Hawk Ranch Presents

GYMANA GYMANA

Saturday May 3, 2025

Registration Closes @ 4:30 pm

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

(\$10/Rider/1 Run) Barrels (Walk/Trot, Open)

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

(\$10/Rider/1 Run) Poles (Walk /Trot, Open)

(\$30 - Optional) Jackpot - 100% Payback

34720 N. 14th St., Phoenix, AZ

Hawk Ranch Presents

OH WORKS GYMANA GYMANA

Parking

Single Vehicles: Parking is available within the block walls.

<u>Trailer Parking:</u> 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



Hawk Ranch Presents Old Work GYNKHANA Scoring

This JACKPOT event is for LADIES ages 18 years old and older.

Jackpot Eligibility:

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

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".

Classes:

- Team Sorting
- Barrel Racing (Walk/Trot)
- Barrel Racing (Open)
- Pole Bending (Walk/Trot)
- Pole Bending (Open)
- Bubbly Barrel Relay
- Jackpot is for 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

Hawk Ranch Presents Oil Work GYNKHANA Team Sorting Rules

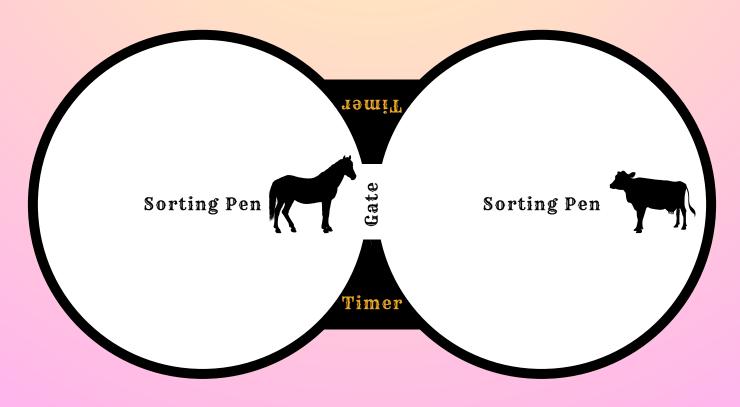
Team sorting takes skill and cow savvy and relies heavily on a competitor's horsemanship skills.

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 <u>push</u> 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.



Hawk Ranch Presents Oil Work GYIMKHANA 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











Hawk Ranch Presents Oil Work GYNKHANA Bubbly Barrel 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

- Cup must be filled with 12oz 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 container on third
 barrel and then cross 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
 - or running off course or separation of rider and horse/pony during the timing period.



Barrel 1/3







Hawk Ranch Presents Oil Work GYIMKHANA 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
 - Riders registered in the walk/trot class that lope receive a 5 sec penalty.





Pole

Pole

Pole

Pole





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Food

Cheese Burger / Hamburger
Meal (Chips & Drink)
\$10

\$2 - Chips

\$2 - Soda