

Hawk Ranch Presents

Summer Series GYMKHANA

Thursday

May 29, June 26, July 17, August 21, 2025

Registration Closes @ 4:30 pm

Classes: <12 years old, 13-20, 21-54, 55+

(\$40/Pick 1/Draw 1) Team Sorting (All Ages)

(\$10/Rider/1 Run) Trail/Obstacle (Classes)

(\$10/Rider/1 Run) Barrels (Classes)

(\$10/Rider/1 Run) Bubbly Barrel Relay (Classes)

(\$20 - Optional) Daily Jackpot - 100% Payback

(\$30/Series) Award Fee - Paid Once in Series

34720 N. 14th St. , Phoenix, AZ

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Parking

Single Vehicles: Parking is available within the block walls.

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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Scoring

This is a BUCKLE Series for ALL AGES.

Daily Jackpot Eligibility:

1. Pay into the Jackpot upon entry.
2. Cash in/ Cash Out.

Buckle Eligibility:

1. Pay the Award Fee.
2. No minimum attendance for buckle eligibility. \$30 Award fee is a one-time fee per series.
3. Points do not accumulate for series-end awards until award fee is paid & points count from that day forward only.
4. Riders must compete in 3 of the 4 events of the day for points to count toward year-end.
5. Buckle Classes : <12 years old, 13-20, 21-54, 55+

Event Day Rules:

1. Participants must sign a waiver.
2. Please clean up after your horses in the parking lot and on the event grounds.
3. Please be present at the gate for your scheduled run order.
4. Be kind to fellow competitors, volunteers, and spectators.
5. All feedback should be directed to the "Chaos Coordinators".
6. All entry fees are non-refundable.

Events:

- Team Sorting (All Ages compete together on draw)
- Trail Obstacle
- Barrel Racing - Walk/Trot and Open
- Bubbly Barrel Relay
- Overall High Point

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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Team Sorting Rules

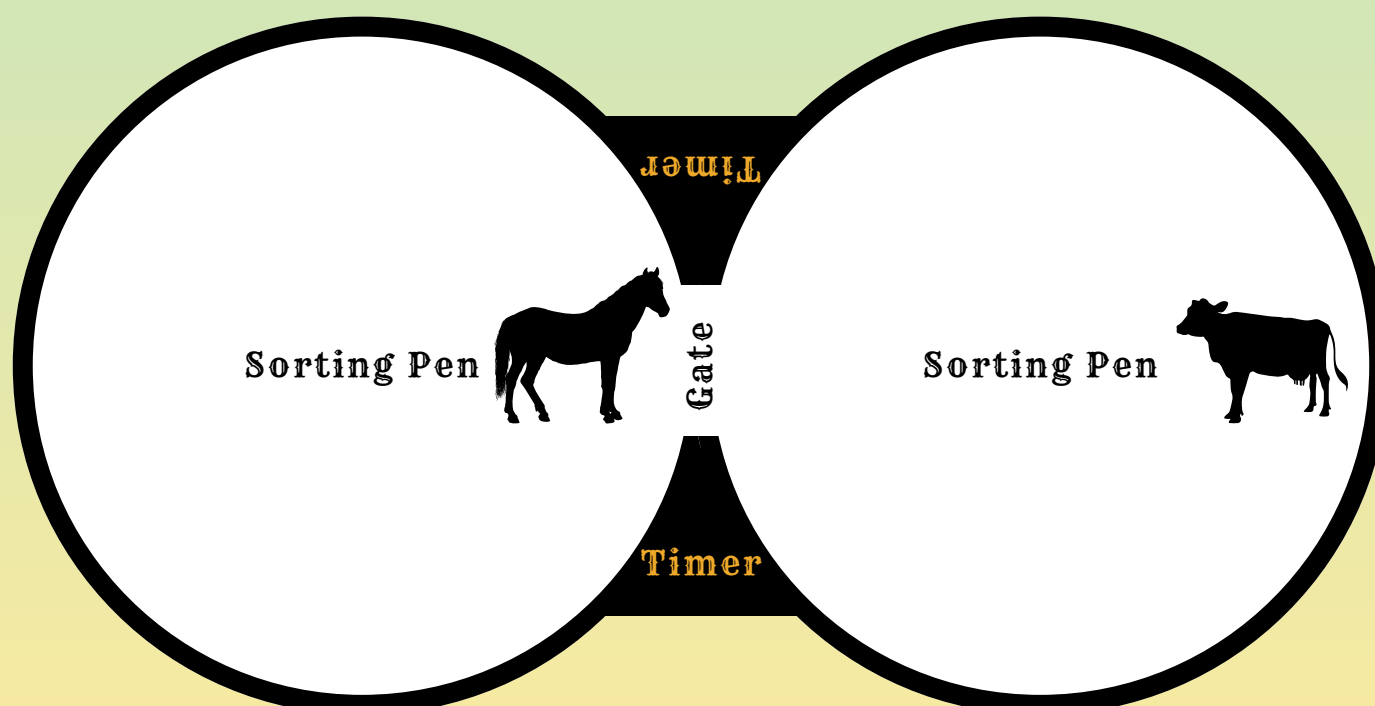
Team sorting takes skill and cow savvy and relies heavily on a competitor's horsemanship skills.

