



Summer's End GYMKHANA



Sunday, July 30, 12 noon

Hosted by Hidden Hills Farm & Saddle Club

PONY PAL DIVISION GAMES *(For young leadline riders and their handlers)*

1. Egg and Spoon Race *(Riders may be asked to trot)*
2. Sponge Race
3. Boot Race

LEVEL 1 DIVISION GAMES *(For walk only riders)*

4. Egg and Spoon Race
5. Sponge Race
6. Boot Race

OPEN GAMES

7. Rescue Race *(Teams of 1 horse, 1 rider, and 1 leadline rider of any level; 3 teams at a time)*
8. Costume Relay Race *(Teams of 2 horses/2 riders, leadline and handler allowed)*
9. Mystery Race *(All levels)*
10. Ribbon Race *(No leadline; teams of 2 horses and 2 riders; 3 teams at a time)*
11. Polo Race *(No leadline)*
12. INSTRUCTOR Costume Race
13. INSTRUCTOR Polo Race

LEVEL 2 DIVISION GAMES *(For WT riders)*

14. Egg and Spoon Race
15. Sponge Race
16. Arena Race

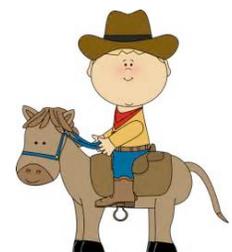
LEVEL 3 DIVISION GAMES *(For WTC riders)*

17. Egg and Spoon Race
18. Sponge
19. All Paces Race

Call or text 423-488-3993 or email info@hiddenhillsfarm.com to pre-register. \$40 pre-registration to participate in as many games as desired appropriate to rider's level (may not cross enter levels). \$10 late registration fee on the day of the show.

Ribbons pinned up to 6th place per game and points accumulate for Gymkhana High Point and Reserve High Point. Five (5) participation points for each participant towards Year End Points.

For team games, should a rider want to participate but doesn't have a teammate, another team member may play again with the extra rider.



GYMKHANA GAME DESCRIPTIONS

PONY PAL DIVISION GAMES *(For young leadline riders and their handlers)*

1. Egg and Spoon Race

All riders in the arena. Spoon and egg to each rider. When the egg drops, rider will go to the center of the arena. Last one with an egg wins!

2. Sponge Race

Teams of 2 riders/2 horses; 3 teams race at a time. Riders must dip sponge in bucket, race to the cup and squeeze their sponge into the cup. First team to fill cup to finish line wins or team with most water after specified time!

3. Boot Race

All riders take off their riding shoes which are tossed in a bucket and then dumped on the other end of the arena. Riders race to the boot pile, dismount, find their shoes and put them on, remount (handler may put them back on their horse; shoes must be on but don't have to be fastened), and race back to the finish line. First one back wins!

LEVEL 1 DIVISION GAMES *(For walk only riders)*

4. Egg and Spoon Race

All riders in the arena. Spoon and egg to each rider. When the egg drops, rider will go to the center of the arena. Last one with an egg wins!

5. Sponge Race

Teams of 2 riders/2 horses; 3 teams race at a time. Riders must dip sponge in bucket, race to the cup and squeeze their sponge into the cup. First team to fill cup to finish line wins!

6. Boot Race

All riders take off their riding shoes which are tossed in a bucket and then dumped on the other end of the arena. Riders race to the boot pile, dismount, find their shoes and put them on, remount (shoes must be on but don't have to be fastened), and race back to the finish line. First one back wins!

OPEN GAMES

7. Rescue Race *(Teams of 1 horse, 1 rider, and 1 leadline rider of any level; 3 teams at a time)*

Teams of 2 riders/1 horse; 3 teams race at a time. Teammate A (leadline rider of any level) tied at opposite end of the arena. Teammate B on horseback rides to Teammate A and unties him/her. Teammate A mounts horse, and Teammate B leads Teammate A back to finish. First team back wins! Winning team participates in next heat.

8. Costume Race

Teams of 2 riders/2 horses (leadliners may have handler); Race 3 at a time. Rider A rides to their costume pile, dismounts, and puts on their costume. Rider A remounts (may use mounting block; first come first serve), and race to finish, where Rider B awaits off his/her horse, and takes off costume while Rider B puts it on. After Rider B is "dressed", Rider B races back to where the costume goes, dismounts, takes off the costume, remounts, and races back to finish. First team back wins!

9. Mystery Race

All riders may participate.

10. Ribbon Race *(No leadline; teams of 2 horses and 2 riders; 3 teams at a time)*

Teams of 2 riders/2 horses (no leadline); race 3 at a time. Riders are given a length of crepe paper ribbon. Riders must ride down arena, weaving through cones, around barrel, and straight back to finish line. Should riders break their ribbon, they are out and must ride back to finish. Should riders let go of their ribbon, they may not continue the race until they both have hold of the ribbon again. First team back wins!

11. Polo Race *(No leadline)*

Race 6 at a time. Riders have a ball and broom and must push the ball to cone, around, and back to finish. First rider back wins!

12. INSTRUCTOR Costume Race

13. INSTRUCTOR Polo Race

LEVEL 2 DIVISION GAMES *(For WT riders)*

14. Egg and Spoon Race

All riders in the arena. Spoon and egg to each rider. When the egg drops, rider will go to the center of the arena. Last one with an egg wins!

15. Sponge Race

Teams of 2 riders/2 horses; 3 teams race at a time. Riders must dip sponge in bucket, race to the cup and squeeze their sponge into the cup. First team to fill cup to finish line wins!

16. Arena Race

Race 6 at a time. Riders trot horses from start to cone, walk back to start, trot to cone, dismount, and lead horse back to finish. If a rider breaks gait to faster gait, they must circle their horse before continuing. First rider to finish wins!

LEVEL 3 DIVISION GAMES *(For WTC riders)*

17. Egg and Spoon Race

All riders in the arena. Spoon and egg to each rider. When the egg drops, rider will go to the center of the arena. Last one with an egg wins!

18. Sponge Race

Teams of 2 riders/2 horses; 3 teams race at a time. Riders must dip sponge in bucket, race to the cup and squeeze their sponge into the cup. First team to fill cup to finish line wins!

19. Arena Race

Race 6 at a time. Riders walk horses from start to cone, trot back to start, canter to cone, dismount, and lead horse back to finish. If a rider breaks gait to faster gait, they must circle their horse before continuing. First rider to finish wins!