



RIDGKHANA GYMKHANA SERIES

AT CEDAR RIDGE ESTATES



WELCOME TO CEDAR RIDGE ESTATES

Are you interested in joining a fun and encouraging community of people looking for friendly competition for all ages? Parkland County's newest event facility, Cedar Ridge Estates, may be just what you are looking for. Each week Cedar Ridge Estates will host a variety of beginner-friendly events, including practice nights, series competitions, jackpots, and clinics.

Boarding at Cedar Ridge Estates Event Center, allows boarders discounted events happening daily, weekly and monthly. Creating a cost-effective boarding experience with all the perks without having to load up and haul out to attend events. Cedar Ridge also offers monthly memberships for those not boarding at the facility, and daily drop ins at a competitive rate, that's why boarding with Cedar Ridge is the ultimate experience for the rider and their horse.

Located at 53128 Range Road 21, Parkland County, AB T7Y 2G9, Cedar Ridge Estates makes it home in the facility formerly operating as Parkland Equestrian Centre.

Cedar Ridge offers a large Event Center with two indoor areas (100ft x 200ft), (60ft x 120ft) and large 100ft x 250ft outdoor arena, 50 full services metal fenced paddocks with auto waters, 44 well maintained indoor stalls with wash bay and tie stalls, two boardrooms for special events or training, overnight camping, trail-rides, our very own petting zoo and so much more. The possibilities are endless.

WHAT IS RIDGKHANA?

The Ridgkhana Gymkhana Series at Cedar Ridge Estates is a six event, beginner-friendly series that offers practice nights every other week which offset the Ridgkhana event dates. This high point series will see a High Point Champion awarded in each event including barrel racing, pole bending, stakes race, and keyhole race.

With an equal split 4D format, Ridgkhana competitors will earn points for competing, divisional placing, and for the division they finish in. In the end, the competitors with the most points, regardless of division, will earn the title of High Point Champion, taking home all the bragging rights and our Championship Prize!

This document should contain all of the important information you need to know for participating in Ridgkhana.

A description of the event format, available classes, and championship point system are all available here.

If you have any questions after going through this document, please feel free to reach out!



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GLASS LIST:

BARREL RACING ~ POLE BENDING ~ STAKES RACE ~ KEYHOLE RACE

BARREL RACING:

Is a high-speed event where a horse and rider attempt to complete a cloverleaf pattern around three preset barrels in the fastest time possible.

- **The Pattern:** Riders enter at speed and must circle three barrels arranged in a triangle. They can choose to start with either the left or right barrel, but must complete the pattern correctly (e.g., one right turn and two lefts, or vice-versa).
- **Penalties:** Tipping over a barrel adds a **5-second penalty** to the final time.
- **Disqualification:** Failing to follow the cloverleaf pattern correctly results in a "no time" and disqualification from the run.

POLE BENDING:

Is a timed event where a horse and rider weave through a serpentine course of six evenly spaced poles. The course consists of six poles placed in a straight line, each spaced 21 feet apart. Riders may choose to start on either the right or left side of the line.

Pattern:

- **The Sprint:** The rider starts with a running start, galloping straight down one side to the farthest pole.
- **The First Weave:** After turning the end pole, they weave back through the six poles in a serpentine pattern toward the start line.
- **The Second Weave:** Upon reaching the pole closest to the start, they turn and weave back up the line toward the far end again.
- **The Finish:** After turning the final pole for the last time, the rider sprints straight back down the opposite side of the line they started on to cross the finish line.

Penalties

- **Knocking Over a Pole:** Adds a 5-second penalty per pole to the final time.
- **Broken Pattern:** Failing to follow the serpentine sequence or crossing the finish line early results in disqualification (a "No Time").
- **Missing a Pole:** Is considered a broken pattern and results in a "No Time".
- **Touching Poles:** Unlike knocking them over, there is no penalty for a rider touching or brushing a pole with their body as they pass.



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STAKES RAGE:

Is a timed agility event, similar to pole bending, but featuring a figure-eight pattern around poles which are spaced 105 ft apart.

Pattern:

The rider starts by running into the arena to the farthest pole, makes a 180-degree turn, sprints to the other end for another 180-degree turn in the opposite direction, and back across the finish line.

Penalties:

Knocking over a pole results in disqualification or a "no time."

KEYHOLE RAGE:

Is a high-speed event where a horse and rider race into a keyhole-shaped pattern marked on the ground, turn around completely within the lines and sprint back to the finish line as fast as possible.

The 'Keyhole' is marked on the dirt with a white powder.