Set Up

- Team sorting begins with 10 head of cattle shuttled into two round pens connected by a narrow entrance. Ten of the cattle are wearing numbers 0 through 9.
- 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 59 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 the cows run through the gate out of sequence (e.g., the No. 5 cow slips in ahead of the No. 4 cow), the team receives a no time.
- Highest number of cows in the least time wins.



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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



Barrel

Barrel

Barrel

Timer

Timer

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Bubbly Barrel Relay Rules

KIDS <17 WILL USE A FLAG INSTEAD OF A CUP

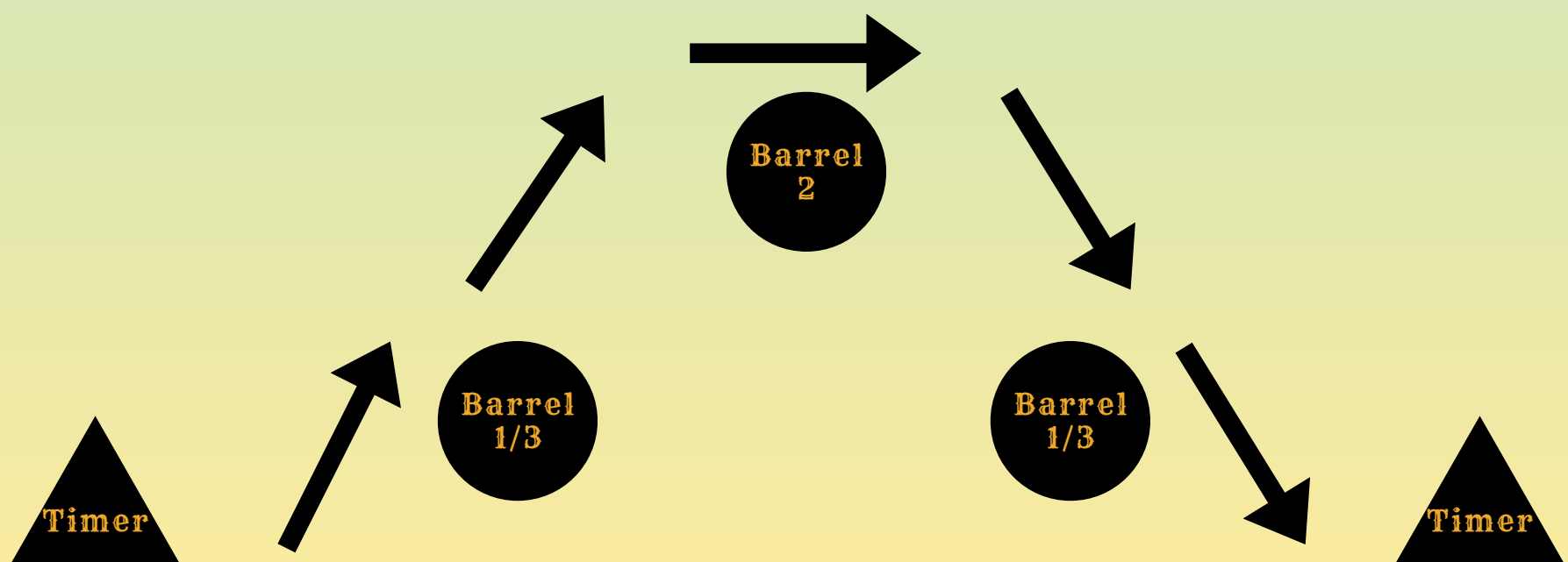
The three (3) barrels are placed in a triangle pattern. The pattern will be set to fit the arena, with no barrel closer than 15' from any fence.

Rider's path

- Cup must be filled with 3 oz of a carbonated beverage provided by rider (beer, seltzer, bubbly water).
- Cup is to be picked up on the outside of the first barrel, contestant drinks the cup contents while proceeding around the outside of the second barrel and deposits empty cup in the container on third barrel and then crosses finish line.
- If a cup 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.
- Rider must continue to circle the barrel in the same direction to get the cup in the last bucket.

