

Sublime Sanctuary Gymkhana Rules

The rider and/or parent/guardian must read and understand all the rules below before participating in any Sublime Sanctuary Gymkhana.

GENERAL RULES:

- Boots and/or closed-toed shoes and long pants must be worn while in the arena.
- A saddle must be used while in the arena.
- Sublime Sanctuary highly encourages helmets for all riders. Riders under 18 must have a legal parent or guardian's approval to ride without a helmet.
- Games may be canceled due to poor arena footing at the discretion of the judge or safety steward.
- Horse/Mounts
 1. No stallions allowed
 2. Horses must be serviceably sound and in good overall health.
 3. Appropriate for the level of the rider and should be at a level of training to participate safely in the events.
 4. A horse must be excused from any activity if, in the opinion of the Sublime Sanctuary Chairman, Event Host/Co-Host, owner, instructor, judge, or appropriate authority, it is unsafe to its rider or others.
- It is the rider's responsibility to understand the pattern of each event ridden.
- At the first Show, the Event Host/Co-Host may request a Rider to move to a more appropriate division based on their demonstrated skill/speed levels.
- Any person on the property must follow all general arena rules

GYMKHANA RULES & REGULATIONS:

- If the rider is 17 years old or younger, a legal guardian must sign all waivers before participants enter the arena; this will be verified upon sign-up.
- If your horse is hurt or injured during the show and a horse change is made, **the rider is not allowed to switch back to that original horse during the same show.** Please see the Host/Co-Host at the Booth for clarification if needed.

TIME ONLIES:

Riders have only 1 minute in the arena per time onlies. Riders must make sure to give their time only tickets to the gate person before you go into the arena to run. If a rider is taking more than 1 minute (60 seconds) to run a time only they will be asked to exit the arena.

- Riders shall have one minute to enter the arena once their name is called. If a rider fails to enter the arena after their name is called they will be called again at the end of their division. **A second failure to enter the arena will result in disqualification from that event.**
- Riders should not start their run before their name is called and should not exit the arena before the time is announced.

WINGS USAGE: If wings are in place then each division will gather into the wings when their division is called.

- There will be **NO** running into the arena from the alley. This is for the safety of all riders and horses. Doing so will result in a no time for that event pattern.

- If your horse “refuses” to enter the arena, PLEASE get off and walk them in or have someone assist you.

- If a Handler is to enter the arena with rider and goes through pattern with rider, the handler may walk with the rider but is not allowed to touch the rider, horse or tack except in cases of safety such as a bolting horse. Handler **MUST** stay behind shoulder of the horse when passing the timer both starting and finishing the pattern. The horse is to be the mark that starts and ends the timer.

- After crossing the timer, a rider has a maximum of two minutes (120 seconds) to complete the event pattern and exit the arena.

Re-rides are ONLY allowed for timer malfunctions. Should this occur, the Rider will get one re-run at the end of their division, they must exit the arena and move to the end of the line. Equipment failures, complaints about the gate, music or any other distraction blamed for a “bad or missed” run will result in a no time - NO EXCEPTIONS.

- At any time a rider breaks the timer during the pattern, it is considered a no time. The rider may immediately correct their horse to finish the pattern, but may not run it again if they break the timer and return to the gate area.

- If a rider falls off their horse it is considered a no time and they must vacate the arena.

- Any discrepancies in times or patterns must be brought to the attention of the Host/Co Host in the booth immediately before the end of a division for each event pattern.

- Any act of discourtesy or disorderly conduct toward any Arena/Event representative to

include Host/Co-Host or Volunteer - in or out of the arena; will result in disqualification for the duration of the show day, potentially the season and will be brought to the attention of the Board for possible action.

DIVISIONS:

YOUTH SPECIFIC

LEAD LINE Division:

The Lead Line Class/Division is exclusively for those riders who cannot ride independently without assistance due to age or skill level. For this reason, the following specific rules apply in addition to General and Gymkhana Rules and Requirements:

- A rider may be led through the course by a parent or responsible party, provided the rider is not able to complete the course without assistance. Such assistance

is allowed to ensure the safety of the rider but does not extend to the horse leader touching the barrels, poles, flags or other obstacles. The Lead Line Team (horse, rider and leader) must properly complete the course together.

- The horse being led shall be in normal tack & reins with the addition of a halter and lead rope. Riders should hold reins while horse leaders lead by the lead

rope. For safety reasons, leading by the bridle and/or reins is not allowed.

- Properly fitted stirrups are **STRONGLY** recommended for all lead line riders for safety and to avoid injury.

AGE BASED divisions 10 and under, 11-14, 15-24: no speed requirements.

All General and Gymkhana Rules and Requirements still apply.

NOVICE: A person new to or inexperienced in gymkhana. (Time will be based on the traditional clover barrel pattern. Speed not to exceed 23 seconds or faster. Will need to be in the open division if speed can be achieved.)

OPEN: No speed restrictions. All General and Gymkhana Rules and Requirements still apply.

PENALTIES:

- Riders will receive a +5 for each downed prop.
- All broken patterns will result in a No Time.
- Riders with a +5 will be last in consideration for placing below those riders who may possibly have a slower time but clean run.
- Unnecessary spurring, whipping, or pulling at a horse's head during or after a run will not be tolerated. Whipping, batting, or spurring in front of the cinch is not allowed.
 - 1st offense will result in disqualification (DQ) from the Show
 - 2nd offense will result in disqualification (DQ) from future participation in Sublime Sanctuary events; unless appealed by the board **

GYMKHANA AWARD SYSTEM:

Awards:

- Ribbons are awarded at each show; 1st through 3rd place for each event
- Placement is based on the fastest time
 - If there is a tie, then both contestants can choose to re-run the event
 - If there is a tie regarding a clean run and another who has a penalty, the award will go to the clean run.