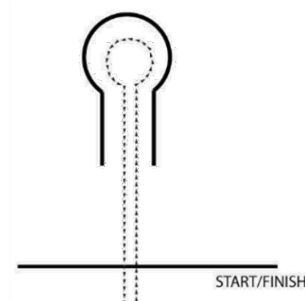
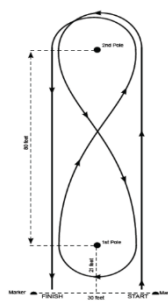
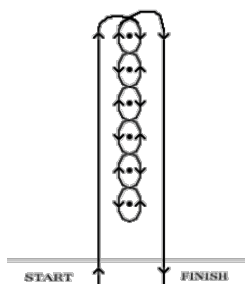
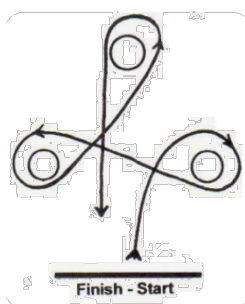
- **The Approach:** The "throat" (or neck) of the keyhole is 5 feet wide and 10 feet long.
- **The Bulb:** The circle at the end of the throat is 22 feet in diameter.
- **The Distance:** The entrance to the keyhole is set 100 feet from the start/finish line.

Pattern:

- **The Sprint:** The rider starts with a running start, galloping straight down the center of the arena to the Approach of the Keyhole.
- **The Turn:** Riders may choose to turn their horse in either direction (left or right) once inside the bulb.
- **Precision is Key:** The most challenging aspect is that the horse's hooves must remain entirely within the marked lines throughout the turn.

Penalties:

- Turning the horse around in the Throat rather than the Bulb leads to disqualification - "No Time".
- Stepping on or over the white lines at any point results in a "no time" (disqualification).





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High Point Structure

The Ridgkhana Gymkhana Series is a high-point gymkhana series where Individuals will collect points over a series of six events. The High Point Champions for each class are determined by the rider who finished the series with the highest number of points in that class.

How to Earn Points:

- Each Entry = 1 Point
- Each team you placed higher than in your division = 1 Point
 - Eg: Division has 11 Entries. The competitor with the fastest time would have beat 10 contestants. The winning rider would get 11 Points (1 point for entering and 10 points for the contestants that placed lower in that division).
 - Eg: Division has 11 Entries. The competitor with the slowest time would not get any points for beating anyone, but would still receive 1 point for entering.
- Each division you placed higher than = 1 Point
 - Eg: With 4 Divisions, all competitors in the 1D would receive 3 additional points; all competitors in the 2D would receive 2 additional points; and all competitors in the 3D would earn one additional point.

****Individuals who enter multiple horses will be awarded the points from their best point earning run of the class****

At the end of the series High Point Champion Awards will be presented to the highest point earner for each class of Barrel Racing, Pole Bending, Stakes Race and Keyhole Race.

Equal Split 4 D Format

A competitor's qualifying time will be based on their time, BEFORE penalties are added.

Division One (1D) will consist of the fastest qualifying times ran before penalties, Division Two (2D) will be the next fastest times, followed by Division Three (3D), and finally Division Four (4D).

1. If there are less than six contestants, there will only be one division.
2. If there are at least six contestants but less than ten contestants, there will be two divisions.
3. If there are at least ten contestants but less than fifteen contestants, there will be three divisions.
4. If there are at least fifteen contestants, there will be four divisions.
5. There will be an equal number of contestants in each Division, with the remainder of uneven contestants being placed in the fastest division first.
6. Teams will be placed in the appropriate division based on the team's finished time BEFORE penalties.