Scoring

- The rider will be disqualified the following:
 - dropping the cup
 - Cup 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 cup container
 - knocking over any barrel
 - running off course or separation of rider and horse/pony during the timing period.



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Trail Class Rules

Pre-Event Walk-Through:

1. All competitors can walk each course/class before the event starts. Judges will be available for questions. No horses allowed during this time.

Know the Course & Rules:

1. It's the competitor's responsibility to fully understand the course and rules before competing. Using a copy of the course pattern during your run is not allowed and results in a zero for that obstacle.

Obstacle Attempts & Time Limit:

1. After three refusals or 60 seconds without completing an obstacle, the judge will direct you to move on.
2. You must move on or receive a zero for that obstacle.

Skipping Obstacles:

1. If you feel an obstacle is unsafe for you or your horse, you may skip it.
2. You'll receive a zero for that obstacle, but still receive a score for the course.

Order Matters:

1. Complete obstacles in the correct numbered order.
2. Obstacles done out of order will be scored at half value.

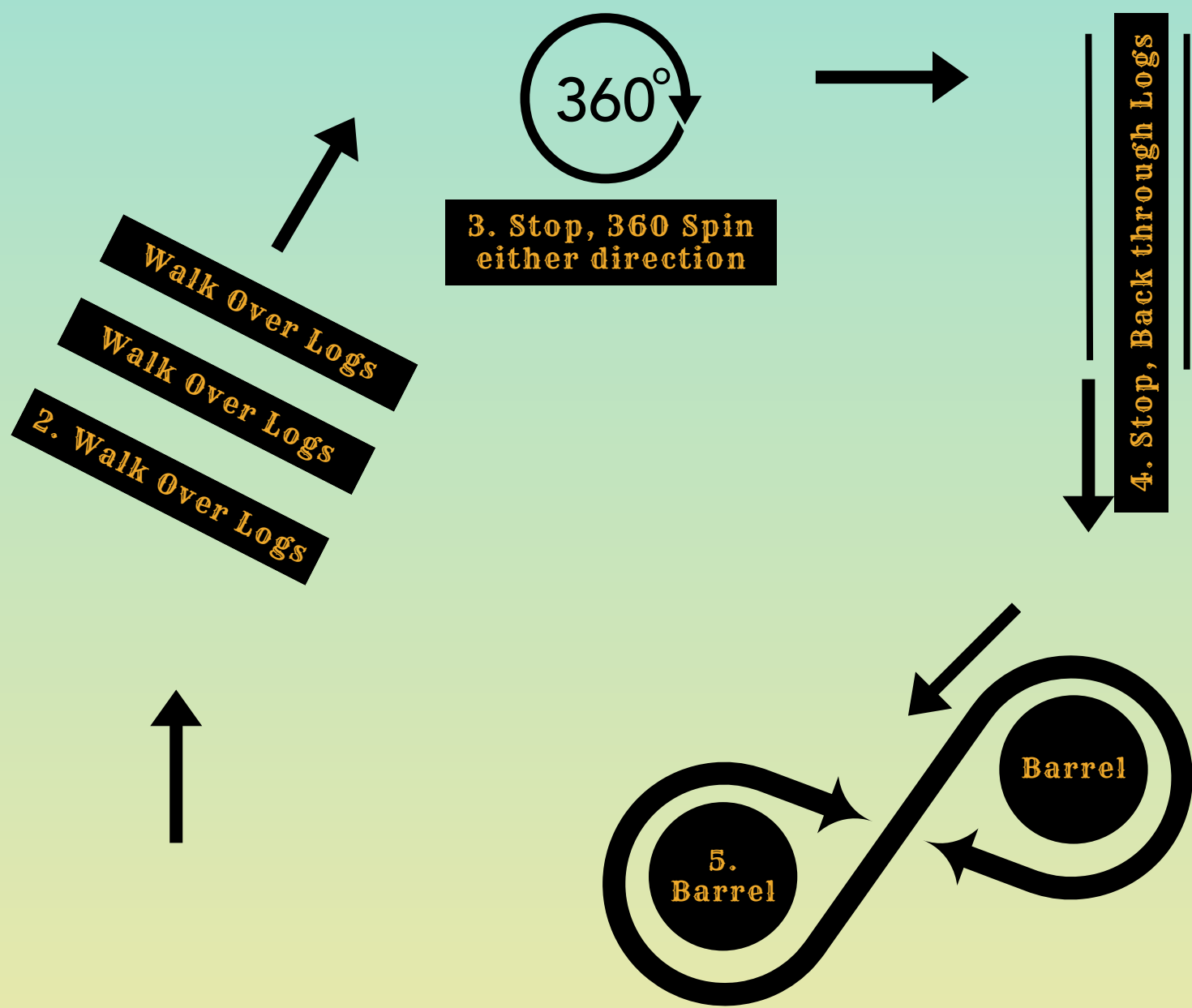
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Trail Class Course

