

YOUTH GYMKHANA

Directors: Alicia Mann

Entries are due 5 pm Thursday before Fair day. [Submit entries here](#)
 All entries must be paid by etransfer to nokomisagsociety@gmail.com by 5 pm Thursday before Fair day.

All Exhibitors must sign a Participant Waiver and agree to the general rules

General Rules

- All participants must be wearing approved helmets.
- Proper footwear must be worn on and around horses. Open toed shoes are not allowed within the arena.
- Animal abuse will not be tolerated. Animal abuse will be reported to the Gymkhana Chair. The Gymkhana Chair has the final decision as to whether the participant will be allowed to continue.
- Patterns will be posted at arena on Fair day.
- All horses must be on grounds by 1:00 pm. Be ready to run at any time. Run order will be posted on Fair day.
- If there are a large number of entries, some patterns will be run two at a time.
- Participants are responsible for their own insurance for this event.
- Entries may be capped at 75 contestants.

Age Categories – age as of December 31st, 2021

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|----------------------------|---------------------------|
| Leadline – any age | Junior C – 9 to 11 years |
| WeePee – 5 years and under | Junior B – 12 to 14 years |
| PeeWee – 6 to 8 years | Junior A – 15 to 17 years |

Entry Fees

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|-----------------------------------|---|
| \$2 per entry Leadline and WeePee | \$3 per entry PeeWee, Junior C, B and A |
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Prizes

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| Leadline and WeePee Prizes: 1 st \$5 2 nd \$3 3 rd \$1 4 th \$1 5 th \$1 | PeeWee, Junior C, B and A Prizes: 1 st \$12 2 nd \$9 3 rd \$7 4 th \$4 5 th \$2 |
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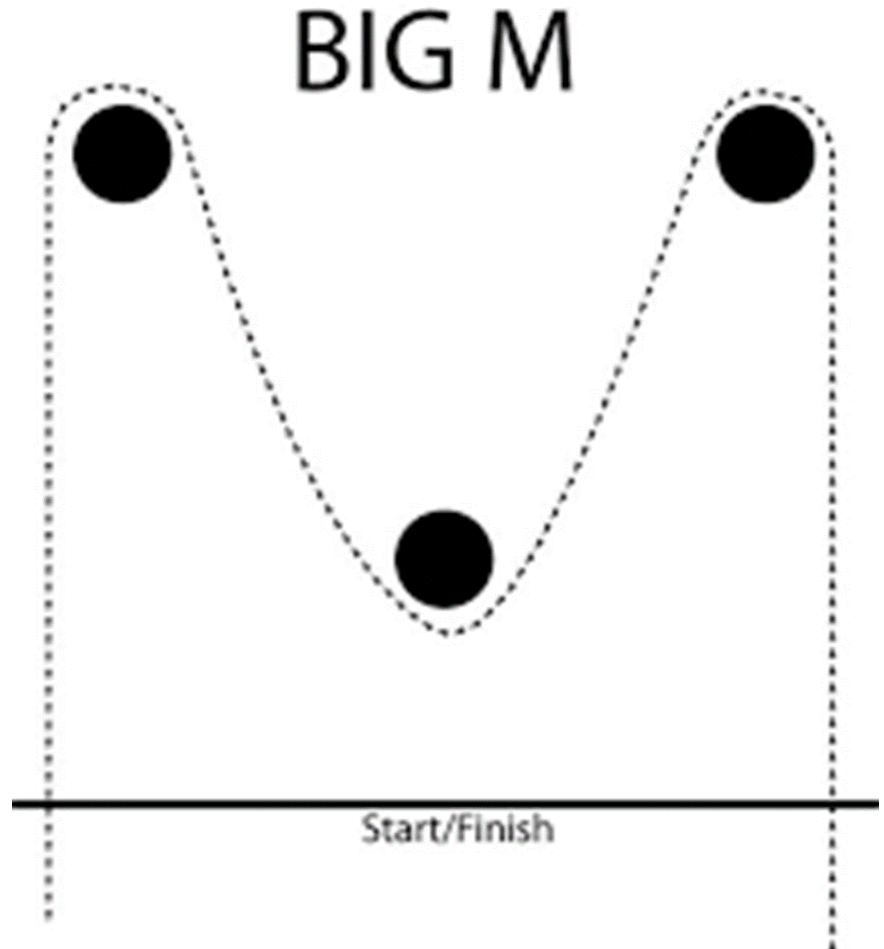
Classes

