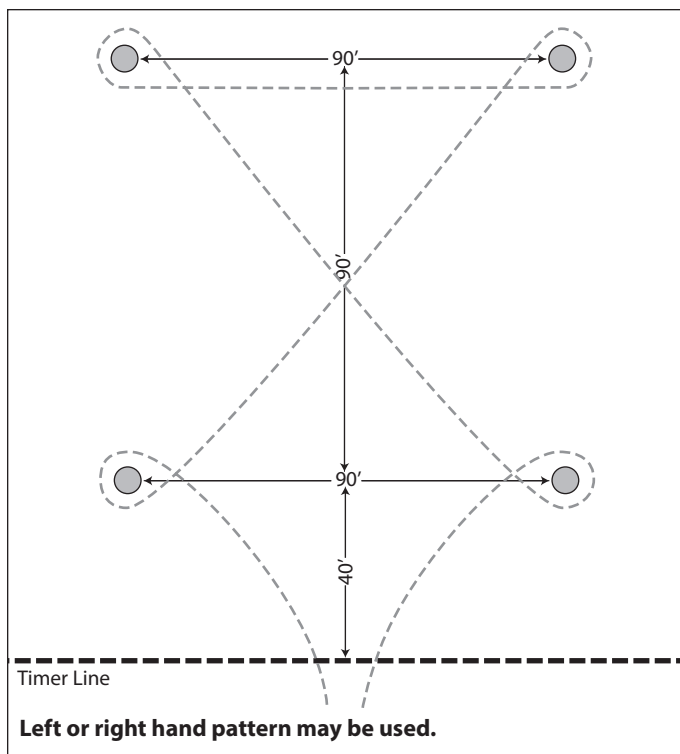
Penalties: Five (5) second penalty added for each barrel knocked over.

Elimination: Failure to complete pattern, breaking the pattern, not picking flags in proper order either: 4, 3, 2, 1 or 1, 2, 3, 4, touching mount with flag (that is: used as a crop), dropping or missing a flag, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

FOUR LEAF CLOVER BARREL RACE

Equipment:

4 large barrels



Pattern: Rider will cross timer line, make 270 degree turn around the first barrel, go to second barrel make 270 degree turn around barrel, go straight across arena to third barrel make a 270 degree turn around barrel, go to fourth barrel make a 270 degree turn around barrel and run back across timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel knocked over.

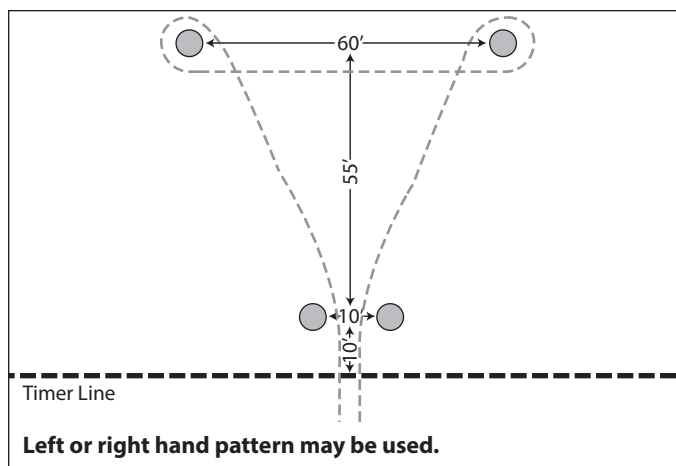
Elimination: Failure to complete pattern. Breaking the pattern. Crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

HITCH AND GO RACE

Equipment:

4 poles

Pattern: Rider crosses timer line going between the first two (2) poles to the next set of poles, either to the right or left pole. Going to the inside of the chosen pole, making a 270 degree turn around the pole, across the arena to the opposite pole



and make same (right/left) 270 degree turn, finishing on the inside of the pole. Completing the pattern by going back through the first two (2) poles and across the timer line.

Rider may run either right or left hand pattern.

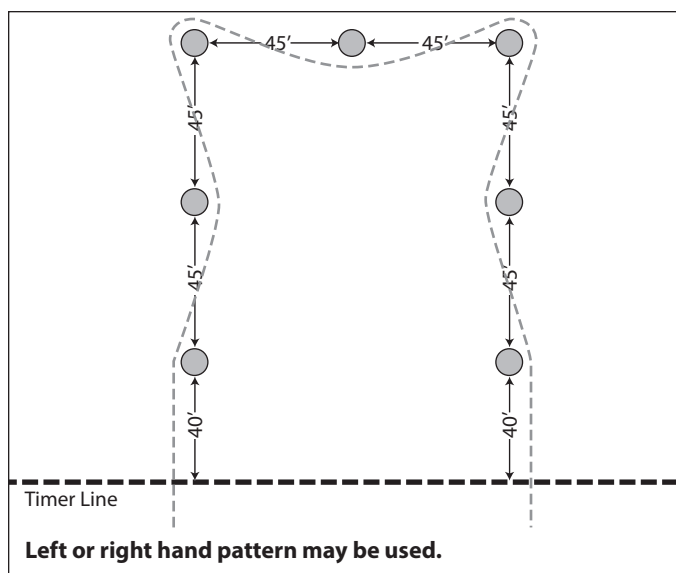
Penalties: Five (5) second penalty added for each pole knocked over.

Elimination: Failure to complete pattern. Breaking the pattern. Crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

HORSESHOE BARREL RACE

Equipment:

7 large barrels



Pattern: Rider will cross timer line to the first barrel weaving each barrel, before crossing the timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel knocked over.

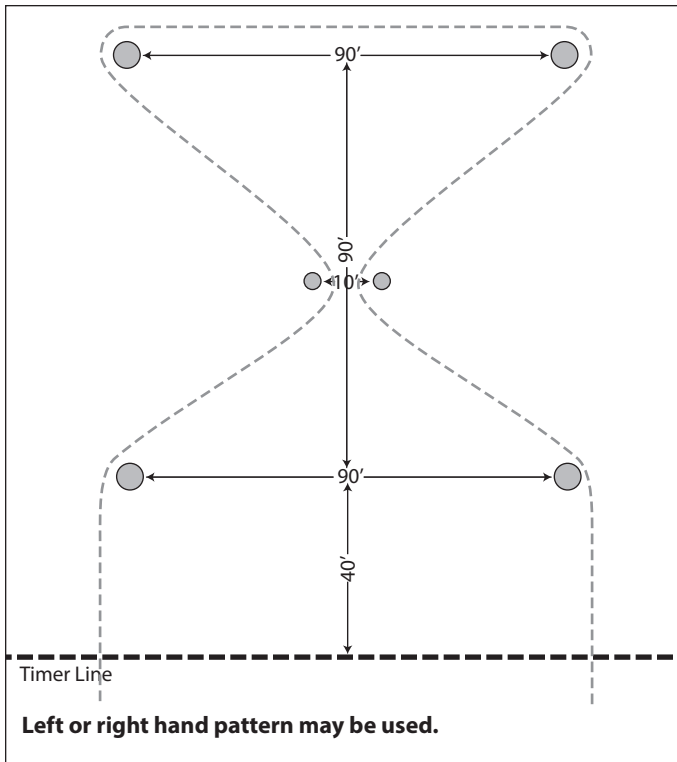
Elimination: Failure to complete pattern. Breaking the pattern. Crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

SECTION III: Competition

HOURLASS RACE

Equipment:

- 4 large barrels
- 2 small barrels



Pattern: Rider will cross timer line, passing on the left side of the left side near barrel, will then go between the small barrels turning to the left, go around the left side back barrel to the right, proceed straight across the ring and turn right around the back right barrel, go between the small barrel and turn left, pass on the outside of the right side near barrel and run back across timer line. Rider may run either right or left hand pattern.

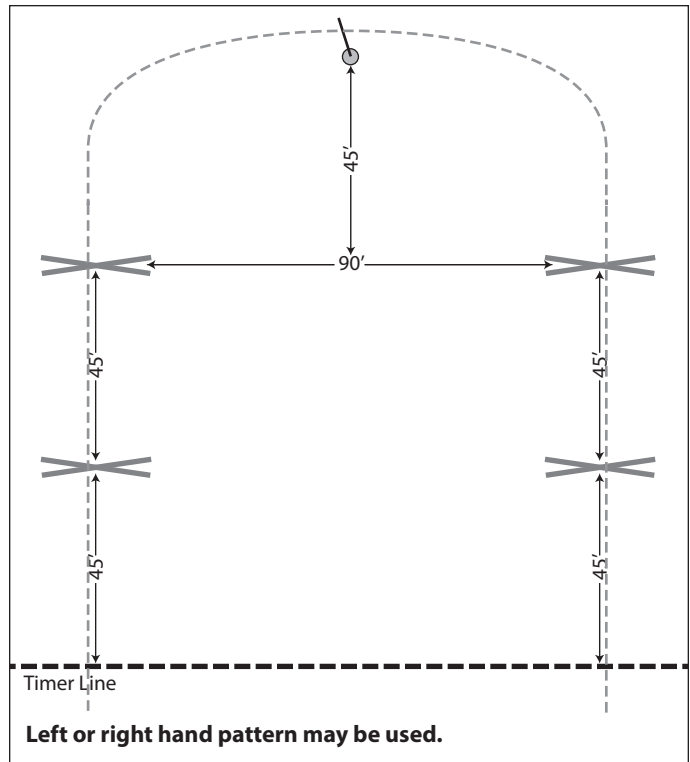
Penalties: Five (5) second penalty added for each barrel knocked over.

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

HURRY SCURRY RACE

Equipment:

- 1 pole
- 4 jumps



Pattern: Go through timing line and either go down left side making two jumps, a right turn around the pole and 1 jump, or go down right side making 1 jump, a left turn around the pole and two jumps, then go back across the timing line.

Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each pole or jump knocked over.

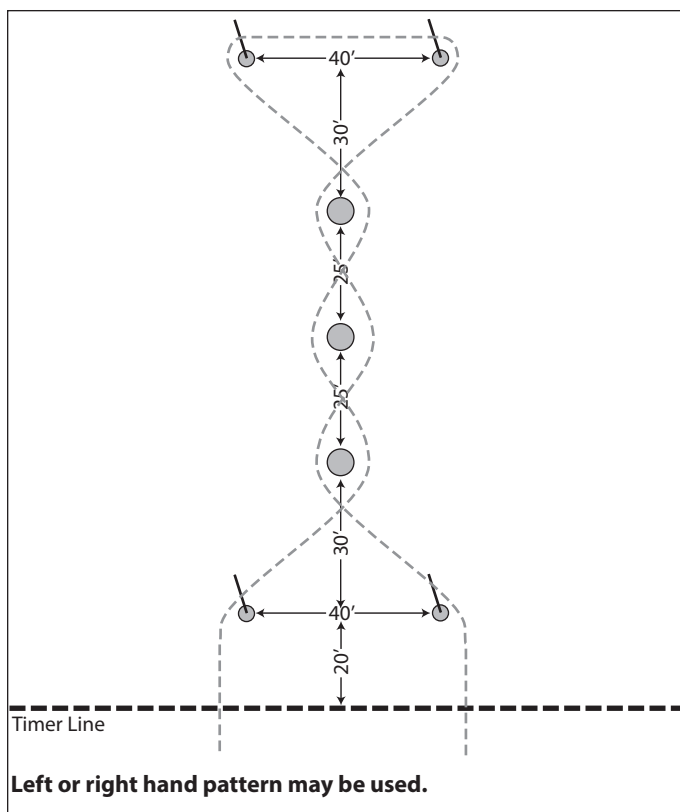
Elimination: Failure to complete pattern. Breaking the pattern. Failure to have all four feet of the mount go over each jump, Crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

SECTION III: Competition

I BEAM RACE

Equipment:

- 3 large barrels
- 4 poles



Pattern: Rider will cross timer line, pass on the outside of the first pole, weave the barrels, turning a circle around the far poles, weave the barrels back down and pass on the outside of the opposite near pole and run back across timer line.

Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel or pole knocked over.

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

KEY RACE

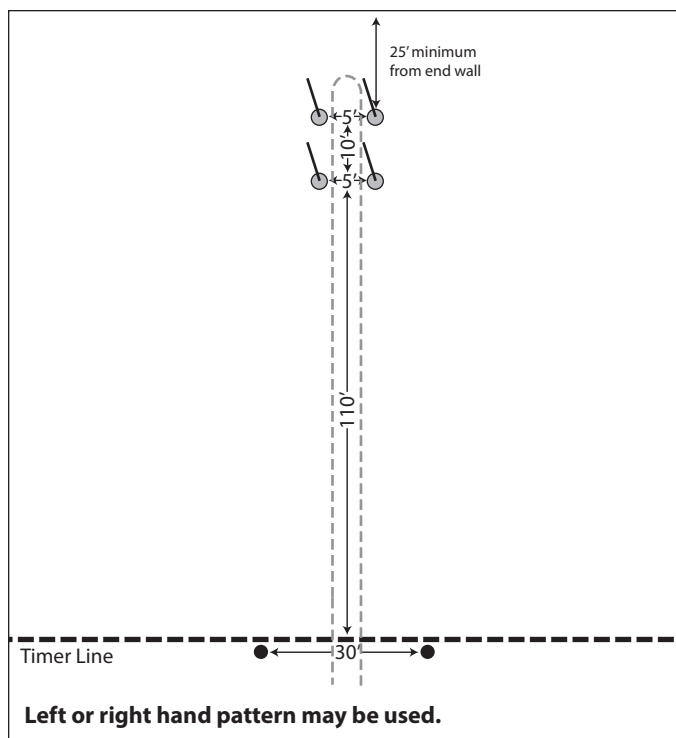
Equipment:

- 4 poles

Pattern: Rider will cross timer line, passing completely between both sets of poles (as diagrammed), turns, reverses course back between both sets of poles, and run back across timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each pole knocked over.

