

Hawk Ranch Presents

# GYMKHANA

## ★ Kids Series ★



Tuesday 3/4, 3/18, 4/1, 4/15

3 pm - 4 pm      Registration & Warm Up

4 pm - 6 pm      (\$35/Pick 1/Draw 1) Team Sorting

5 pm - 6 pm      (\$10/Rider/1 Run) Barrels (Walk/Trot, Open)

6 pm - 7 pm      (\$10/Rider/1 Run) Flag Relay (All Open)

7 pm - 8 pm      (\$10/Rider/1 Run) Poles (Walk Trot, Open)

\$15/Series      Award Fee must be paid to be eligible for buckle

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34120 N. 14th St. . Phoenix, AZ

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Pre-Register Riders here:

[www.HawkRanchCaveCreek.com](http://www.HawkRanchCaveCreek.com)



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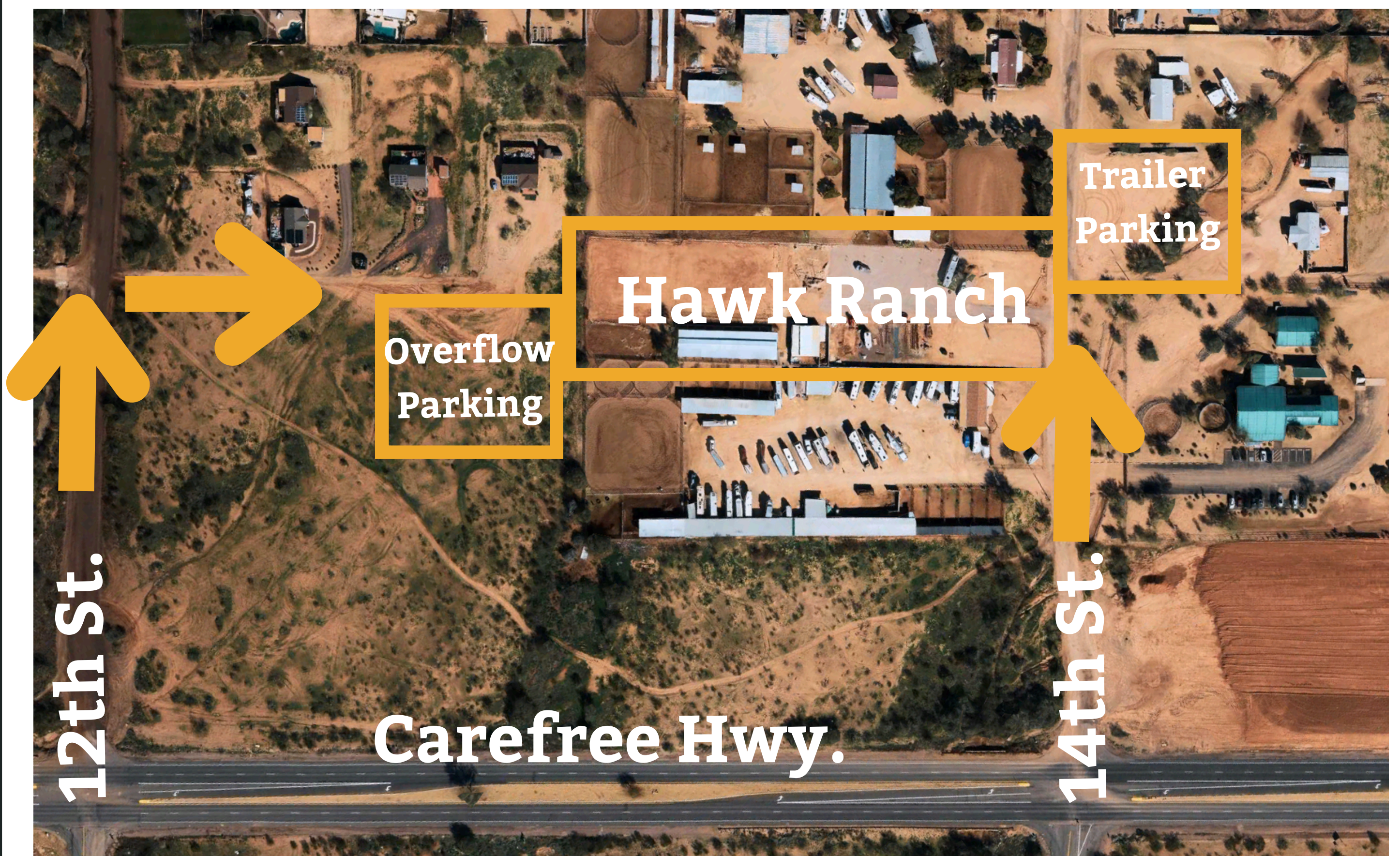
## ★ Kids Series ★

### Parking

**Single Vehicles:** Parking is available within the block walls, near the main arena.

**Trailer Parking:** 14th St. - on the East side of the road, just North of Hawk Ranch is a vacant lot for Trailer Parking.

