

Gymkhana Versatility Rules

- 1) To be eligible for the Gymkhana Versatility Competition, the youth must be in the advanced division and have completed two or more years in a saddle horse project.
- 2) The youth may enter both Performance and Gymkhana Versatility.
- 3) The horse must be the exhibitor's current year project horse as listed with the Extension office. The only time that a 4-H'er will be allowed to change their horse is in the case of death of the animal or the animal becomes lame. A veterinarian must certify either case in order to be valid. A member may request to change their horse if the 4-H'er loses his/her leased horse due to the cancellation of the lease. The Lessor must certify that the lease was cancelled.
- 4) The exhibitor must ride the same horse in all classes within the Versatility Class
- 5) Classes will rotate each year (2016 Performance first, Gymkhana second).

Gymkhana Versatility Classes:

- Showmanship or Horsemanship/Equitation- Drawn at the Pre-Fair meeting. (English or Western will be exhibitor's choice.)
 - Barrels
 - Poles
 - Speed and Control or Cones and Barrels- Drawn at Pre-Fair meeting
- 6) The youth must pay a non-refundable entry fee along with an entry form that is due by the Pre-Fair meeting in July. (Fee to be determined each year).
 - 7) Tack check will be required (10 mins.) prior to start of Gymkhana Versatility Classes.
 - 8) There will be ten (10) places awarded in Versatility. Each of the four (4) events will be judged separately. Two Judges will be used for Gymkhana Versatility. The scores from each event will be added together to reach the total for the final awards. (See rule 8 below for more clarification.)
 - In the event of a tie, the following will be used to break the tie in this order:
 1. Contesting: 1) Speed & Control or Cones and Barrels 2) Barrels 3) Poles 4) Showmanship or Horsemanship/ Equitation.
 - 9) Points will be awarded as follows: The first place exhibitor shall receive the number of points equal to the number of entries at the beginning of the competition all the way down to 1 point for last place. i.e.: If there are 21 people in the class, then 1st place receives 21 points, 2nd place receives 20 points and down to the last place exhibitor which will receive 1 point. All the Judged class scores (i.e. Showmanship, Equitation/ Horsemanship, Pleasure) will be added together and then divided by 2 to achieve an equal weight compared to the timed classes. All exhibitors in every class must be placed, unless they receive a disqualification from the judge(s), which shall result in a zero score. First place will still receive the same amount of points as there were entries at the start of the completion. The judges will turn their placing to the show committee for tabulation.

- 10) If a rider has any infraction that would disqualify them from an individual class (see “Uniform Rules for 4-H Horse Shows”) they will receive a no score, but may continue to show in the Versatility Competition and are still eligible for overall placing.
- 11) Anyone already in the paddock may help a horse up to, but not into the gate without penalty. It DOES NOT have to be the exhibitors own groom. The rider must ride the horse through the gate on his/her own.
- 12) Grooms: A participant may elect to use up to two (2) Grooms. Participants and their grooms will be required to wait in a designated area away from all spectators. No participant or groom is permitted to leave the designated area during tack changes or after the class has started. If a groom leaves the designated area, he or she cannot return. The Exhibitor can continue to show with only one groom. If a groom should leave the designated area and then return, the Exhibitor will be disqualified from the complete Versatility Competition. Talking between grooms and participants is allowed. Once tack change is complete, Participants and Grooms will return to their separate designated areas.
- 13) Wheelbarrows, carts, and/or wagons are to be used to carry tack. No truck will be permitted.
- 14) All horses will enter the ring at the same time, and stand tail to the rail inside the ring for showmanship, horsemanship, and equitation.
- 15) All tack must be brought into the designated area before the start of the Class. No one is allowed to enter the designated area and **nothing** is allowed to be passed into the designated area during Versatility. Any infraction of this rule will disqualify the participant from the Versatility Competition. Water is allowed in the paddock area.
- 16) Tack Changes: Each tack change will be given Five (5) minutes and are noted on the show bill. All tack changes must be made in the arena. Grooms will assist with all tack changes. If an exhibitor is not ready (mounted, unless an in hand class, fully prepared to compete) at the end of the tack change they will be eliminated from the Versatility competition. Appropriate tack, attire, and equipment based on the Uniform Rules, is required. (Tack change time limits may be less if all exhibitors and the judges agree). At completion of tack change, grooms will be kept separate from participants, so there is no question as to if a groom was assisting after tack change was complete.
- 17) Any participant that is found using unacceptable tack or equipment (according to the current “Uniform Rules for 4-H Horse Shows”) will be immediately disqualified from the Versatility Competition. Disqualified participants may or may not be asked to leave the ring at any time. Being allowed to continue participating does not mean that you are still eligible for final awards.
- 18) A Rider, while mounted, may adjust stirrups, tighten girth, fix reins, etc., even after tack change. If it is a safety concern, address the Paddock Manager for assistance.
- 19) The Paddock Manager will be the ultimate decision maker for questions that participants/grooms have during the competition.
- 20) There is to be NO Practicing of patterns in the arena. This includes running around the barrels, poles, speed and control, the Equitation or Horsemanship cones, etc.