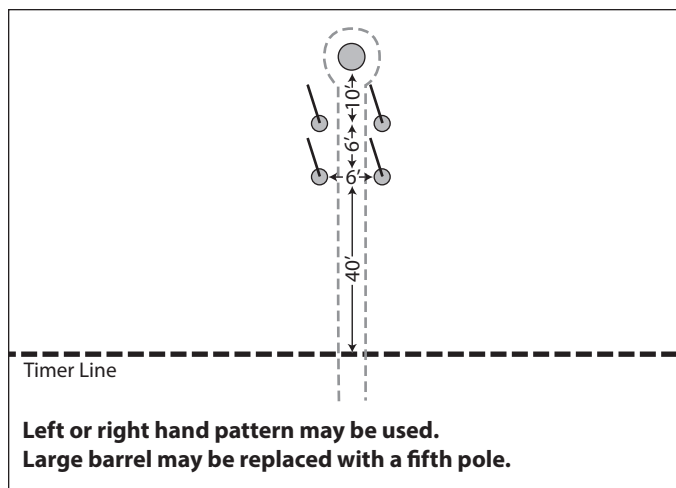
Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.



KEYHOLE BARREL RACE OR KEYHOLE POLE RACE

Equipment:

- 4 poles and 1 large barrel
- or 5 poles



Pattern: Rider will cross timer line, go between the first four poles, turn around the 5th pole (in either direction), run back through the four poles and run back across timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each of the first 4 poles knocked over.

Elimination: Failure to complete pattern, breaking the pattern, knocking over the barrel or fifth pole, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider if the mount and rider do not enter the poles through the middle of the first set, the rider may stop the

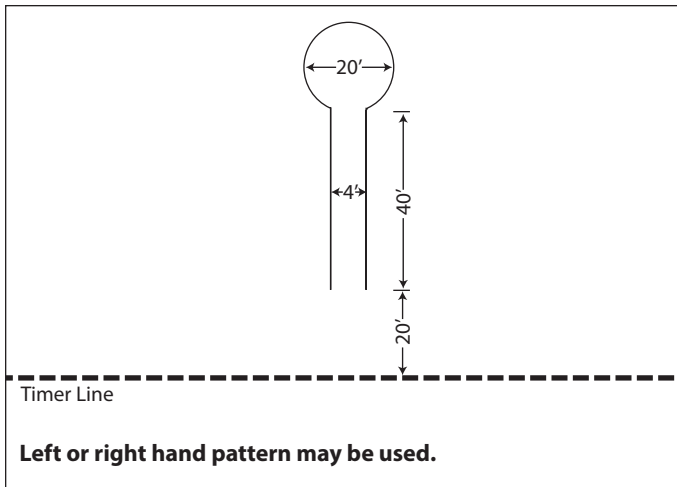
SECTION III: Competition

mount, back him up and continue with the pattern as it should be, the rider may not turn the mount and return to where they broke the pattern or they will be eliminated.

KEYHOLE RACE

Equipment:

Lime, spray paint or chalk in contrasting color to arena footing



Pattern: Rider will cross timer line, running through the slot, turning and running out through the slot and run back across timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel knocked over.

Elimination: Failure to complete pattern, breaking the pattern, any hoof of the mount stepping on or crossing over the slot or keyhole, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

LARRYETTE RACE

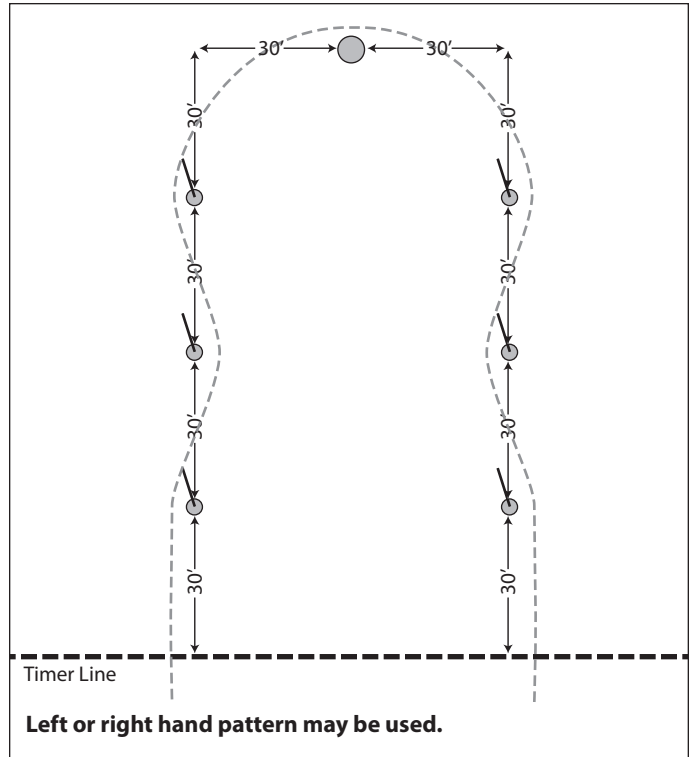
Equipment:

1 large barrel
6 poles

Pattern: Rider will cross timer line, and goes on the outside of the first pole, inside of second and outside of the third, going around the barrel rider proceeds to the second set of poles going outside the first, inside the second and outside the third, and run back across timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel or pole knocked over.

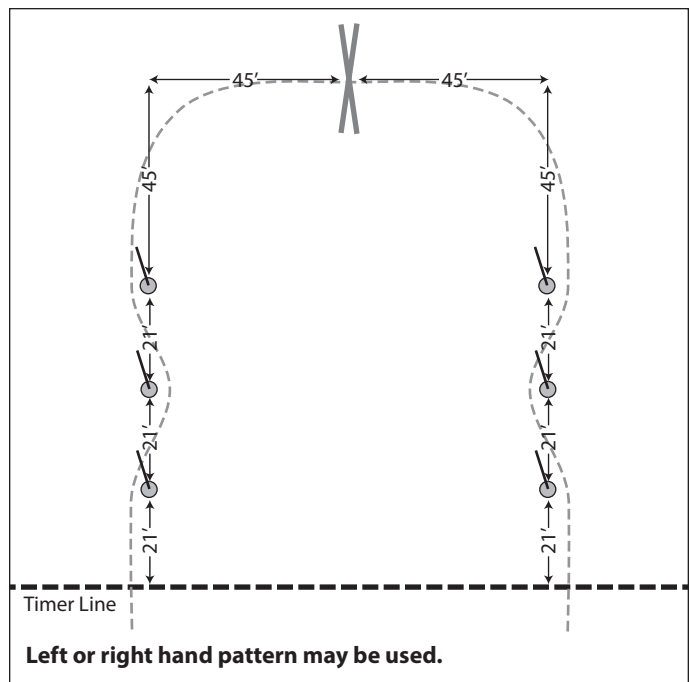
Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.



LONDON BRIDGE RACE

Equipment:

6 poles
1 jump



Pattern: Rider will cross timer line, weaves the poles up starting on the outside of the first pole, goes over the jump and weaves the opposite side poles passing the last poles on the outside and run back across timer line.

SECTION III: Competition

Rider may run either right or left hand pattern.

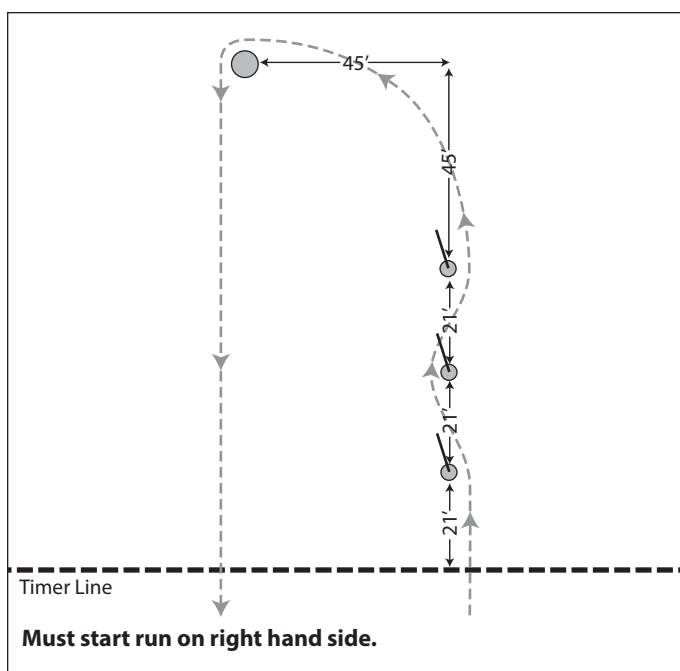
Penalties: Five (5) second penalty added for each pole or jump knocked over.

Elimination: Failure to complete pattern. Breaking the pattern. Failure to have all four feet of the mount go over each jump. Crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

MOUNTAIN COWHORSE RACE

Equipment:

- 1 large barrels
- 3 poles



Pattern: Rider will cross timer line, go straight up arena to barrel, turn right around barrel, weave poles passing the first pole on the outside and run back across timer line. Must start on right hand side.

Penalties: Five (5) second penalty added for each barrel or pole knocked over.

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

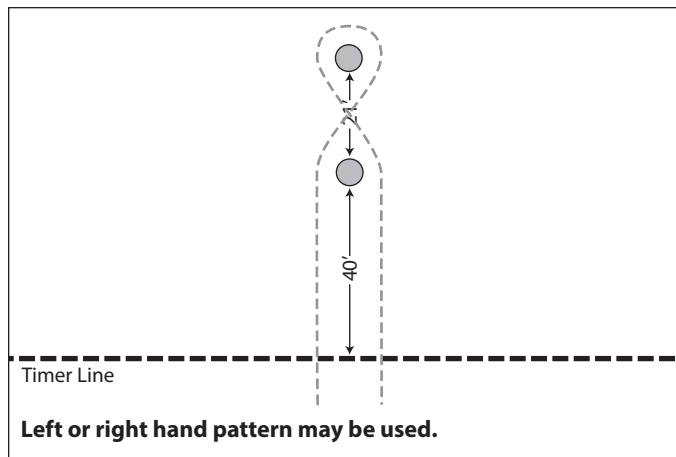
OPEN END FIGURE 8 RACE

Equipment:

- 2 large barrels

Pattern: Rider will cross timer line, pass on outside of first barrel, turn opposite way around second barrel, pass on opposite side of first barrel making a figure 8 and run back across timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel knocked over.

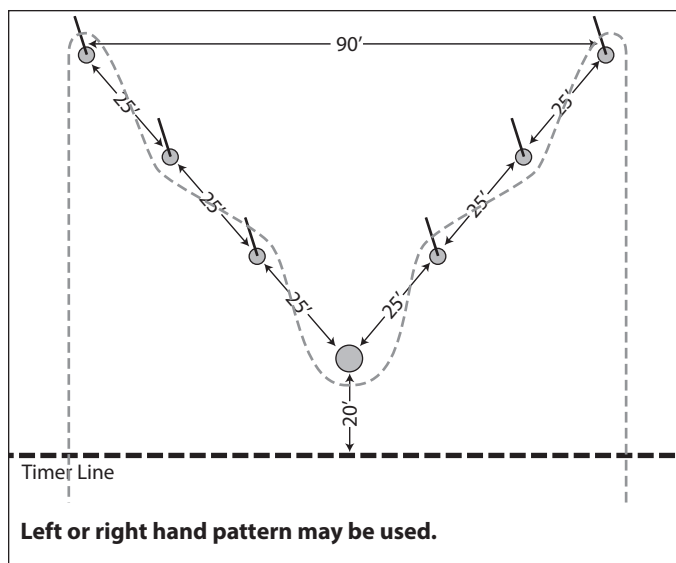


Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

PHOENIX LIGHTS RACE

Equipment:

- 1 large barrel
- 6 poles



Pattern: Rider will cross timer line, go too far pole, turn around it, weave pole, turn around barrel, weave opposite side pole, turn end pole and run back across timer line.

Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel or pole knocked over.