| | |
|-------------------------------------|-------------------------------------|
| Class 100: Big M - Leadline | Class 103: Big M – Junior C |
| Class 101: Big M - WeePee | Class 104: Big M – Junior B |
| Class 102: Big M - PeeWee | Class 105: Big M – Junior A |
| Class 200: Hurry Scurry - Leadline | Class 203: Hurry Scurry – Junior C |
| Class 201: Hurry Scurry - WeePee | Class 204: Hurry Scurry – Junior B |
| Class 202: Hurry Scurry - PeeWee | Class 205: Hurry Scurry – Junior A |
| Class 300: Turn and Burn - Leadline | Class 303: Turn and Burn – Junior C |
| Class 301: Turn and Burn - WeePee | Class 304: Turn and Burn – Junior B |
| Class 302: Turn and Burn - PeeWee | Class 305: Turn and Burn – Junior A |
| Class 400: Tail Spin - Leadline | Class 403: Tail Spin – Junior C |
| Class 401: Tail Spin - WeePee | Class 404: Tail Spin – Junior B |

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|----------------------------------|----------------------------------|
| Class 402: Tail Spin - PeeWee | Class 405: Tail Spin – Junior A |
| Class 500: Speed Ball - Leadline | Class 503: Speed Ball – Junior C |
| Class 501: Speed Ball - WeePee | Class 504: Speed Ball – Junior B |
| Class 502: Speed Ball - PeeWee | Class 505: Speed Ball – Junior A |

Big M

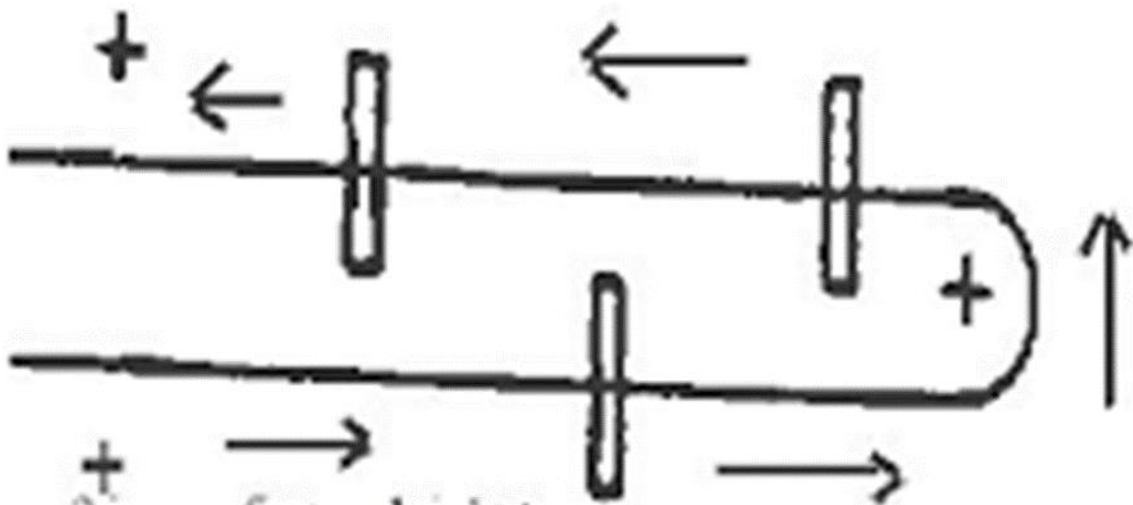
Starting from the left or right side riders will complete the pattern in the fastest times. Knocking down an obstacle will result in a 5 second penalty.



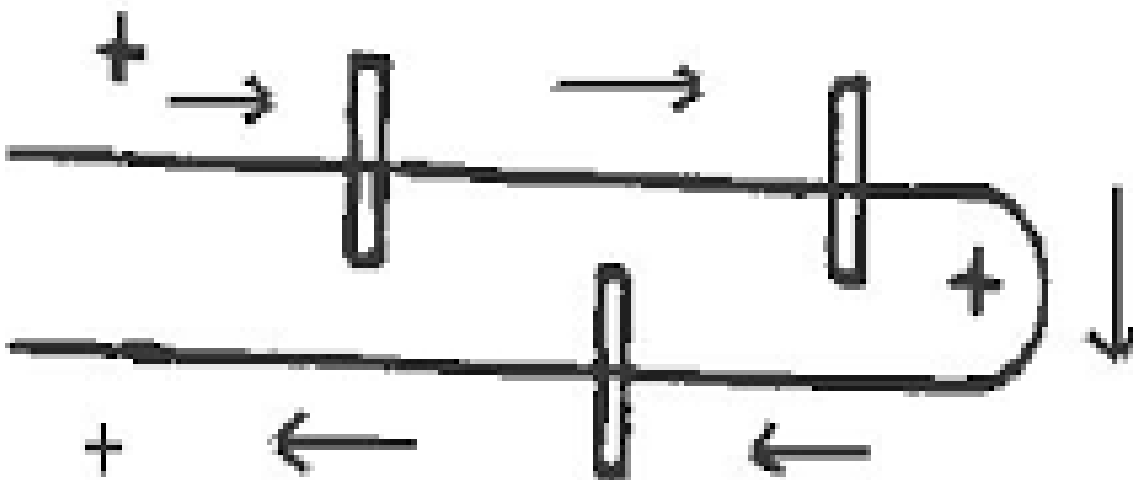
Hurry Scurry

Starting on the left taking two jumps then rounding the pole and taking one on the way to the finish line. Starting on the right, taking one jump then rounding the pole and taking two jumps on the way to the finish line. 5 second penalty for knocking over the pole and 1 second penalty for knocking over a jump.

