



Walsgrave Amateur Riding Club

Established 1956

Gymkhana Race Rules

CONEBALL - There is a cone at position 1. The rider rides down and collects a ball from the cone, ride down around the end pole before returning the ball to its original position + cross the finish line.

BENDING - Rider weaves in and out of the 5 bending poles, in both directions, + cross the finish line.

BENDING POSTMAN - As per bending rider starts carrying post bag weaves through poles collecting a piece of post from basket on pole at position 5 rider weaves back through poles carrying post bag with post in it over finish line.

BOTTLE - Rider collects a bottle from the bin at position 1, rides down the arena, turns around the bottom pole, returns bottle to bin in upright position + cross the finish line.

CAN - 4 poles in positions 1, 2, 4 and 5 cans will be on either 1 + 2 or 4 + 5 cans to be moved one at a time to the poles that are empty then cross finish.

CAN & BATON - Rider holding a baton rides to pole 1 and uses the baton to lift the can off the pole, then rides down the arena and turns around pole 5 returning to pole 1. Rider then replaces the can over the pole using only the baton before crossing the finishing line. The can must not be held against the rider's body at any time.

CARTON - The rider collects a carton from the top of a pole, rides to the bucket at far end and drops the carton into the bucket. Continue to collect cartons one at a time until each of the cartons are in the bucket, and then cross the finish line.

FISHING - There is a fish in a bucket at position 1. The rider carries a fishing pole, hooks the fish out, rides around pole 5 and returns the fish to its bucket before crossing the finish line.

FLAG - 2 flags will be in flag cone at either position 1 or 5, move flags one at a time + place in empty cone.

2 FLAG – The rider starts with flag + places in flag pot at position 1 takes flag out of flag pot at position 3 rides up round top pole + puts flag back in pot at position 3 then collects flag from pot at position 1 + crosses line with flag (alternative way to run race is 2 flags at cone 1 empty cone at 5 rider starts with flag places in cone at 5 takes next flag from cone 1 + move to cone 5 collect last flag from cone 1 + cross line with it).

3 POT FLAG - Flag pots are at positions 1, 3 + 5 – 2 flags will be in cone at position 3 rider moves 1 flag to cone at position 1 and 1 flag to cone at position 5 in any order then cross line.

EXPRESS LETTER - The judge places letter under riders leg which must not then be touched – ride up round top pole + over line without dropping letter (rider may get off to pick up + continue).

HUG A MUG - There are three poles in a line and two mugs on an upturned bin at the far end of arena. Rider starts with a mug which they put onto one of the poles, they then ride down to bin collecting the other mugs individually and placing them onto the free posts before crossing the finish line. Alternatively this may be done only moving the mugs from the bin to the poles.

LANCER – Lancer Rings will be placed on the 1st and 3rd pole. The rider carrying a sword collects both rings in either direction (as they ride down the arena or after turning around pole at position 5 or on their way back).

LITTER - A bin will be placed at position 1 with two litters at position 5. The rider carrying a cane rides to collect a piece of litter then returns to drop it in the bin. He then collects the final piece of litter and places this in the bin before crossing the finish line. The litter must not be touched by any part of the rider.

LUCKY DIP - A bucket containing shavings/shredded paper and a hidden item will be placed at position 1. The rider rides down the arena, round top pole + dismounts at bucket, finds and removes the item from the bucket + leads pony across the finish line. (If you are lucky it will be chocolate !!)

MILKMANS – As bottle but bottle is taken from + replaced into milk crate.

MUG SHUFFLE - 5 poles are set in a line, mugs will be placed on poles 1 and 3. The rider rides to 1st pole and moves the mug to the 2nd pole, collects the mug from pole 3 and moves it to pole 4, rides around pole 5 and then replaces the mugs to their original positions.

PEG ON ROPE - A pole with rope attached to it will be placed at position 1 with a peg on the rope. The rider rides to collect peg, rides up round top pole + replaces peg on rope at position 1 and crosses the finish line. Alternatively the pegs may be placed in basket on pole at position 5 + attach pegs one by one on to rope before crossing line.

PEG SCRAMBLE – As above but pegs are on floor at position 5

LAUNDRY - At the bottom of the arena is an item of clothing on floor, the rider rides to top of arena, dismounts + pegs washing onto the rope before remounting and crossing the finish line.

PEG IN HOLE – Wooden pegs are hanging from pole at position 5 place pegs one at a time in wooden holder at position 1 – ride across finish line

POST A LETTER – Post box is placed at position 1 Ride down to position 5 collect wooden letter one at a time either from nest pan or hanging on a hook return to the postbox to insert it into the slot before crossing the finish line.

POTATO - Rider rides to end position, dismounts + collects a potato, remounts and places potato into bucket at position 1. He then returns to collect a final potato, remounts and places this in the bucket before crossing the finish line.

PYRAMID/ASSOCIATION - Square cartons are placed on either upturned bin or basket on pole at position 5 move one at a time + place in stack on upturned bin at position 1 before crossing line.

QUOITS + CONE – Rider starts with quoit + places over small cone at position 1 further quoits are on floor at position 5 rider dismounts to collect quoit/s remount to place over cone + ride over finish line (an alternative way to run race is with quoits placed in basket on pole 5).