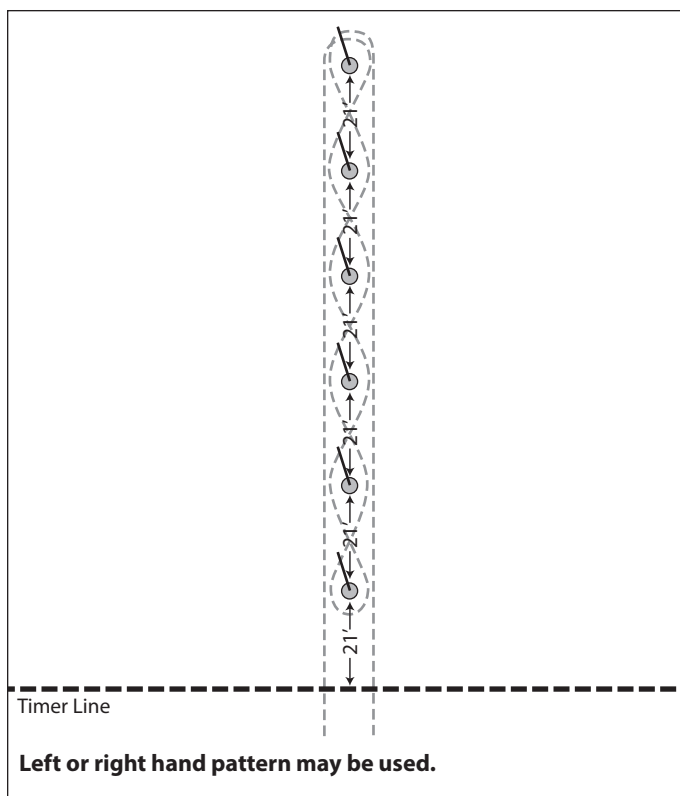
Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

SECTION III: Competition

POLE BENDING

Equipment:

6 poles



Pattern: Rider will cross timer line, starts either right or left, runs to the sixth (6) pole, pivots around pole, starts weaving in and out to the number one (1) pole, pivots around pole, weaving in and out to number six (6) pole, and run back across timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each pole knocked over.

Elimination: Failure to complete pattern. Breaking the pattern. Crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

POTATO RACE

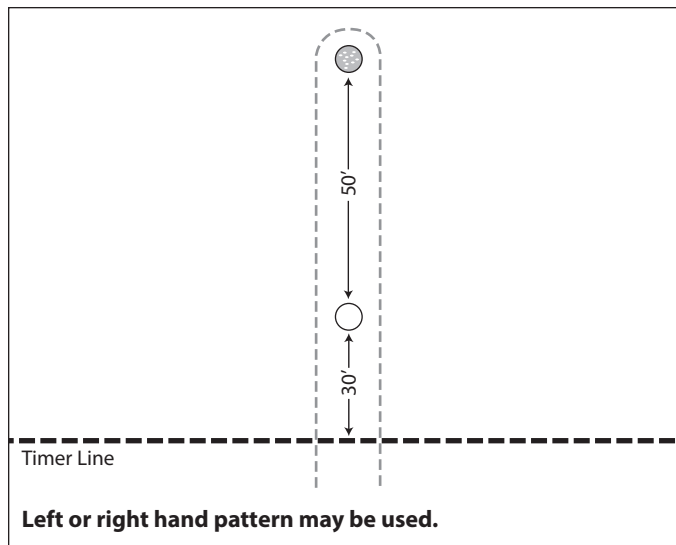
Equipment:

2 large barrels (1 with open end)
small or medium potatoes

Pattern: Rider will cross timer line, make 180 degree turn around the far barrel and pick up 1 potato off barrel, place potato into open end barrel and run back across timer line. Rider may run either right or left hand pattern.

Penalties: none

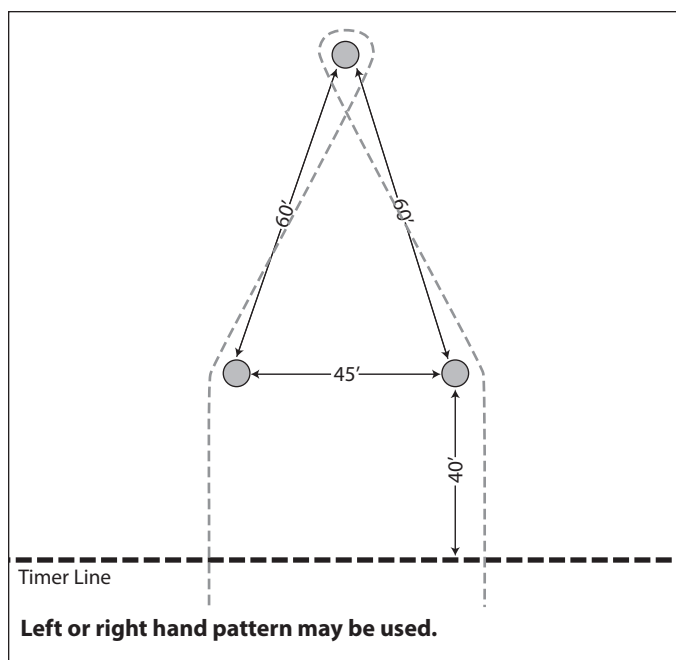
Elimination: Failure to complete pattern. Breaking the pattern. Knocking over barrel, dropping any potato on the end barrel, failure to place entire potato in goal barrel, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.



PYRAMID RACE (AKA SPUR RACE)

Equipment:

3 large barrels



Pattern: Rider will cross timer line, Passes on outside of first barrel, go to second barrel and make 270 degree turn around barrel, go to third barrel pass on outside of it, and run back across timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel knocked over.

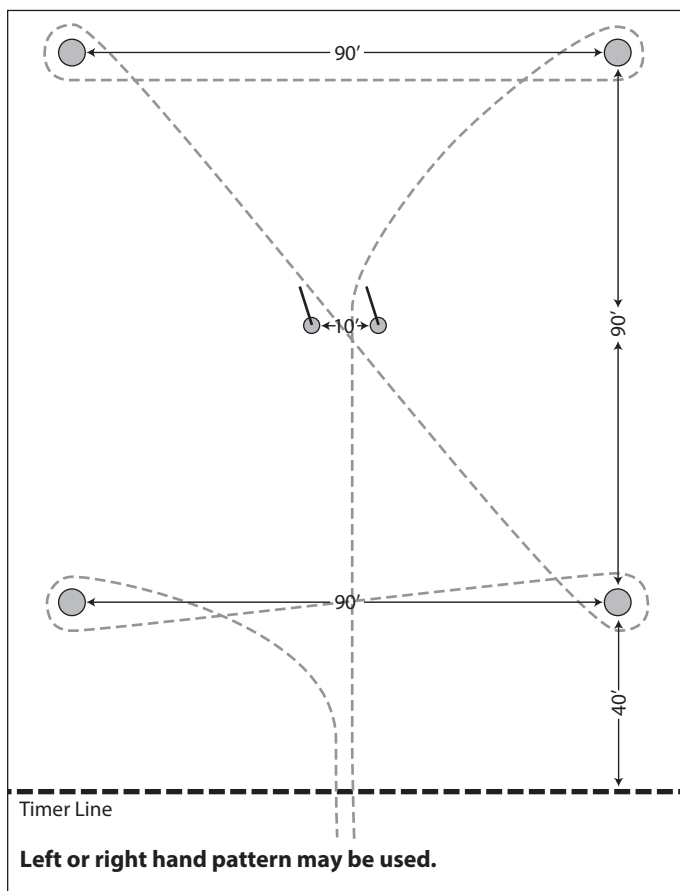
Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

SECTION III: Competition

QUADRANGLE RACE

Equipment:

- 4 large barrels
- 2 poles or pylons



Pattern: Rider will cross timer line, make 270 degree turn around the first barrel, go to second barrel make 270 degree turn around barrel, pass between poles/pylons, go to third barrel make a 270 degree turn around barrel, go to fourth barrel make a 270 degree turn around barrel, pass between poles/pylons and run back across timer line. Bowtie top set of barrels and figure 8 bottom set of barrels. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel or pole/pylon knocked over.

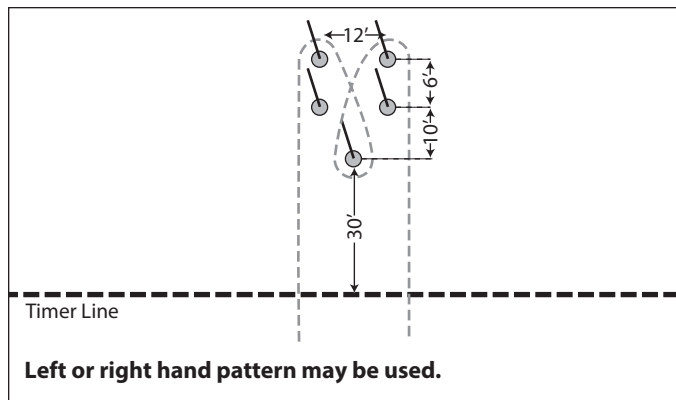
Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

REVERSE KEYHOLE RACE

Equipment:

- 5 poles

Pattern: Rider will cross timer line, go too far end pole and turn around it, go to center pole and make a 270, go to pole opposite end far pole, turn around it and run back across timer line. Rider may run either right or left hand pattern.



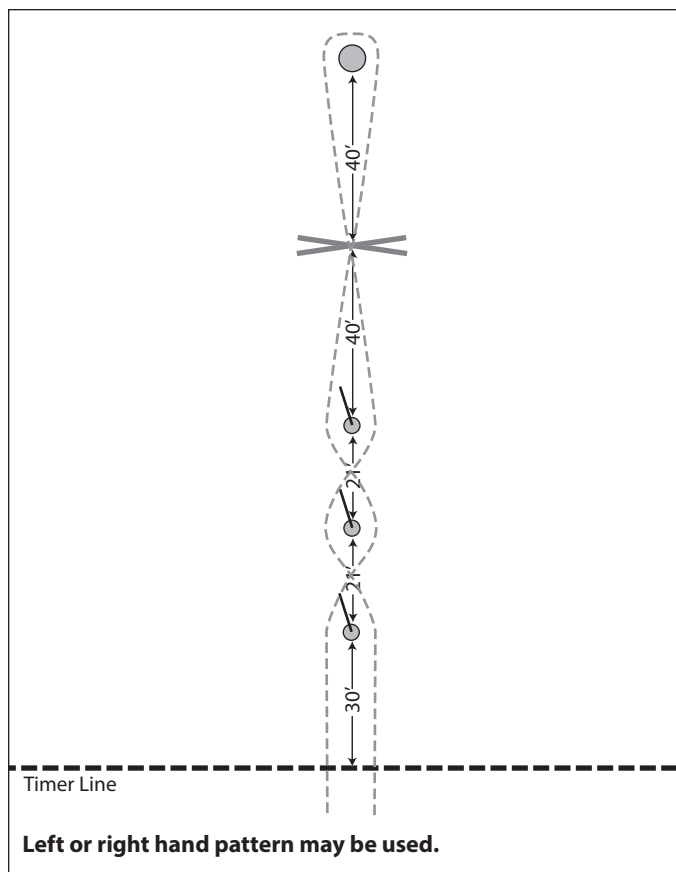
Penalties: Five (5) second penalty added for each pole knocked over.

Elimination: Failure to complete pattern. Breaking the pattern. Crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

SCRAMBLE RACE

Equipment:

- 1 large barrel
- 3 poles
- 1 jump



Pattern: Rider will cross timer line, weave poles, go over jump, 180 around barrel, back over jump, weave poles, and run back across timer line.

SECTION III: Competition

Rider may run either right or left hand pattern.

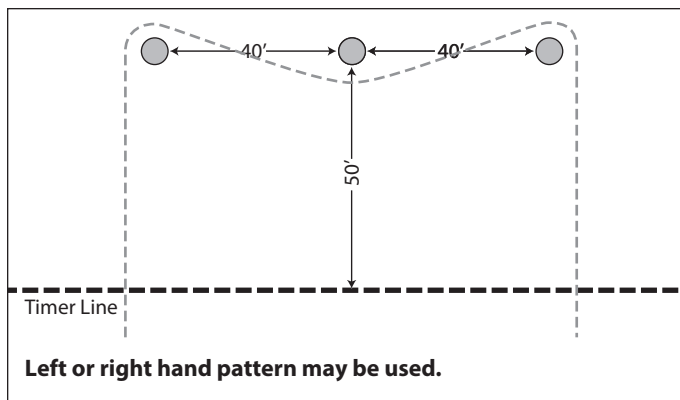
Penalties: Five (5) second penalty added for each barrel, pole or jump knocked over.

Elimination: Failure to complete pattern. Breaking the pattern. Failure to have all four feet of the mount go over each jump. Crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

SIDEWINDER RACE

Equipment:

3 large barrels



Pattern: Rider will cross timer line, go to first barrel passing around it, go on opposite side of second barrel, go on opposite side of third barrel, and run back across timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel knocked over.