**Overflow Parking:** 12th St. - on the East side of the road, adjacent to Hawk Ranch is a vacant lot for overflow trailer parking.  
TEXT 480-242-5412 to enter the side gates





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Volunteers  
Wanted

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Open Positions per Event:

Check In/ Registration (1 Opening)

Announcer (1 Opening)

Kid Coordinators (2 Openings)

Gate Keepers (4 Openings)

Timers / Score Keepers (2 Openings)

Barrel/Pole Runners (2 Openings)

Grill Master (1 Opening)

To apply for positions text the  
Volunteer Coordinator:  
Michaela 480-242-5412

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## ★ Kids Series ★

### Series Scoring

This is BUCKLE SERIES for ages 18 years old and younger.

#### **Buckle Eligibility:**

1. Pay the Award Fee upon first entry
2. Compete in 3 of 4 of the series events (March 4, March 18, April 1, April 15).
3. Compete in at least 3 classes per a Series Event (Team Sorting, Barrels, Poles, Flag Relay).

#### **Event Day Rules:**

1. A parent or guardian 18 years or older must be onsite.
2. A parent or authorized guardian must sign a waiver at each event.
3. Please clean up after your horses in the parking lot and on the event grounds.
4. Please be present at the gate for your scheduled run order.
5. Be kind to fellow competitors, volunteers, and spectators.
6. All feedback should be directed to the "Kid Coordinators".

#### **Buckle Classes:**

- Team Sorting
- Barrel Racing (Walk/Trot)
- Barrel Racing (Open)
- Pole Bending (Walk/Trot)
- Pole Bending (Open)
- Flag Relay
- Overall Points

#### **Points:**

- 4 Points for 1st Place in each Class
- 3 Points for 2nd Place in each Class
- 2 Points for 3rd Place in each Class
- 1 Point for each rider in the class that does not place in top 3



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## ★ Kids Series ★

### ★ Barrel Racing Rules ★

An exciting race against the clock in which riders follow a course consisting of three barrels in a triangular “cloverleaf” pattern. Riders choose to circle either the right or left barrel first, race to the opposite barrel and complete the course after circling the third barrel and racing down the center of the three barrels to stop the timer.

#### Pattern

- Riders can choose to start around the left or right barrel first, depending on their horse's strong side
- Riders cannot cross back over the timeline before finishing the pattern
- Riders cannot run a different pattern than their class

#### Scoring

- Riders receive a five-second penalty for knocking over a barrel.
- Riders who go off the pattern are disqualified and receive a "no time".
- Riders registered in the walk/trot class that lope receive a 5 sec penalty.

#### Other rules

- Riders cannot stop or whip their horse in the alley after completing their run
- Riders can receive assistance in the alleyway, but they assume all risk and liability
- Riders must be the same in both rounds of an event

Barrel

Barrel

Barrel

Timer

Timer



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## ★ Kids Series ★

### ★ Flag Relay Rules ★

The three (3) barrels are placed in a triangle pattern, as in cloverleaf barrels. The pattern will be set to fit the arena, with no barrel closer than 15' from any fence.

#### **Rider's path**

- Flag is to be picked up at first barrel, contestant to proceed around the second barrel and deposit flag in container on third barrel and then cross finish line.
- If a flag breaks during the run, the rider will be given a rerun. Rider may run the course to the right or left. The rider must signal to the ring crew if they will be running right or left.

#### **Scoring**

- The rider will be disqualified the following:
  - dropping the flag
  - Flag not staying in the “stuck position” in the material inside the container on the third barrel
  - not going around the second barrel
  - knocking over any flag container
  - knocking over any barrel
  - using the flag for a bat
  - running off course or separation of rider and horse/pony during the timing period.

Barrel

Flag

Flag

Timer

Timer



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## ★ Kids Series ★

### ★ Pole Bending Rules ★

A timed event in which the speed and agility of the horse are tested as horse and rider twice weave through a course of six poles spaced 21 feet apart, twice circling end poles before turning and racing to the finish line. The pattern must be followed exactly. A five-second penalty is added for each pole knocked down.