One Jump turn Left Two Jumps

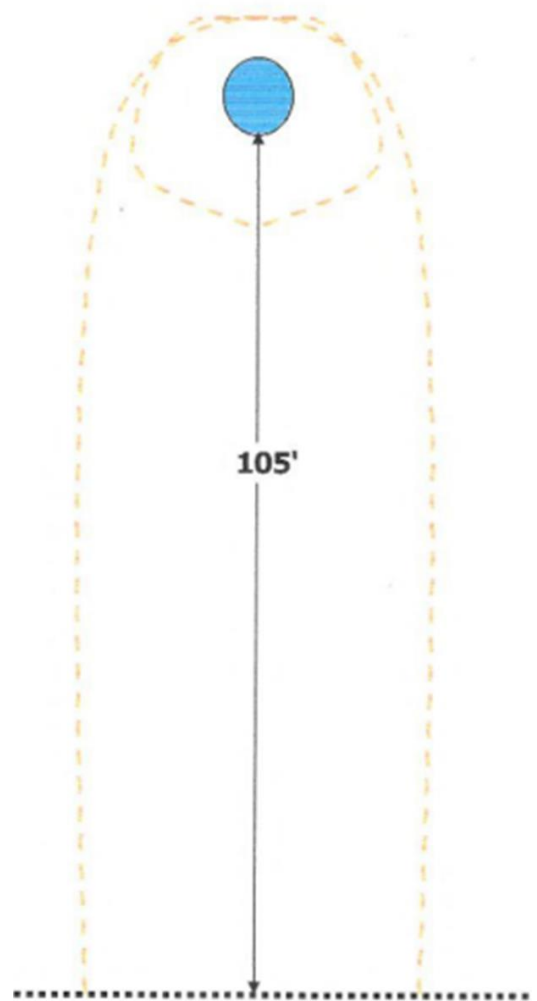


Two Jumps Turn Right One Jump



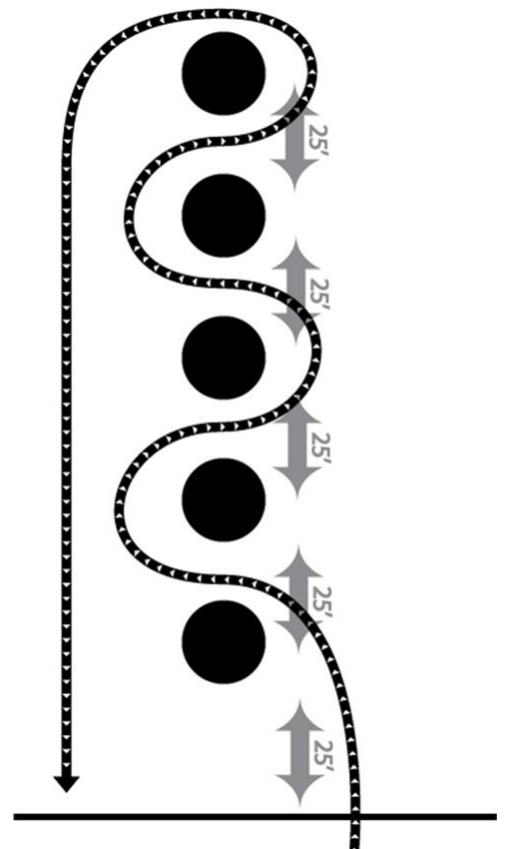
Turn and Burn

Ride straight to the barrel, complete one full turn and then head to the finish line. Knocked over the barrel will result in 5 seconds.



Tail Spin

Weave barrels at the top of the arena turn and come straight to the finish line. Pattern can be run either way. The top barrel must be looped. Knocked over barrels will be a 5 second penalty. Broken pattern will be 10 seconds.



Speed Ball

Contestants ride to the barrel, circle the barrel as they drop the ball in and ride to the finish line. The pattern must be completed by going to the far side of the barrel. A dropped ball in Junior age groups will be given no time. Leadline and WeePee and PeeWee can pick up a dropped ball and continue. Knocking over the barrel will result in no time.