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

SINGLE STAKE RACE OR SINGLE BARREL RACE (AKA SPEED RACE)

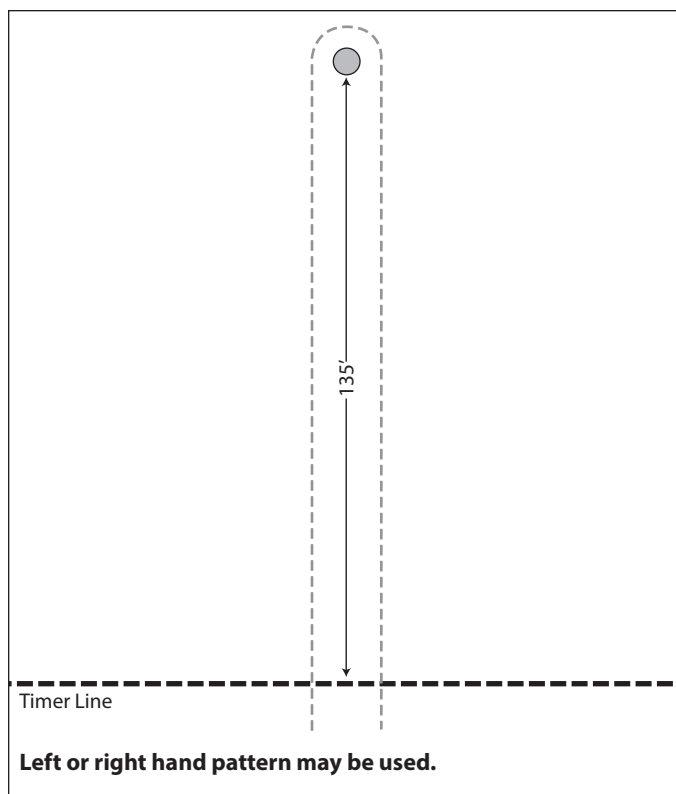
Equipment:

1 large barrel or 1 pole

Pattern: Go through timing line to pole/barrel, turn pole/barrel (in either direction), and return across timing line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel/pole knocked over.

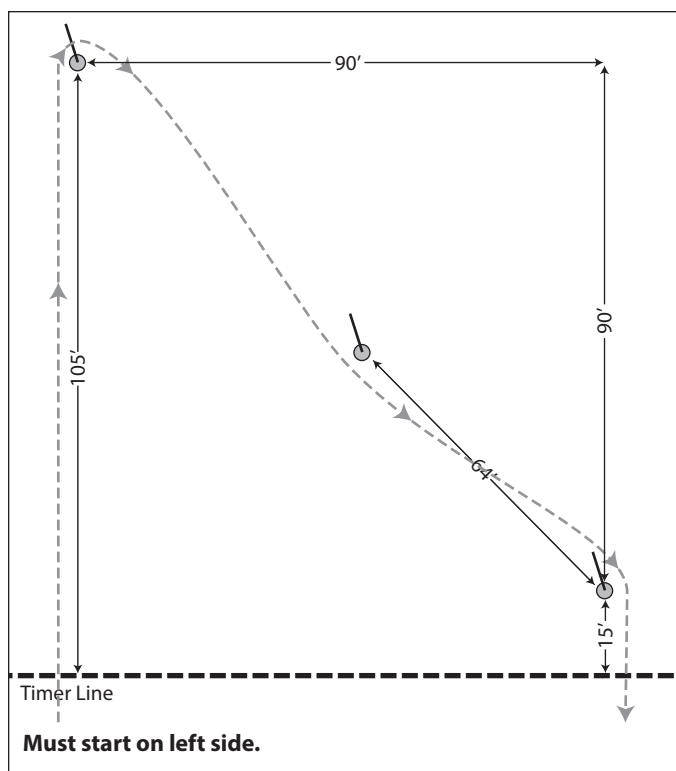
Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.



SLANT RACE

Equipment:

3 poles



Pattern: Rider will cross timer line, go to end pole and turn right around it, turn left around second pole, go right around

SECTION III: Competition

third pole, and run back across timer line. Must start on left hand side.

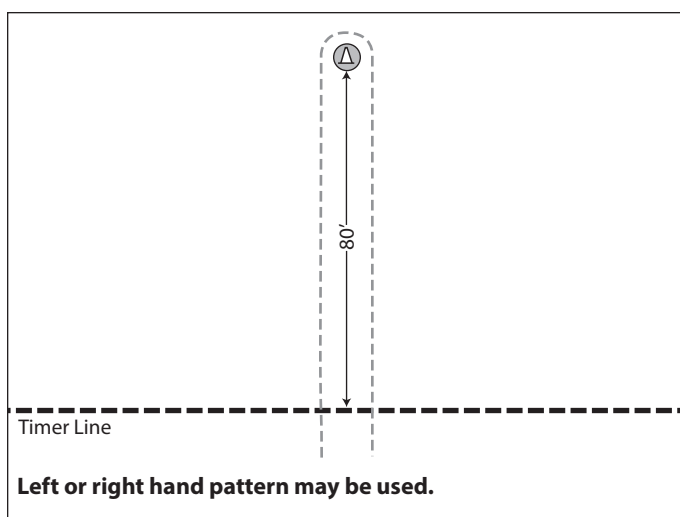
Penalties: Five (5) second penalty added for each pole knocked over.

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

SPEED BALL RACE

Equipment:

- 1 large barrel
- golf ball or tennis ball



Pattern: Start with ball in hand before start, ride down to barrel with ball and place ball into the cone on the barrel.

For advanced riders the barrel may be omitted and the cone placed directly on the ground. Rider may run either right or left hand pattern.

Penalties: None

Elimination: Failure to complete pattern, breaking the pattern, knocking over cone or barrel at any time while on course, failure to place ball into cone, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

STAKE RACE

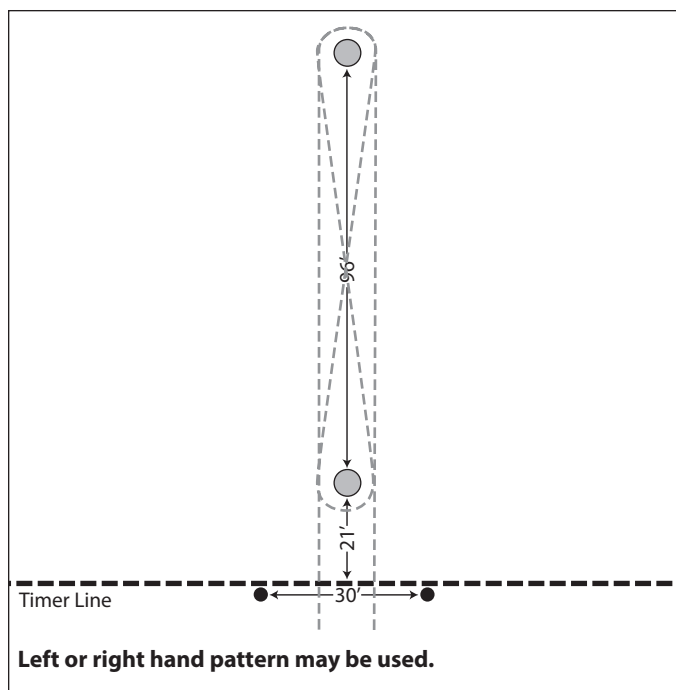
Equipment:

- 2 poles

Pattern: Rider will cross timer line, go down to the far pole and turn one direction, come back to the near pole and turn the opposite direction, go back to the far pole and turn the same direction as the first time, and run back across timer line. Rider may run either right or left hand pattern.

Penalties: None

Elimination: Failure to complete pattern, breaking the pattern, knocking over a pole, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider. If the mount and rider correct the mistake before the

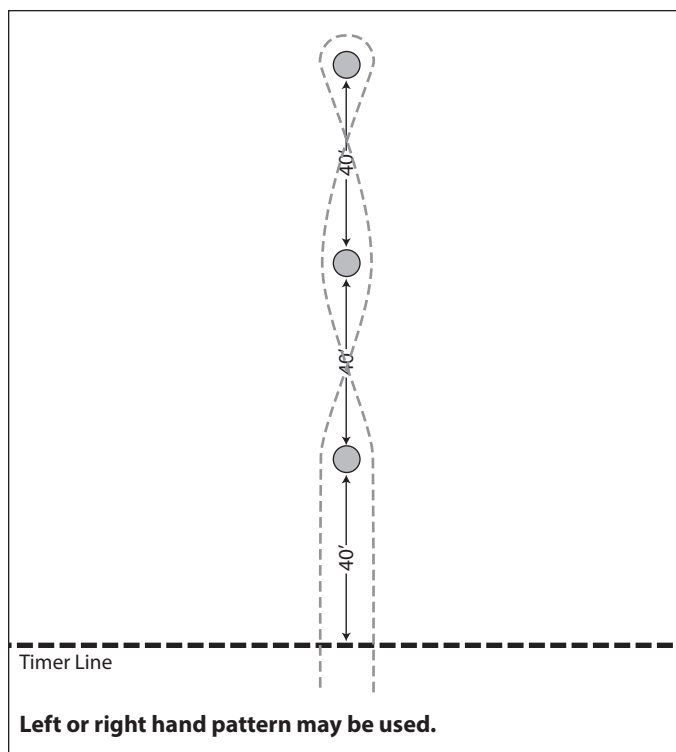


mount's shoulder goes past the pole by backing up to do so and then continuing with the pattern, they will NOT be eliminated. Once the mount's shoulder passes the pole, the pattern is broken resulting in eliminated.

STRAIGHT AWAY BARRELS RACE (AKA TEXAS BARREL RACE OR SPEED BARREL RACE)

Equipment:

- 3 large barrels



SECTION III: Competition

Pattern: Rider crosses timer line weaving right or left of the barrel, continuing weaving in and out to third barrel, and weave back through to timer line. Rider may run either right or left hand pattern.

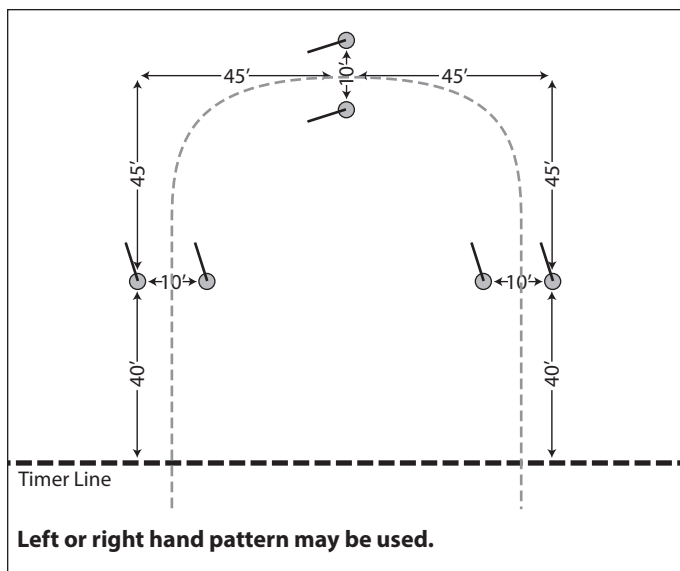
Penalties: Five (5) second penalty added for each barrel knocked over.

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

STREAKING POLES RACE

Equipment:

6 poles



Pattern: Rider will cross timer line, pass through first set of poles, go through second set of poles, go through third set of poles, and run back across timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each pole knocked over.

Elimination: Failure to complete pattern, breaking the pattern, failure to pass between each set of poles, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

TAIL SPIN RACE

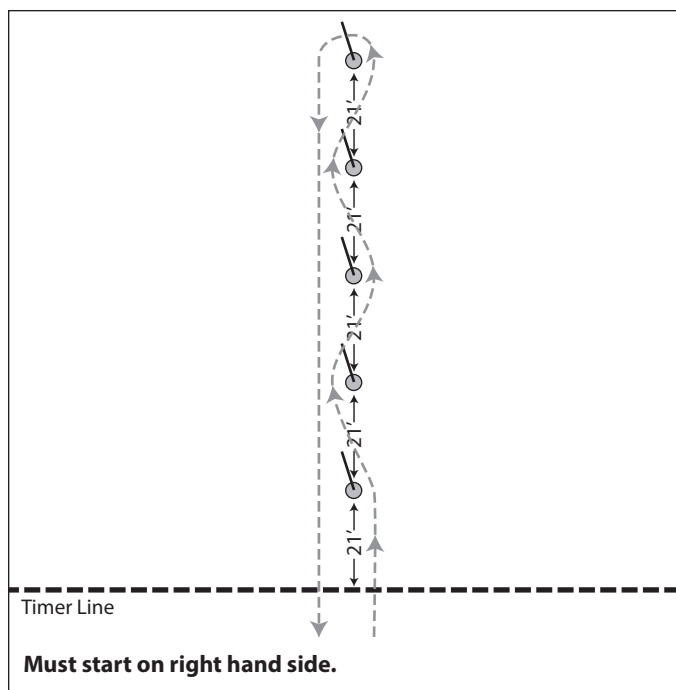
Equipment:

5 poles

Pattern: Rider will cross timer line, turn left after the first pole and weave the remaining poles. Once they reach the final pole, they will turn left and run straight back across the timer line.

Must start on right hand side.

Penalties: Five (5) second penalty added for each pole knocked over.