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GENERAL RULES

1. ALL CONTESTANTS MUST ABIDE BY THE RULES SET OUT BY CEDAR RIDGE ESTATES. CONTESTANTS NOT FOLLOWING THE RULES MAY BE DISQUALIFIED AND ASKED TO LEAVE THE PREMISES.
2. CONTESTANTS, SPECTATORS, HORSES, EQUIPMENT, AND THEIR VEHICLES ENTER CEDAR RIDGE ESTATES GROUNDS AND ACTIVITIES AT THEIR OWN RISK. CEDAR RIDGE WILL NOT BE HELD RESPONSIBLE FOR AND INJURIES, DAMAGES, OR LOSS OF ANY KIND SUFFERED TO PEOPLE, ANIMALS, EQUIPMENT, OR VEHICLES. ALL PARTICIPANTS MUST SIGN CEDAR RIDGE ESTATES WAIVER AND RELEASE OF LIABILITY FORM PRIOR TO PARTICIPATING.
3. THERE ARE TO BE NO PUBLIC ARGUMENTS ON THE CEDAR RIDGE GROUNDS. COMPLAINTS SHOULD BE MADE IN A PROFESSIONAL MANNER TO CEDAR RIDGE ESTATES MANAGEMENT FOR THEM TO ADDRESS.
4. DUE TO RISK OF SLIP AND FALL, HORSES SHOULD NOT BE RIDDEN INSIDE THE BARN AREA. HORSES SHOULD BE MOUNTED ONCE INSIDE THE ARENAS.
5. CEDAR RIDGE ESTATES EVENT ORGANIZERS MAY EXCUSE ANY COMPETITOR AT ANY TIME (HUMAN OR HORSE) FROM COMPETITION FOR BEHAVING IN AN UNSAFE OR UNSOUND MANNER.
6. ABUSE OF AN ANIMAL OR EVIDENCE THAT AN ACT OF ABUSE HAS OCCURRED PRIOR TO OR DURING THE COMPETITION WILL RESULT IN DISQUALIFICATION.
7. HORSES SHOULD BE SHOWN IN CLEAN, SERVICEABLE WESTERN TACK. ANY HUMANE BIT, HACKAMORE, OR BOSAL MAY BE USED.
8. RIDERS SHOULD BE DRESSED IN SUITABLE ATTIRE IN ALL CLASSES. LONG RIDING PANTS, LONG SLEEVE SHIRT WITH A COLLAR, AND PROPER RIDING FOOTWEAR WITH A CLOSED TOE AND MINIMUM 1" HEEL.
9. RIDERS MAY RESPONSIBLY USE SPURS, RIDING CROPS, AND WRIST WHIPS. USE OF HANDS TO HIT A HORSE IS PROHIBITED AND WILL RESULT IN DISQUALIFICATION.
10. CONTESTANTS MAY RIDE MORE THAN ONE HORSE, HOWEVER ONLY THEIR BEST TIME IN A CLASS WILL COUNT TOWARDS THE FINAL RESULTS AND CHAMPIONSHIP POINTS.
11. STALLIONS MAY BE RIDDEN BUT MUST BE KEPT UNDER DIRECT SUPERVISION. STALLIONS MUST HAVE A VISIBLE BLUE RIBBON AFFIXED TO THEIR TAIL AND VISIBLE AT ALL TIMES.
12. A THREE CALL TURN OUT RULE APPLIES. CONTESTANTS WHO ARE NOT READY WHEN CALLED FOR ANY EVENT WILL BE DISQUALIFIED.



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GENERAL RULES - CONTINUED

13. ALL HORSES MUST WALK THROUGH THE IN/OUT GATES. THERE WILL BE ZERO TOLERANCE FOR RUNNING THROUGH THE IN/OUT GATE, WHICH WILL RESULT IN A “NO TIME”.
14. HORSES MAY BE LED INTO THE ARENA BY A PERSON ON FOOT OR ON HORSEBACK, TO THE START LINE IF NECESSARY. THE INDIVIDUAL LEADING THE HORSE DOES NOT NEED TO MOVE TO THE SIDE OF THE ARENA PROVIDING THERE IS NO INTERFERENCE WITH THE RIDER, OR CROSSING THE TIMER. INTERFERENCE OR CROSSING THE TIMER LINE WILL RESULT IN A “NO TIME”.
15. FOR EVENTS THAT HAVE TWO RIDERS COMPETING AT THE SAME TIME, PYLONS OR A LINE WILL BE USED TO MARK THE CENTER OF THE ARENA (LENGTHWISE). RIDING OVER OR STEPPING ON ANY PART OF THE CENTER LINE, EITHER BEFORE THE START LINE OR AFTER, WILL RESULT IN A “NO TIME’ FOR THE OFFENDING RIDER.
16. CEDAR RIDGE ESTATES EVENTS ARE OPEN TO THE PUBLIC AND DO NOT REQUIRE A MEMBERSHIP. AS A PREMIER EVENTS FACILITY, CEDAR RIDGE ESTATES OFFERS REDUCED ENTRY FEES AND EVENT PRICING TO BOARDERS WHO KEEP THEIR EQUINE PARTNER AT CEDAR RIDGE, AND TO MEMBERS WHO TAKE ADVANTAGE OF REDUCED RATES FOR ALL EVENTS AND FREE FACILITY ACCESS FOR PERSONAL (HAUL-IN) RIDING.
17. ENTRY FEES WILL BE CHARGED PER CLASS, WITH A DAILY MAXIMUM TO PROVIDE A DISCOUNT FOR COMPETITORS WHO ENTER ALL CLASS AT AN EVENT.

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2026 PUBLIC FEES:

Entry Fee	-	\$15/Class
Daily Maximum	-	\$50/Day

2026 MEMBER/BOARDER FEES:

Entry Fee	-	\$15/Class
Daily Maximum	-	\$50/Day