(12 years and younger)



1. Walk through Gate
2. Walk Over Logs
3. Stop, 360 Spin either direction
4. Stop, Back through Logs
5. Serpentine barrels

Timer

Timer

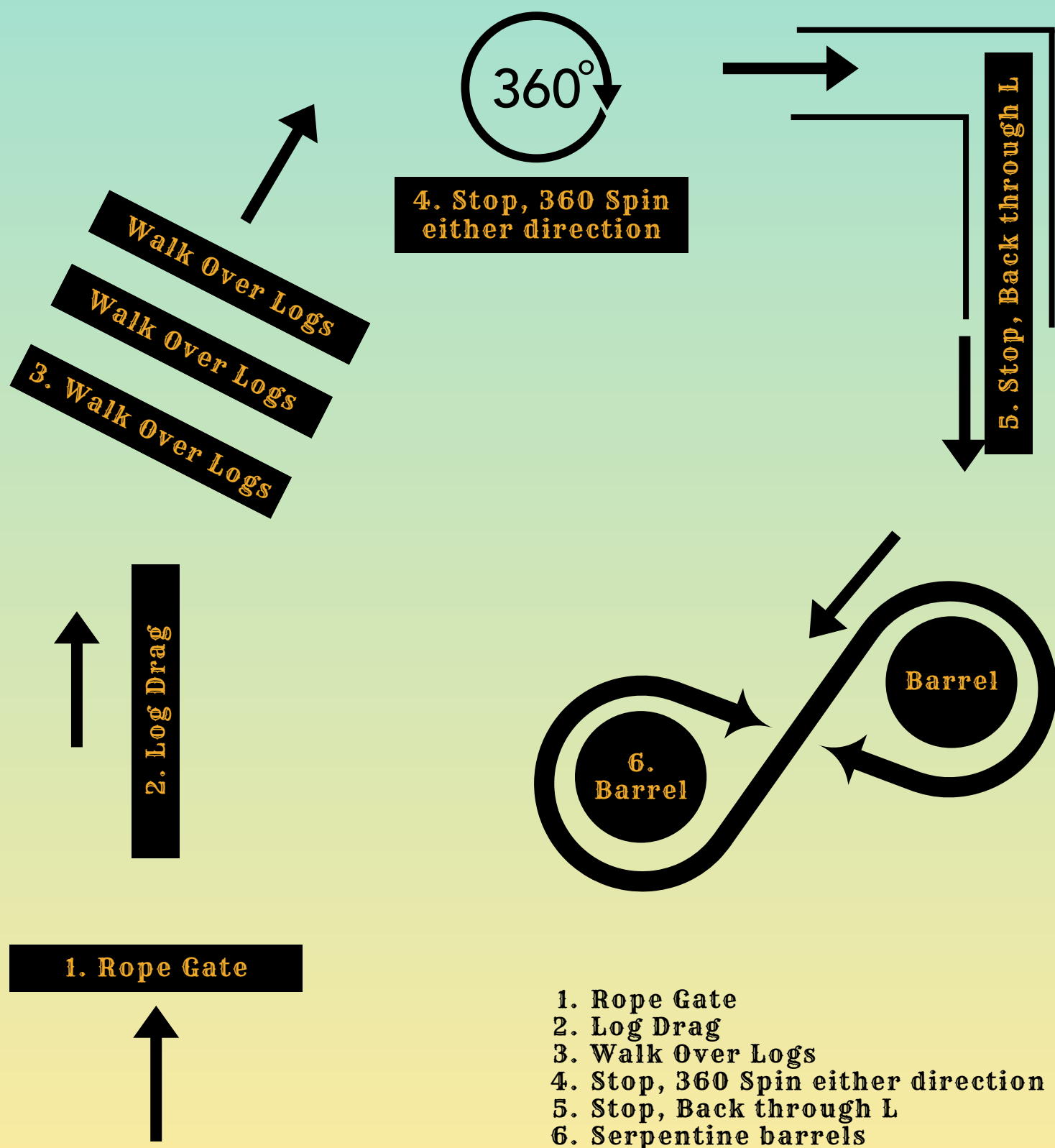
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Trail Class Course

(13 years and older)



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Food

Cheese Burger / Hamburger

Meal (Chips & Drink)

\$10

\$2 - Chips

\$2 - Soda