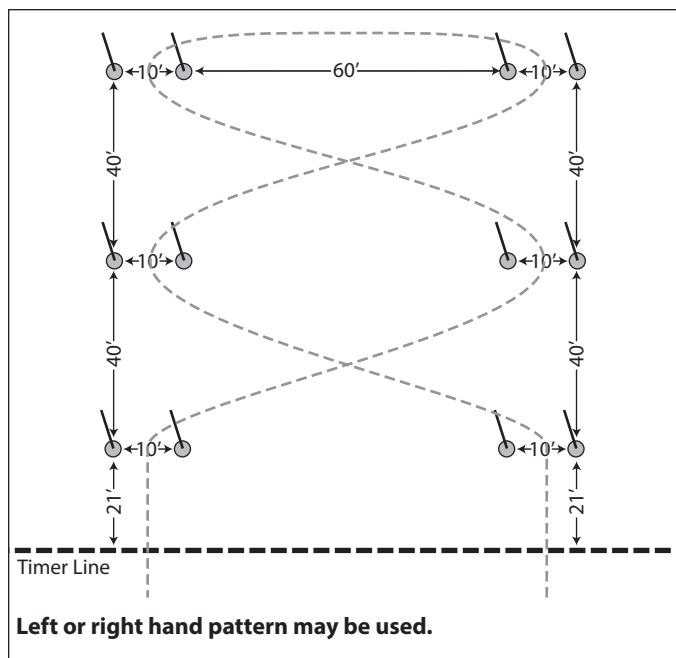
Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

THREAD THE NEEDLE RACE

Equipment:

12 poles

or 12 pylons



Pattern: Rider will cross timer line, go between first set of poles/pylons, go across arena and turn through second set of poles/pylons, go across arena and turn through third set of poles/pylons, go straight across arena and turn through fourth

SECTION III: Competition

set of poles/pylons, go across arena and turn through fifth set of poles/pylons, go across arena and pass through sixth set of poles/pylons and run back across timer line. Rider may run either right or left hand pattern.

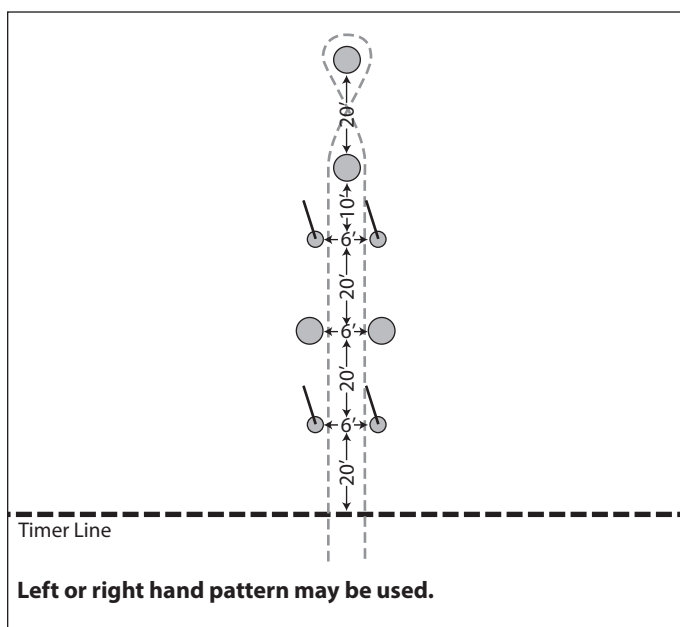
Penalties: Five (5) second penalty added for each pole/pylon knocked over.

Elimination: Failure to complete pattern, breaking the pattern, failure to go between each set of poles/pylons, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

TUNNEL VISION RACE

Equipment:

- 4 large barrels
- 4 poles



Pattern: Rider will cross timer line, go between set of poles, set of barrels, set of poles and then figure 8 between last 2 barrels, go back between set of poles, set of barrels, set of poles, and run back across timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel or pole knocked over.

Elimination: Failure to complete pattern. Breaking the pattern. Crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

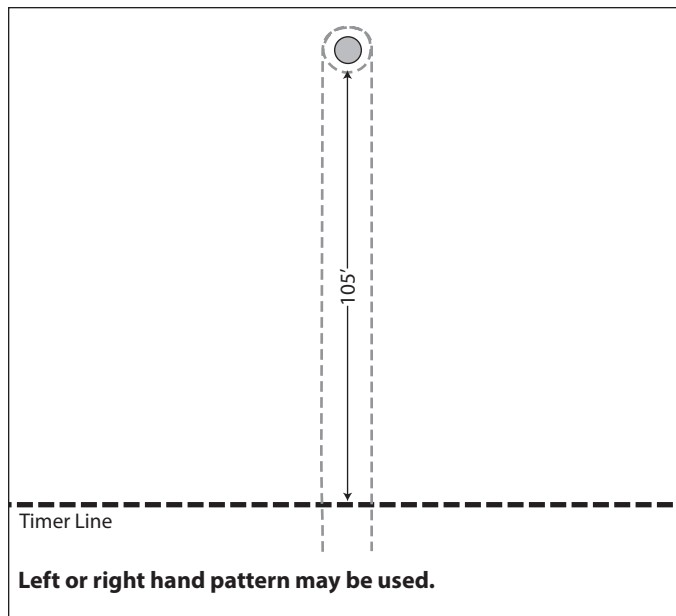
TURN N BURN RACE

Equipment:

- 1 large barrel

Pattern: Rider will cross timer line, make 540 degree turn around the barrel, and run back across timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel knocked over.

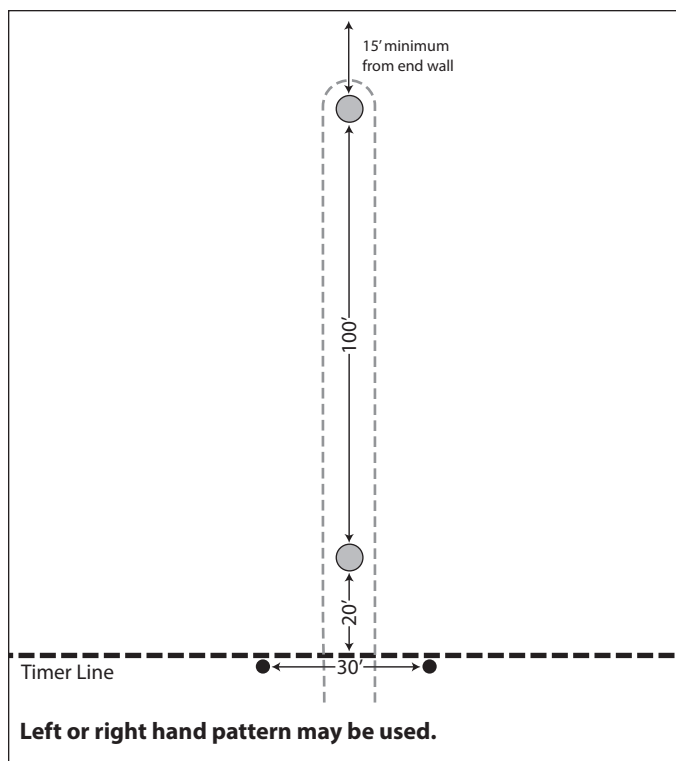


Elimination: Failure to complete pattern. Breaking the pattern. Crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

TWO BARREL FLAG RACE

Equipment:

- 2 small barrels with 8-10 inches of sand
- or 2 large barrels with sand buckets



Pattern: Rider will cross timer line, rides to barrel A (side optional), and takes the flag; then, while riding around barrel B, the rider places the barrel A flag into barrel B and picks up

SECTION III: Competition

the barrel B flag; the rider then puts the barrel B flag into barrel A as they pass, and run back across timer line. Riders must designate the flag positions before starting the course.

Rider may run either right or left hand pattern.

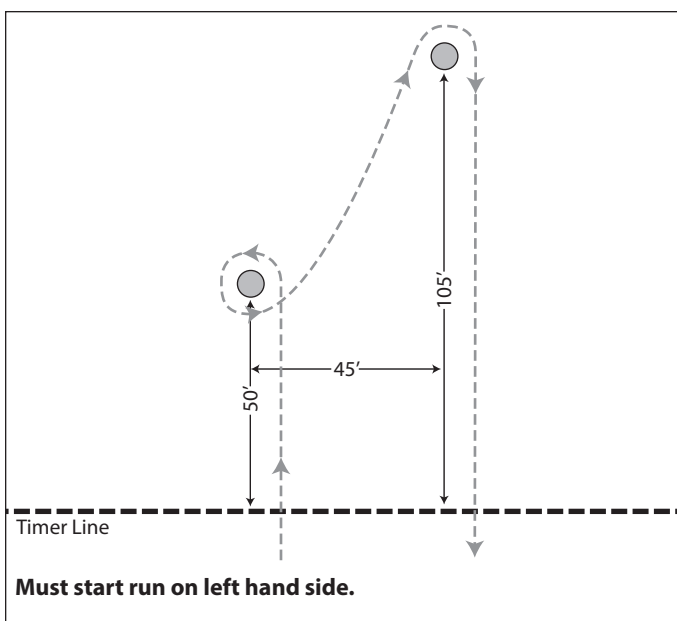
Penalties: None

Elimination: Failure to complete pattern, breaking the pattern, knocking over barrel/bucket or dropping flag, failure to pick up a flag from the barrel/bucket, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

TWO BARREL COWHORSE RACE

Equipment:

2 large barrels



Pattern: Rider will cross timer line, go to the Left barrel making left turn. Continue to next barrel making right turn, and run back across timer line. Must start on left hand side.

Penalties: Five (5) second penalty added for each barrel knocked over.

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

TWO COWHORSE JUMP RACE

Equipment:

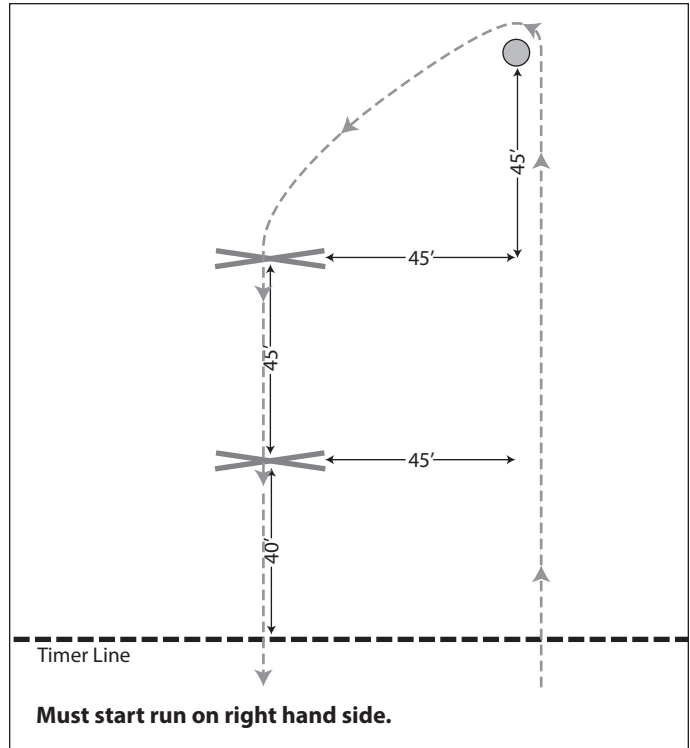
1 large barrel

2 jumps

Pattern: Rider will cross timer line, Turn left around barrel, go over both jumps and run back across timer line. Must start on right hand side

Penalties: Five (5) second penalty added for each barrel or jump knocked over.

Elimination: Failure to complete pattern, breaking the pattern, failure to have all four feet of the mount go over each jump,



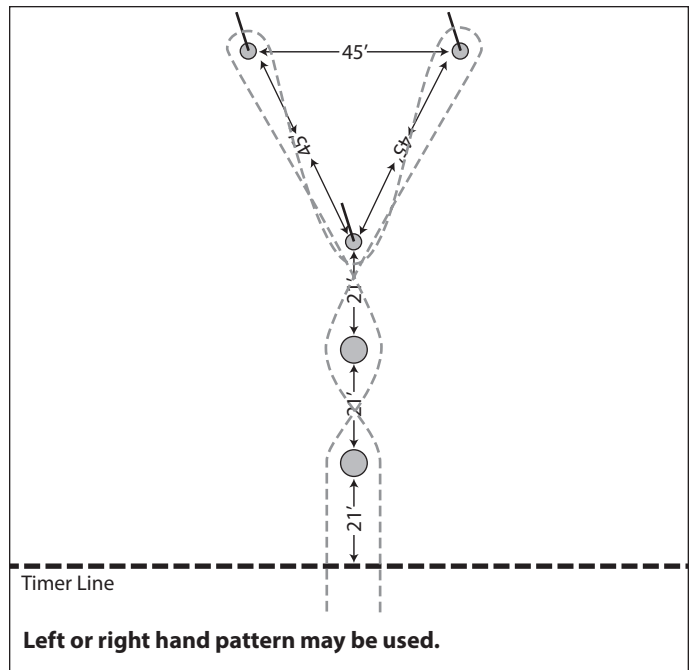
crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

WHY RACE

Equipment:

3 large barrels

2 poles



Pattern: Rider will cross timer line, go by first barrel on left side, then go by second barrel and turn left between the second barrel and the first pole, turn right around the far left pole, turn

SECTION III: Competition

left around first pole, turn right around far right pole, pass between first pole and second barrel, turn right between the two barrels and run back across timer line.

Rider may run either right or left hand pattern.