#### Rider's path

- Riders can start on either side of the line of poles
- Riders cross the starting line, run to pole 6, turn around, weave through the poles, and cross the finish line

#### Scoring

- 5 second penalties are added to a rider's time for knocking down poles or missing poles

Pole

Pole

Pole

Pole

Pole

Pole

Timer

Timer



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## ★ Kids Series ★

### ★ Team Sorting Rules ★

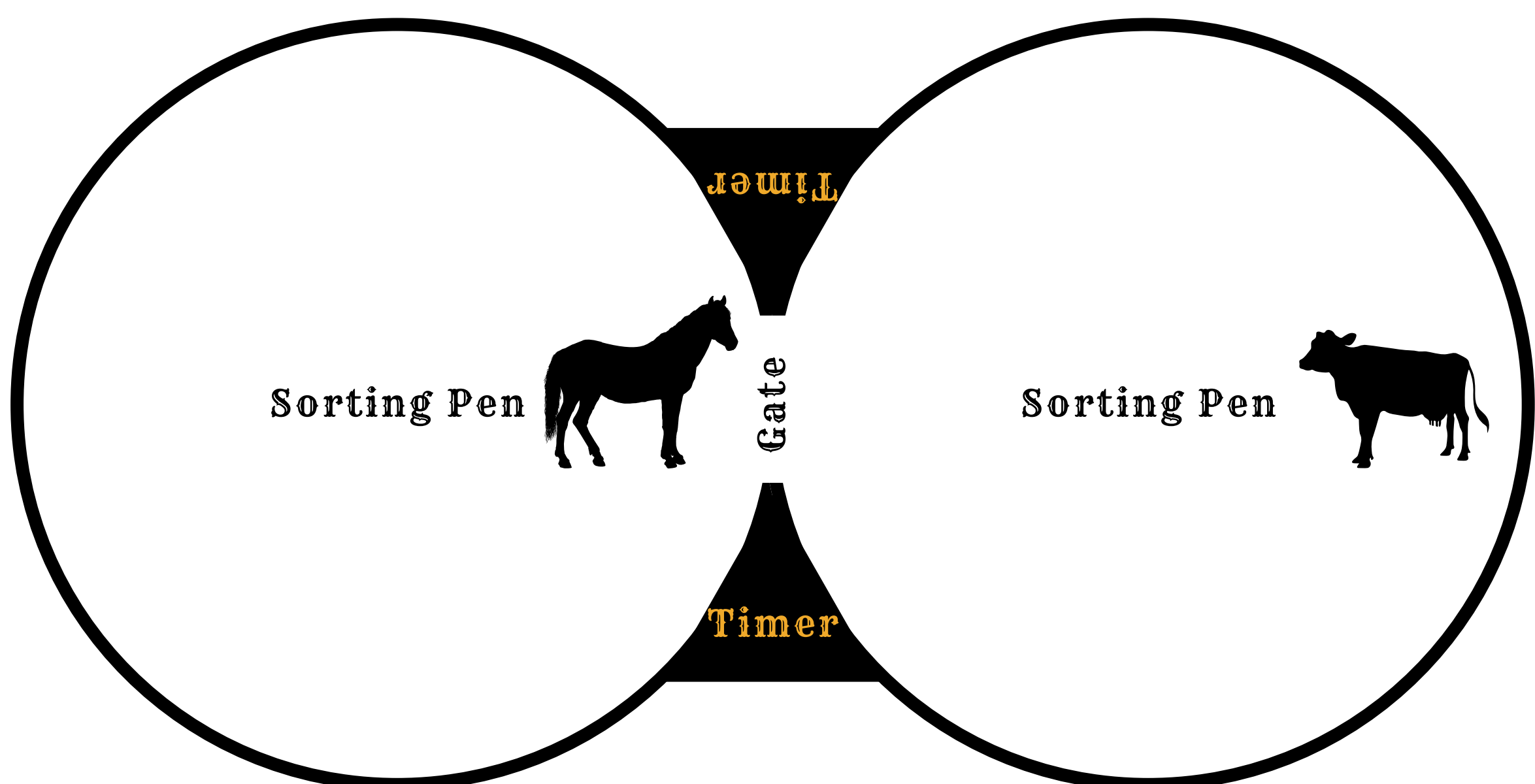
Team sorting takes skill and cow savvy and relies heavily on a competitor's horsemanship skills.

#### Set Up

- Team sorting begins with 11 head of cattle shuttled into two round pens connected by a narrow entrance. Ten of the cattle are wearing numbers 0 through 9, and one is unmarked.
- The two riders enter the pen without cattle in it and are given a number by the announcer.
- From the second they enter the pen with cattle in it, the two riders have just 74 more seconds to work.
  - The riders hear a number – 3, for example – and first push the cow with the No. 3 on its back into the empty pen.
  - Then the No. 4 cow, then the No. 5 and so on until all the marked cattle are in one pen and the unmarked cattle in the other.

#### Scoring

- If an unmarked cow gets through the entrance or the No. 5 cow slips in ahead of the No. 4 cow, the team receives a 5 second penalty. If two out of order cows enter, then the team receives a no time.





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## ★ Kids Series ★

### Food

Hot Dog / Cheese Burger / Hamburger

**Meal (Chips & Drink)**

**\$8**

Hot Dog / Cheese Burger / Hamburger

**Only**

**\$5**

**\$2 - Chips**

**\$2 - Soda**