RIDE RUN RIDE - The rider rides to a predetermined point (dependant on group), dismounts and runs with his pony, remounts at another predetermined point and rides over the finish line. In reverse this may also be run as RUN RIDE RUN.

RING - Rings will be placed in basket at position 5. The rider rides down, collects rings one at a time and places ring over pole 1 and cross finish line.

RIDE + RUN – Ride up round pole at position 5 then dismount at predetermined place + lead pony across finish line.

3 MUG – 4 poles set out in positions 2,3,4 + 5 the 3 mugs are on poles either positions 3,4 + 5 or 2,3 + 4 mugs are moved up one at a time on to next empty pole i.e. if mugs on 2,3 + 4 move 4 to pole 5, 3 to pole 4, and 2 to pole 3 or if on poles 3,4 + 5 move 3 to pole 2,4 to pole 3 + 5 to pole 4 – then cross finish line.

ROLL ON POLE – Rolls are placed in basket on pole at position 5 – take rolls one at a time + place over pole at position 1 then ride over finish line.

SACK – A sack is placed on floor at position 1 ride up round top pole dismount at sack + hop across line in sack leading pony.

SACK ON POLE - There is a sack on pole 1, the rider takes the sack off the pole, rides down and around the pole at position 5 and then replaces the sack on the original pole. The sack must be fully pulled down + cross line.

SCOOPY - Rider carrying a scoopy stick collects a ball from a bucket at position 1, rides down and around the bottom pole and returns the ball to the bowl before crossing the finishing line, if the ball is dropped it must be scooped up using the stick before continuing the race.

SOCK IN BUCKET – Socks are placed on floor at position 5 rider dismounts, collects sock, remounts and places this sock into the bucket at position 1. He then returns to collect other sock, remounts, places this in the bucket and crosses the finish line.

STEPPING STONES - A line of stepping stones will be placed along each lane, ride around a pole at position 5 and then dismount + crossing stepping stones leading pony remount + cross finish line. If the pony or rider knock any stepping stone over, or should a rider step on the ground whilst crossing the stones, he must set up any fallen stones and in both cases return to cross all the stones again – even if it is the last one which has fallen.

TACK BOX- An upturned bin will be placed at position 1, 2 x rubber hammers will be placed on floor at position 5. The rider carries a tack box and places it on the bin, rides to position 5 to dismount and collect one of the hammers from the ground, remounts and places the hammers one at a time in the tack box, then carries the tack box by the handle over the finish line.

TROTTING - As the name suggests trot up round top pole + back if pony breaks into canter turn a circle.

TURNING - A pole is placed at position 1 and 5. The rider rides to poles 1 and turns completely around the pole before riding to pole 5, returning to pole 1 which is completely turned around again before crossing the finish line.

TYRE- A tyre is placed at position 5. The rider rides to the tyre, dismounts, gets through the tyre and remounts before crossing the finish line.

WALK TROT GALLOP - Walk to pole at position 1 trot to top pole + gallop back over finish line if the pony breaks into canter in trotting section or trots in walk section rider must turn a circle before continuing.

Hi-LO NET - A tennis ball is placed on a large cone at position 1 and a small cone at position 3, from the start you collect the ball from the large cone ride to the top of the arena and place the ball in the net you then collect the second tennis ball from the small cone ride to the top of the arena and place the ball in the net and ride to the finish.

2 BOTTLE - Dustbins are placed at positions 1,3 & 5, you start with a bottle and place it on the bin at position 1 you then take the bottle off the bin at position 3 and place it on the bin at position 5 you then take the bottle off the bin at position 1 and ride to the finish, for the reverse of this you start with a bottle and place it on the bin at position 1 you then collect the bottle off the bin at position 5 and place it on the bin at position 3 you then collect the bottle off the bin at position 1 and ride to the finish.

AUNT SALLY - You ride to the top of the arena and dismount you are then required to throw a bean bag through the mouth of Aunt Sally then remount and ride to the finish.

MILKMANS RACE - A milk crate is placed on an upturned dustbin at position 1 and bottles are placed on a dustbin at position 5. You will ride to the top of the arena and collect a bottle off the dustbin and then place the bottle in the milk crate, the bottle must be upright in one of the sections of the milk crate and the crate must remain on the bucket and ride to the finish.

ASSOCIATION - Dustbins are placed at positions 1 & 5 there are association blocks stacked on one of the dustbins and you are required to move them from one dustbin to the other one at a time leaving them in a single vertical stack and then ride to the finish.

2 BOTTLE BALANCE - Poles with small table on them will be placed at positions 1 & 3 (the table at position 3 will have a bottle on it) and a pole at position 5. You start with a bottle and place it on the table at position 1 you then collect the bottle off the table at position 3 ride the top of the arena around the pole at position 5 and replace the bottle on the table at position 3, you then collect the bottle off the table at position 1 and ride to the finish.

CUP & MUG - There will be a dustbin at position one, a large cone at position two with a tennis ball on it, a small cone at position three with a tennis ball on it, a pole at position four with a mug on it and a pole at position five with a mug on it, riders will ride up the arena and collect a mug which they will then place on the dustbin open side up this will then be repeated with the second mug, riders will then collect a tennis ball and place this inside one of the mugs this will then be repeated with the second tennis ball, both balls must be in the mugs and in an upright position on top of the dustbin before the rider proceeds to the finish line.