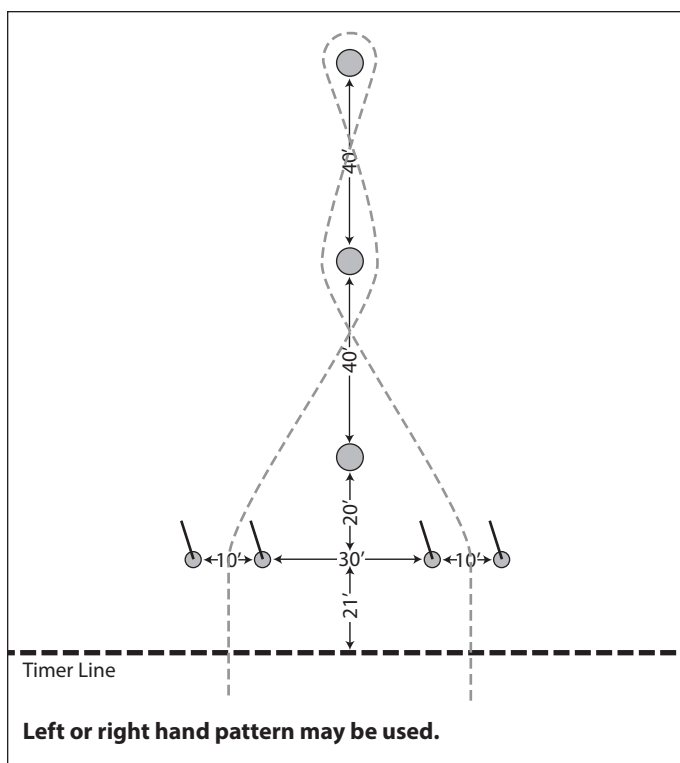
Penalties: Five (5) second penalty added for each barrel or pole knocked over.

Elimination: Failure to complete pattern. Breaking the pattern. Crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

WILD LARK RACE

Equipment:

3 large barrels and 4 poles



Pattern: Rider will cross timer line, go between first set of poles, weave up and back between the barrels and pass through the other set of poles, and run back across timer line. Rider may run either right or left hand pattern.

Penalties: Five (5) second penalty added for each barrel or pole knocked over.

Elimination: Failure to complete pattern, breaking the pattern, crossing back over the starting line before completing the pattern, dismounting, fall of mount or rider.

Chapter 4—Time

Article 47—Timing

Timing—Time is counted from the instant the rider crosses the start line until the instant when the mount reaches the finishing line.

An electronic timer and reader board are recommended. If an electronic timer is not available, a hand-held stopwatch that measures times to the nearest hundredth may be used.

The start finish timed line must be marked with chalk, lime or paint if timing with a stop watch. When using electronic timing equipment marking the start finish line is optional.

Article 48—Recording Time

Time is counted in hundredths of seconds (e.g., 16.23, 16.26 seconds). When an electronic timer is used for the start, the mount will break the beam.

SECTION IV: Scoring

Article 49—Points and Penalties

Scoring for the Gymkhana races will be on a positive point basis. The first place rider in each race is awarded 2 points more than the number of competitors competing in that race. The second place individual is awarded one point less than the number of competitors competing in that race, etc. (e.g., if 6 individuals competed in the race, the 1st place individual receives 8 points, 2nd place receives 5 points, 3rd place receives 4 points, 4th place receives 3 points, 5th place receives 2 points, 6th place receives 1 point.) An eliminated individual receives one point.

When scoring teams that include riders from different competition levels, the largest level will determine the points awarded. E.g., if there are 6 riders in one level and 4 riders in another level, the first placed riders in BOTH divisions receive 8 points, the second placed riders receive 5 points, the third placed riders receive 4 points, the fourth place riders receive 3 points. There are no fifth or sixth place riders for the smaller division; in the larger division the fifth place rider receives 2 points and the sixth place rider receives 1 point.

When scoring individual races, in the instance of a tie, both competitors will receive the points for that placing and the next highest placing will be skipped. E.g., if second place is tied, give each competitor 5 points, then skip third place. The next competitor would be further place and receive 3 points for the race.

Article 50—Inquiries, Protests and Appeals

- Only competitors have the right to dispute scores and only competitors can participate in the process. Any non-competitor involvement in the process is considered unauthorized assistance.
- Competitors may only inquire about their team/individual scores.
- Inquiries are encouraged if there are any scores with which the team does not agree or understand, or if they feel a mistake has occurred. Any disputes regarding scores are to be made following the procedures as stated in the governing documents.
- All inquiries, protests and appeals must be made in a polite and courteous manner. Abuse of these procedures or rude behavior may be penalized up to and including elimination and/or disqualification.
- The process will include verbal inquiry, written inquiry, written protest and written appeal, and use Appendix I.

Horse Management

Horse Management Verbal Inquiry

Verbal inquiries may be initiated if the team captain/individual competitor does not agree or **understand or if they feel a mistake has been made**. Horse management verbal inquiries are made to the CHMJ following the posting of scores.

Inquiries must be:

Initiated within 30 minutes from the time the score sheet(s) are posted by the CHMJ, and made in person by:

- The team captain, if competitor is on a team. The competitor involved may go with the team captain.
- The competitor involved (if competing as an individual). If the team captain is riding when scores are posted and will not be available within the allowed thirty-minute period, another team member may notify the CHMJ that an inquiry is likely.

At the end of the required 30 minute inquiry period, the CHMJ must:

- Make any necessary adjustments/changes to scores based on the outcome of any inquiries that may have been made and are settled. (Only the CHMJ may adjust points as a result of inquiries.)
- Transcribe any changes in scores to the HM master score sheet and turn in master score sheet to the rally scorer.
- No further inquiries will be permitted, except for transcription errors. Transcription errors are a discrepancy between actual scores shown on Horse Management sheets and scores posted by the scorer.

Horse Management Written Inquiry

Written inquiries may be initiated if the team captain/individual competitor disagrees with the CHMJ's decision on a verbal inquiry. Written inquiries are made to the technical delegate/steward via the rally office.

Written Inquiries must be:

Made in writing, using the official Horse Management written inquiry form (signed by the team captain/individual competitor), containing the references to the rules covering the reason for the inquiry Section VI, Chapter 24, delivered within 30 minutes of the CHMJ decision on the verbal inquiry to the rally office.

SECTION IV: Scoring

Mounted Competition

Mounted Competition Scoring Written Inquiry

Written inquiries may be initiated if the team captain/individual competitor does not agree or **understand or if they feel a mistake has been made**. Mounted competition written inquiries are made to the technical delegate/steward following the posting of scores.

Inquiries must be:

Initiated within 30 minutes from the time the score sheet(s) are posted and made in person by:

- The team captain, if competitor is on a team. The competitor involved may go with the team captain.
- The competitor involved (if competing as an individual). If the team captain is riding when scores are posted and will not be available within the allowed thirty-minute period, another team member may notify the rally office that an inquiry is likely.

Written Protest to the Discipline Ground Jury

If a team does not agree with the TD/steward's decision on a written inquiry, they may advance a written protest (utilizing the existing written inquiry form) to the discipline ground jury.

The decision must be made while the team is sequestered and within 10 minutes after the TD/steward's announcement of the decision to the team.

Written Protests must be:

Initiated by:

- The team captain, if competitor is on a team. The competitor involved may go with the team captain.
- The competitor involved (if competing as an individual).
- Made within 10 minutes of the TD/steward's announcement of the decision to the team.

Frivolous Protest

- During a rally, each team is allowed one "free" inquiry to the technical delegate. After the first, the TD may present to the ground jury any inquiry presented in which the decision of the judge was upheld and which the TD deems frivolous and not in the spirit of good sportsmanship. Any inquiry deemed frivolous, may be assessed 5 points by the ground jury.
- If any score change results, the chief scorekeeper must be notified by the official making the decision and changes recorded scores.

The ground jury will meet, review the written inquiry/protest form, make a decision, document the decision on the original written inquiry/protest form, and report its decision.

THE DECISION OF THE DISCIPLINE GROUND JURY IS FINAL AT REGIONAL RALLIES.

Written Appeal to the Overall Ground Jury/ Appeal Committee

(AT CHAMPIONSHIPS ONLY)

If a team does not agree with the discipline ground jury's decision on a written protest, they may advance an appeal

(Utilizing the existing written inquiry form) to the overall ground jury/appeal committee.

The team's decision to appeal must be made while the team is sequestered and within 10 minutes after the announcement of the discipline ground jury's decision to the team.

Appeals must be initiated by:

- The team captain, if competitor is on a team. The competitor involved may go with the team captain.
- The competitor involved (if competing as an individual).

THE DECISION OF THE OVERALL GROUND JURY/APPEAL COMMITTEE IS FINAL AT CHAMPIONSHIPS.

Article 51—Scoring of Excused

Mounts excused after the beginning of competition will receive elimination scores for all of the following races, unless they are later judged to be sound and allowed to compete again.

Article 52—Scoring of Elimination

A score of 1 will be given on each race where the competitor has been eliminated.

Article 53—Scoring of Disqualification

The discipline ground jury may disqualify a competitor and/or a team from competition, for the reasons stated in Article 21. Or the discipline ground jury may decide to issue a Yellow (Warning) Card in lieu of disqualifying a competitor. Decisions of the discipline ground jury are not appealable except at Championships.

1. **If a Yellow Card is assessed to a competitor, it may or may not include penalty points. The discipline ground jury can assess penalties ranging from 0 up to the maximum penalties as defined below. Any assessed penalties should be included in the "Other" column on the scoresheet and are deducted from the positive point score prior to combining them with the Horse Management Score.**

Single Race—The maximum number of penalties accessible for infractions related to a single race is calculated by taking the number of teams in the division and adding 2, then dividing the total by 2.

Entire Competition Infraction—The maximum number of penalties accessible for infractions related to a single race

SECTION IV: Scoring

is calculated by taking the number of teams in the division and adding 2, then dividing the total by 2. Next, multiply the number just calculated by the number of races included in the competition.

2. Competitors (or teams) who are disqualified from competition shall have all their scores from the competition stricken. If the disqualification of a competitor causes an already short team, to become a shortened team, then shortened team ghost scoring will apply. If a stable manager is disqualified, all the team's accumulated Horse Management points will be split evenly among the remaining team members.

Disqualified competitors and their horses may not take further part in the rally and may be asked to leave the grounds. A disqualified competitor/team may not receive an award.

Article 54—Team Scoring

1. Based on the number of mounted competitors, teams may or may not have a drop score. Four rider teams will drop the worst (lowest) score for each round of races. Three rider teams will keep all three scores from each race. If Horse Management Ghost Scores are needed, those will be calculated per the current Horse Management Handbook.

Team totals will be calculated by totaling final riding scores with the Horse Management Bonus Score for the team totals. The final score is calculated using the below formula.

Overall Score = Riding Score + HM bonus score

HM Bonus Score = (number of races run x 3)—(number of HM penalties)

* Note the HM bonus score could possibly be a negative number that reduces rather than increases the total score.

2. In extraordinary circumstances when a short team (three rider team) becomes a shortened team (two rider and one stable manager), prior to the start of competition, the following team scoring will take effect.
 - A. In the event of the competitor being removed completely from the team. Ghost Horse Management scores will be determined per the Horse Management Handbook. Ghost riding scores will be determined by averaging the riding scores of the two remaining competitors.
 - B. In the event of the competitor no longer being able to participate in the riding portion of the competition. They shall continue to earn Horse Management scores, and ghost riding scores will be determined by averaging the riding scores of the two remaining competitors.

Please note: The above scoring is not to be used in a 4 man team's loss of a rider or mount. Only to be used with a 3 man team rather than losing a team completely from the rally.

Article 55—Individual Scoring

While rallies are normally scored only as teams. There are some instances when the tabulation of Individual Scores is necessary. To determine an individual's score:

1. The points accumulated in each race of the competition will be added together.
2. The total score, plus all Horse Management penalties (after factoring), will be added.
3. The winning individual is that individual who has the highest total score after all scores have been added.

Article 56—Posting Scores

Depending on the length of the rally, scores may be posted multiple times during the rally or just once. Any time scores are posted there is a 30-minute inquiry period where competitors can inquiry regarding the scores ([Article 50](#)). After the final inquiry period, the only changes that can occur are if a transcription error has occurred. Following the final inquiry period, final scores for all competitors must be posted for review by competitors, parents, coaches, etc.

Anytime scores are posted during the competition, there will be an announcement of official score posting and time.

Article 57—Placing of Teams

The winning team is that with the best (highest) final score after riding scores and the factored Horse Management penalties are added together.

Ties:

In a team competition, ties will be decided on the following conditions:

- A. Number of first place finishes
- B. Number of second place finishes
- C. Turnout Inspection scores (four) for each team.

Awards:

Overall team and horse management awards are usually presented at mounted rallies. Other awards may be also be given and all awards must be published in the prize list.

Please Note: A disqualified horse/rider combination may not be placed or receive an award.

SECTION V: Officiation

Overview

The use of appropriately licensed (US Equestrian, etc.) officials is always preferable. Regarding standard rallies, appropriately licensed officials may be required. However, realizing that not every area has Pony Club-oriented licensed officials easily available, rally organizers are asked to utilize suitably experienced personnel to fill official positions. Organizers needing help are encouraged to reach out to the appropriate discipline committee (refer to www.ponyclub.org About/Contact Us/Activities Committees to find contact information for the USPC discipline committee members). These resource people, available by e-mail, or phone, can help with courses, officials, or other questions.

Article 58—Rally Organizer

The rally organizer serves as the manager of the competition. They must be on the grounds during competition and available to rally officials in the event a problem arises concerning the facility or equipment. Rally organizers do not participate in the officiation, unless required due to extenuating circumstances. They must engage individuals necessary to fill all official capacities at the competition. Full details and job descriptions for rally organizers are available in the Rally Organizer's Guide.

Article 59—Technical Delegate (TD)

The technical delegate is the person to whom an inquiry is presented by the team captain in the event of a question regarding mathematical errors or scoring irregularities. If the initial inquiry to the technical delegate fails to resolve the question at hand, the discipline ground jury then makes a final decision. The technical delegate may not be a member of the discipline ground jury.

Per the appropriate discipline rulebook the organizer shall appoint a knowledgeable person to serve as technical delegate. The technical delegate shall act with complete impartiality and report to the organizer and appropriate discipline committee, protecting the interests of competitors, judges, officials and the competition organizers. The technical delegate shall have no connection with the management or judging of a competition. No Pony Club rally competition shall be organized and held without the presence of a technical delegate.

The technical delegate is responsible for:

- A. Ensuring the competition is organized and managed in strict compliance with the appropriate discipline rules
- B. Inspecting competition facility prior to the competition with appropriate officials
- C. Supervising the horse inspection(s)
- D. Once the competition begins, the technical delegate is responsible for accounting for the presence of all competitors and horses on rally grounds. Any withdrawals

of horses or riders must be reported to the technical delegate as soon as possible.

- E. Supervising the technical conduct of the competition.
- F. Reporting any infraction or violation of the competition rules and regulations to the organizer or appropriate people, by any competitor, coach, manager, competition official, staff member or any other person present on the competition grounds, and seeing that immediate action is taken
- G. Protecting the interests of competitors, judges, officials and the competition organizers
- H. Furnishing the discipline committee with a complete written report on the competition, including any infractions or violations of the rules, within three days following completion of the competition. (See Appendix IV).

The technical delegate is authorized to insist on alterations to the facility and competition areas if, in their opinion, they do not comply with the established limits for the competition.

Article 60—Discipline Ground Jury

The discipline ground jury is the group that adjudicates the rally. The discipline ground jury makes proper inquiries into both sides of cases in all protests concerning decisions made by the technical delegate and other officials during a rally.

The discipline ground jury shall be composed of the chief judge, the chief horse management judge, and one other Pony Club Gymkhana knowledgeable person as appointed by the rally organizer. The following persons are ineligible to serve on the discipline ground jury:

1. Any competitor, manager, chaperone, coach, or owner of a horse entered in the competition
2. Any close relative of a person named in item 1. above
3. Any instructor or trainer of any competitor or horse entered in the competition
4. The organizer or any member of the organizing committee
5. No other horse management judge from that competition
6. The technical delegate
7. Any member of the overall ground jury/appeal committee

Duties of the discipline ground jury:

- A. The discipline ground jury is ultimately responsible for the judging of the rally and for settling all problems that may arise during its jurisdiction. Together with the technical delegate and organizing committee shall ensure that all arrangements for the rally, including that all competition areas are appropriate. If, after consultation with the technical delegate, the discipline ground jury is not satisfied with the arrangements or areas, it has the authority to modify them.

SECTION V: Officiation

- B. The discipline ground jury will be responsible for determining objections against decisions by technical personnel, including judges and time-keepers, and may substitute their judgement for that of any judge or official, whether or not in favor of the competitor.
- C. The members of the discipline ground jury are obliged to be on the grounds from the official rally opening until awards have been made.
- D. Any member of the discipline ground jury has the duty and authority at any time during the rally to disqualify any competitor who is unfit to continue because of physical exhaustion or impairment, abusive or dangerous behavior. There is no appeal against such a decision.

Article 61—President of the Discipline Ground Jury

The President of the Ground Jury will be the judge of the competition.

Article 62—Overall Ground Jury Appeals Committee (for Multiple Championships)

At Championships (when multiple disciplines are competing at the same time and on the same facility), there will be an overall ground jury/appeals committee composed of three to five persons to include: the VPA (if not the organizer), the Championships horse management organizer, and one or more knowledgeable horse persons designated by the organizer, one of whom will be designated president.

The purpose and duties of the overall ground jury/appeals committee include:

- Determine dress requirements for turnout inspections and competition; and responsibility for waiving of dress requirements when the heat/humidity index so indicates
- Decide issues that affect all disciplines at the Championships, so as to promote uniformity among the competitions
- Handle instances regarding the uniform application of disciplinary action for poor sportsmanship, cruelty or misbehavior by a competitor
- Make a proper inquiry into both sides of the cases in all appeals concerning decisions made by the discipline ground jury, or referred to the appeal committee by the discipline ground jury

The decision of the overall ground jury/appeals committee is final.

The following may not serve on the overall ground jury/appeals committee at a Championships:

- Anyone serving as a technical delegate
- Anyone serving on a discipline ground jury
- Anyone serving as a CHMJ for the competition

- Anyone serving as a judge for the competition

Article 63—Horse Management Judges

1. All competitions shall include judging of Horse Management. Horse Management shall be judged in accordance with current USPC Horse Management Handbook. At all events, horse management judges will judge safety standards throughout the day.
2. The horse management judges shall be responsible for conducting stable, turnout and turnback inspections.
3. Horse management judges shall be responsible for safety checks. The safety checks will be performed in assigned areas, as close to warm up and jumping areas as feasible.

Article 64—Chief Horse Management Judge (CHMJ)

One member of the rally horse management staff will be designated as the chief horse management judge. If the rally is a standard rally for Championships, the chief horse management judge must be selected from the CHMJ list on the USPC website.

Article 65—Spotters

The need for spotters during Gymkhana races depends on the rallies' race list for the day. The chief judge will make the determination if spotters are necessary. The number spotters will vary between 0-4 depending on the race and the size of the arena. They will be placed around ring at certain vantage points. After each competitor completes a race, they will hold up a paddle. A white paddle side indicates no elimination was identified, a red paddle side indicates an elimination was identified. Other forms of identification are also acceptable (i.e. hand signals or radios).

Article 66—Chief Judge

The rally organizer shall appoint a chief judge for the competition. The chief judge oversees and approves the placement and set up of each race. The chief judge also serves as the starter of each race, signaling competitors at the start and finish of each race. The decision of the chief judge is final relating to all events taking place in the competition arena and the entering and exiting of the arena. The chief judge will use a white flag to signal competitors at the start and finish of each race. It is acceptable to use a loud verbal signal instead of a flag at regional rallies.

Article 67—Inspection Panel

An inspection panel made up of the president of the discipline ground jury, the CHMJ, and a veterinarian or other qualified horse person, will officiate over the horse inspections (jogging). The veterinarian's decision shall be final when a judge or the steward requests an inspection or examination as to the serviceable soundness of a horse. In the absence of a veterinarian, the judges or the steward shall

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have the right to excuse a horse from further participation on the grounds of unsoundness.

Article 68—Veterinarian

1. The veterinarian should be a part of the inspection panel for all horse inspections.
2. Regional competitions should have a qualified veterinarian present or on call for all phases of the competition.
3. The veterinarian shall assist the organizer in all matters pertaining to the health and welfare of the horses at the competition.
4. The veterinarian, when required to be present at a competition, shall have the right to inspect and examine any horse at the competition. The judges or the steward may request an inspection or an examination of any horse.
5. The veterinarian's decision shall be final when a judge or the steward request an inspection or examination as to the serviceable soundness of a horse. In the absence of a veterinarian, the judges or the steward shall have the right to excuse a horse from further participation on the grounds of unsoundness.
6. In any suspected case of use of drugs, the veterinarian shall be permitted to take blood, urine and/or saliva sample(s) to test for drug residues.

Article 69—Chief Scorer

1. The chief scorekeeper is responsible for prompt and accurate scorekeeping. The judges and timekeepers provide factual data for the chief scorekeeper to use in the calculation of scores and place standings.
2. Accurate, up-to-the-minute scorekeeping is very important to keep the competitors, officials and spectators informed. Therefore, the judges and the chief scorekeeper shall work in close cooperation with the announcer.

3. The chief scorekeeper shall appoint such assistants as they may require for the work. All scoring shall be conducted with complete impartiality.

Article 70—Required Medical Personnel

1. For mounted rallies—An EMT-Basic (paid or volunteer) is required onsite one hour prior to the first ride of the rally and stay until riding concludes for the day. The EMT or rally organizer must be aware of the closest ambulance and hospital locations.
2. The EMT must:
 - Have CPR certification and license to perform basic assessment and non-invasive treatment.
 - Not have any other duties at the mounted rally.
 - Have a reliable means of communicating with the local EMS service and knowledge of the nearest hospital.
 - Have direct communication with all riding areas, especially those out of view.
 - Coordinate with the rally organizer on how to handle injured parties.
3. Additional Information:
 - An EMT who is Intermediate or Paramedic level, both meets and exceeds the minimum requirement.
 - Facility requirements may exceed the minimum USPC EMT requirement.
 - Rallies run as recognized events may exceed the minimum USPC EMT requirement.
 - An on-site ambulance is highly recommended, but not required.

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Appendix I: Mounted Competitions Scoring Inquiry/Protest/Appeal Form page 1

Remember:

- Only Competitors have the right to dispute scores and can participate in the process.
- Before this form can be used, a verbal inquiry must have been made to the CHMJ for horse management score questions.
- After submission to the TD/Steward, no additional information can be added by the team.

Date: _____ Discipline: _____ Division: _____ Team #s _____

Team Captain Name & Phone Number: _____

Team Member # for Protest: _____ Team Member Certification: _____

State infraction and provide points assessed:

Statement of Protest:

References (Name reference and page number):

Signature of Team Captain/Competitor: _____

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Appendix I: Mounted Competitions Scoring Inquiry/Protest/Appeal Form page 2 Written Inquiry/Protest/Appeal Review For Official Use Only

Written Inquiry Disposition: Date/time: _____

Approved: _____ Denied: _____ Points awarded if any: _____

Technical Delegate: _____

CHMJ (if HM related) _____

Team Captain _____

Requesting Advance to Protest Yes: _____ No: _____

Protest Disposition: Date/time: _____

Approved: _____ Denied: _____ Points awarded if any: _____ Penalty, if any: _____

Discipline Ground Jury: _____

Team Captain: _____

Requesting Advance to Appeal (Championships ONLY) Yes: _____ No: _____

Appeal Disposition: Date/time: _____

Approved: _____ Denied: _____ Points awarded if any: _____ Penalty, if any: _____

Overall Ground Jury/Appeal Committee (Championships ONLY): _____

Team Captain: _____

Received by Scorer: (to indicate receipt and adjustment of a change)

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Appendix II Heat Illness and Heat Index Chart

HEAT ILLNESS	Symptoms	What to Do
Heat Stroke	<ul style="list-style-type: none"> • Confusion • Fainting • Seizures • Excessive sweating or red, hot, dry skin • Very high body temperature 	<ul style="list-style-type: none"> • Contact Medical Personnel, EMT, or Call 911 <p><i>While waiting for help:</i></p> <ul style="list-style-type: none"> • Place person in shady, cool area • Loosen clothing, or remove outer clothing • Fan air, place ice packs in armpits, apply cool compresses • Provide fluids (water)
Heat Exhaustion	<ul style="list-style-type: none"> • Cool, moist skin • Heavy sweating • Headache • Nausea or vomiting • Dizziness • Light headedness • Weakness • Thirst • Irritability • Fast Heart Beat 	<ul style="list-style-type: none"> • Place person in shady, cool area • Provide fluids (water) • Cool person with cold compresses, ice packs, fan
Heat Cramps	<ul style="list-style-type: none"> • Muscle Spasms 	<ul style="list-style-type: none"> • Rest in cool, shaded area • Drink water • Wait a few hours before returning to play

Heat Index (Apparent Temperature) Chart

	RELATIVE HUMIDITY										
	0%	10%	20%	30%	40%	50%	60%	70%	80%	90%	100%
70°	64	65	66	67	68	69	70	70	71	71	72
75°	69	70	72	73	74	75	76	77	78	79	80
80°	73	75	77	78	79	81	82	85	86	88	91
85°	78	80	82	84	86	88	90	93	97	102	108
90°	83	85	87	90	93	96	100	106	113	122	+
95°	87	90	93	96	101	107	114	124	136	+	+
100°	91	95	99	104	110	120	132	144	+	+	+
105°	95	100	105	113	123	135	149	+	+	+	+
110°	99	105	112	123	137	150	+	+	Danger Zone		
115°	103	111	120	135	151	+	+				
120°	107	116	130	148	+	+	+				
125°	111	123	141	+	+	+	+				
130°	117	131	+	+	+	+	+				

This chart is based upon shady, light wind conditions.
Exposure to direct sunlight can increase the HI by up to 15°F.
“+” indicates the heat index temperature is so great it is off the scale.

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Appendix III: Chaperone and Emergency Contact Information

Team Chaperones vs. Emergency Contacts

When competitors under the age of majority (minors) participate in a rally, there will be a designated “Official Team Chaperone.” In the situation of scramble teams, the official team chaperone will be appointed by the rally officials and will be so noted in the rally program. The team chaperone serves as the team contact for rally and a responsible guiding presence to prepare the team for success. Competitors who are above the age of majority (adults) participating in a rally will not have a designated chaperone but must submit the name and contact information for their emergency contact.

Team Chaperones

Time Commitment

The official team chaperone is responsible for team members during the hours of competition and on competition grounds only (from arrival on grounds until departing rally ground at beginning and end of each day of competition).

Transportation, Driving and Lodging

Decisions to allow a competitor to drive or not, who they can or cannot ride with, who they can or cannot have in a vehicle that they are driving, where they stay at night and with whom they stay, and who is to be responsible for a competitor are all decisions that must be made by the parent/legal guardian. These decisions are not a decision of USPC, their region, club/center, or the rally organizer. Specific arrangements must be made by and between the parent/legal guardian and the adult assuming any of these responsibilities in the absence of the parent/guardian.

Preparing Your Team for Success

- Initiate contact with all team members prior to leaving for the competition and gather cell phone numbers as appropriate. In cases of scramble team members, request contact information from the rally secretary. Share this information with team captain and/or stable manager.
- Encourage the team to have meetings prior to leaving for rally. Be sure all members of a scramble team are included in the decision-making process, either by email or phone contact, if a distance away.
- Discuss team equipment, review all rules that apply and any decisions regarding snacks, drinks, plans for meals, etc. Determine how the team members plan to provide snacks and drinks (i.e., each team member contribute a sum of money to a pot or each member is assigned specific items to bring). If each is contributing money, it must be collected before the rally. Be sure to know who is bringing cooler(s), as to avoid a trip to the local store.

- Plan arrival time at the competition site and any details such as arrangements for ordering bedding, if needed, and who is assigned to do this (again collect money in advance if needed).
- On the first day of the rally, gather the team together before they separate for the night and make plans for the next day. Include a review of their competition schedule and how they can best work together to help each other prepare.
- Determine a regular meeting place and de-brief the team at the end of each day of competition. Take this opportunity to offer words of praise, acknowledge their accomplishments, and encourage the sense of teamwork and team building. Guide the team towards constructive criticism and steer them away from finger pointing. Have the team make plans for the next day concerning time they will arrive on the competition grounds, who will feed horses the next morning, who will re-supply the tack room cooler with ice, drinks and snacks (get requests for drinks/ snacks) and make the plans for lunch. Be sure any plans for cooler and/or lunch delivery follow any requirements as stated in the competition entry and they understand the plan. Have the team leave with a plan for the next day in place before they go off for an evening of relaxation.

Emergency Contacts

Anyone listed as an emergency contact for a competitor should be reachable by phone for the duration of the competition. Emergency contacts do not need to be on the competition grounds, but ideally are also within driving distance of the competition in the case of an emergency.

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Appendix III Chaperone Form

To be completed by the chaperone and turned in with the rally entry for USPC members below the age of majority.

Chaperone duties shall include:

1. The primary function of the "Official Team Chaperone" is to ensure that there is a contact person for every USPC member below the age of majority, on the grounds for the duration of the competition.
2. While multiple Chaperone Forms may be turned in for a single team, only one person will be designated the Official Team Chaperone. If the Official Team Chaperone must leave the grounds during the competition, they must delegate the team chaperone duties to another responsible adult, making it clear that they are to respond to rally officials and any team members in your absence.
3. Be present and available to rally officials and all team members for the duration of the competition.
4. Being in contact with parents/guardians for all team members during competition hours.
5. Being in contact with all team members and their parents/guardians outside of competition hours.
6. Have copy of and be familiar with the current discipline rulebook and the current Horse Management Handbook and Rules for rallies. Rulebooks available for download from www.ponyclub.org.
7. Be aware that USPC members are required to wear a current, up to date USPC medical card/bracelet on their arm at all USPC activities.
8. Be familiar with the effects of heat and humidity and the potential risk for heat related illness. Take an active role in helping to keep all team members well hydrated and take every opportunity to encourage water breaks.
9. Uphold USPC Substances and Weapons Policy which prohibits the inappropriate or illegal use of any substance, including but not limited to drugs or alcohol, by anyone participating in any manner. Weapons of any kind are forbidden. Refer to About/About the Organization/By-Laws, Policies and Resolutions on www.ponyclub.org for the full policy statement.
10. Remember that administration of medications is the sole responsibility of the parent/guardian.

I have read and understand the duties of a chaperone as listed above.

Chaperone for the following team or individual(s)

Name of Chaperone

Cell Phone Number

Signature

Date

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Appendix III Emergency Contact Form

for USPC Members Above the Age of Majority

The age of majority is the threshold of adulthood in law. As USPC members above the age of majority are adults in the eyes of the law and therefore responsible for themselves; USPC does not require a “chaperone” for these members at competitions. USPC does require that members above the age of majority submit Emergency Contact information for each competition. Age of majority varies per state.

USPC Member: _____ Current Age: _____ State of Residence: _____

Competition Name: _____ Competition Date: _____

Emergency Contact Name: _____

Emergency Contact Relationship to Competitor: _____

Emergency Contact Home Phone Number: _____

Emergency Contact Cell Phone Number: _____

An additional Emergency Contact can be included, but is not required.

Secondary Emergency Contact Name: _____

Secondary Emergency Contact Relationship to Competitor: _____

Secondary Emergency Contact Home Phone Number: _____

Secondary Emergency Contact Cell Phone Number: _____

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Appendix IV: Junior/Senior Team Formation

PERMISSION FOR JUNIOR COMPETITORS TO PARTICIPATE IN A RALLY ON A TEAM WITH SENIOR COMPETITORS

When merging a member under the age of 18 on a team with member(s) 18 years of age or older, written permission should be obtained by the person configuring the team. This form can be used for written permission, but other methods (email, etc.) are also acceptable. Written permission should be maintained with the rally entry paperwork.

This agreement acknowledges that _____ and their parent(s)/legal guardian(s) agree to the participant's placement onto a rally team with:
(Name of Participant)

(Name of Senior Participant)

(Name of Senior Participant)

(Name of Senior Participant)

(Name of Senior Participant)

at _____ rally.
(name of rally)

PARTICIPANT NAME *(Print)*: _____ DATE OF BIRTH: _____

PARTICIPANT SIGNATURE: _____ DATE: _____

PARENT/GUARDIAN NAME *(Print)*: _____

PARENT/GUARDIAN SIGNATURE: _____ DATE: _____

*PARENT/GUARDIAN NAME *(Print)*: _____

*PARENT/GUARDIAN SIGNATURE: _____ DATE: _____

Note: Combining junior and senior teams into one division is not the same as combining junior and senior members onto one team. Junior competitors can always compete up a division as a senior to fill out a team. Senior competitors can never compete down to a junior division. Before combining junior and senior aged competitors on the same team, rally organizers must obtain the permission of the junior competitor and their parent(s)/legal guardian(s).

*Second parent/guardian signature if applicable.

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Appendix V: USPC Gymkhana Rally Technical Delegate's Evaluation and Report

(This form is also available electronically on the USPC website.)

*=information required; circle yes or no when you see **(yes/no)**.

TD/Steward's Name * _____ Phone * _____

TD/Steward's Email Address * _____

TD/Steward's License number and affiliation _____

Organizer's Name * _____ Phone * _____

Organizer's Email Address * _____

CHMJ Name* _____ Phone * _____

CHMJ Email Address * _____ Number of AHMJ's* _____

Rally Information

Region * _____ Rally Start Date * _____ Rally End Date * _____

Rally locations (please include all if multiple) _____

Is this a standard rally? * _____

Did you have a CURRENT copy of the Discipline's Rulebook? *(yes/no)

Did you read the rulebook prior to attending the rally? * (yes/no)

Was the entire rally conducted according to these rules? * (yes/no)

Did Horse Management function according to the rules? * (yes/no)

Did you have any problem with a stated rule? * (yes/no) If yes, please tell us why. _____

Did you have a situation for which there was not a stated rule? * (yes/no) If yes, please describe the situation. _____

Did any competitors receive Yellow Cards given during the rally? (yes/no) If yes, how many and why. _____

Were any competitors disqualified during the rally? * (yes/no) If so, please tell us who and why. _____

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Was the rally well-organized? **(yes/no)** Please describe. _____

Were the facilities suitable for all phases of the rally? **(yes/no)** If no, please describe areas of concern. _____

Were the organizers and other officials friendly and supportive to competitors and each other? * **(yes/no)**

Was sufficient personnel provided to manage all phases? * **(yes/no)**

Were medical personnel & equipment (EMT, ambulance) on the grounds during mounted activities and on call at all times? * **(yes/no)**

Were any accident reports filed? * **(yes/no)**

For the duration of the rally, was safety placed as a priority? **(yes/no)** Please describe. _____

Were the communications suitable for all phases of the rally? (yes/no) If no, please describe areas of concern. _____

Were briefings held? (yes/no) Please describe. _____

Was the rally a learning experience for all competitors? * **(yes/no)** Please describe. _____

Do you feel you were given all the materials to do your job effectively? * **(yes/no)** If no, please describe why not. _____

Horse Management Review

As the Technical Delegate/Steward, you are charged with the first level of reviewing the decisions in Horse Management. Under the rules of competition, the initial protest from the decision of the Chief Horse Management Judge is to the Technical Delegate/Steward. A protest can only be made by the team or individual competitor against whom an adverse decision is made. Therefore if a protest comes to you to reconsider the decision of the Chief Horse Management Judge and you do NOT sustain the decision of the judge, the protest is concluded. If you do sustain the Chief Horse Management Judge, then a protest can be placed before the Discipline Ground Jury.

Were all inquiries/protests that were brought to you as TD/Steward in written form on the official form? * **(yes/no)**

Do you have any comments on the Horse Management competition at this rally? _____

Do you have any additional comments or thought you would like to share? _____

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Rally Competitor Numbers

Please utilize the lines below to indicate what competition divisions were offered and the number of teams and competitors in each.

	Level/ Division*	Number of Teams*	Number of Competitors*	Number of Competitors with D-2 Certification above 10 years of age*	Number of Competitors with C-1 Certification above 12 years of age*
Junior Walk/Trot	_____	_____	_____	_____	_____
Senior Walk/Trot	_____	_____	_____	_____	_____
Junior Novice	_____	_____	_____	_____	_____
Senior Novice	_____	_____	_____	_____	_____
Junior Intermediate	_____	_____	_____	_____	_____
Senior Intermediate	_____	_____	_____	_____	_____
Junior Advanced	_____	_____	_____	_____	_____
Senior Advanced	_____	_____	_____	_____	_____
Other (please specify)	_____	_____	_____	_____	_____

President of the Ground Jury's Name * _____ Phone * _____

President of the Ground Jury's Email Address * _____

President of the Ground Jury's Experience _____

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Appendix VI Gymkhana Coaching Guidelines Form

Each coach should have a copy and a signed copy submitted with entries. Photocopy as necessary.

Penalties for violating these coaching guidelines will be assessed by the discipline ground jury and/or overall ground jury under the rules governing unauthorized assistance. Any coach not adhering to the rules set forth below may be removed from their position for the duration of the phase and/or competition.

Coaches are recommended for Gymkhana rallies and Championships. There may be one or more coaches per team; the organizer or ring steward may limit the number of coaches in a warm-up area at any given time.

Agreement

By signing this form, you:

- Agree to be familiar with and observe all USPC By-Laws, Policies and competition rules.
- Agree to be governed by Horse Management guidelines as expected of competitors, including appropriate attire, footwear and conduct.
- Agree to adhere to the USPC Conflict of Interest and Code of Ethics Policies in all your actions and decisions.
- Agree to conduct yourself in a fair and courteous manner.

Coaches Must

- Check in as requested and attend any official coaches' briefings.
- Be familiar with, understand and comply with the current USPC discipline and Horse Management rules.
- Be aware of the welfare of horse and rider.
- Wear identification as provided by the organizer/secretary during the competition times.
- Follow all discipline coach parameters outlined in the discipline rulebook.
- Assist competitors in learning and understanding all rules pertinent to the competition.
- Help any Pony Club competitor who asks for help or who is present without a coach.

Coaches Must Not

- Enter the barn except during authorized visiting times.
- Interfere with the immediate care of the mount under penalty of elimination of the competitor.
- Coach in a manner that interferes with the warm-up of other competitors.
- Be the organizer, and member of the organizing committee or any other official of the competition.
- Be a team chaperone.
- Be a regional supervisor at a regional competition.

Coaching Duties

- Warming-up competitors for competition in the designated warm-up areas only.
- In addition, a coach may lead a competitor's mount into the arena area.
- Coaches may observe but not participate in (unless requested), soundness checks or horse inspections.
- Meet with the team to discuss ride times, planning and how to best utilize the coach within the team.

Communications between Coaches and Competitors

- Coaches may communicate with the competitors during the official briefing and any subsequent briefings as required by the organizer and in the warm-up area prior to and following the competitor's ride.
- Coaches may accompany competitors during their ride, arena inspection, course walks or any other subsequent times competition areas are open for warm-up, during which they may give advice and coach.

Competitors who wish to Coach while Competing

Championships competitors who are 18 years of age as of January 1 of the competition year may coach other members recognizing that:

- No scheduling changes will be made to accommodate coaching /riding times.
- Care of mount and other competitor responsibilities take precedence over coaching.

All phase coaches must sign that they have read this sheet:

I _____ have read and agree to follow the USPC Gymkhana Rulebook and above guidelines for coaching.

Printed Name: _____ Signature: _____

Date: _____ Cell Phone: _____ Email: _____

Please list the competitors/teams you are coaching:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

