

FORMAL GYMKHANA EVENTS

The formal events this year at our BHPC Formal Gymkhana will be Presentation, Rider class, All Round Pony Club Mount, and Top Score Show Jumping. Look up the rules at [Rules-for-Sporting-Formal-Gymkhana](#)

Here are some notes to assist your preparation.

Presentation Class (Page 63 of rule book)

This is a competition to determine the best presented horse and rider combination. It is judged on suitability of the horse, general presentation of horse and rider, and overall appeal.

The following break-down of points is used for these events:

50% Horse - Cleanliness, grooming and presentation

25% Saddlery - Preservation, cleanliness and fitting

25% Rider - Dress

Horse: Plaited or unplaited or hogged manes, plaited, pulled or shaved tails, horses clipped or unclipped - all should only be used as a final criteria to select the winner, where cleanliness and grooming all appear equal. Conformation of the horse is not taken into account.

Saddlery: Saddlery should be judged on whether it is well preserved and clean and well fitted and comfortable for the horse. It should be within pony club rules of permitted gear.

Dress: Correct Pony Club uniform must be worn and should be tidy and clean with boots well-polished or cleaned. At gymkhanas ride may compete in jodhpurs or stockman cut trousers in club colours.

Rider Class (page 64 of rule book)

Rider class starts with all riders out on a circle, and they are then called in and lined up by the judge for their individual workouts. Once in the line-up the horse should be made to stand square and at attention. The Judge will ask each rider to perform an individual work out.

Rider class is judged on rider position, correct use of aids & correct workout. The workout will depend on the ages and abilities of the riders in the group. Younger riders will only be asked to walk and trot a fairly simple workout. Older riders will be asked to ride at walk, trot and canter a more complex workout.

Rider Position

Straight line through ear, shoulder, hip and heel. Leg stretched down with lower leg held still against horse, not loose or swinging. Heel pressed down, not raised up, heel slightly lower than toe. Feet parallel with the horse's sides, toes not turned out. Hips level with equal weight of seat in the saddle. Shoulders square, not rounded. Back straight and stretched tall, not rounded or hollow. Rider not leaning forward, particularly be aware of this when changing gait. Hands carried slightly above the horse's wither, with thumbs on top. Arms not stiff and straight, but with bend at elbows. Straight line from elbow, through hands to bit. Hands follow the horse's movement at walk and canter, steady at trot. Elbows carried neatly at sides. Seat is independent of the reins. Rider is balanced. Rider is not stiff and tense. Eyes up, looking forward, not down at horse.

Correct Use of Aids

Rider applies aids correctly and effectively. Correct aids for riding straight lines, curves and circles, moving forward and halt. Correct aids to change direction and gait. Rider on correct diagonal at rising

trot, and horse on correct lead at canter. If incorrect, the judge wants to see an attempt to correct it instantly. Also correct any mistakes in gait that occur, e.g., if horse breaks from canter back to trot, immediately balance and ask again for canter.

Correct Workout

During individual workout, rider keeps horse at an even rhythm in each gait. For older riders, the horse is straight when moving on straight lines, and bends correctly when moving on a circle or curve. Transitions are smooth and at the correct place. Size of circles – rider to use entire area, circles should be good shape and the same size (if 2 included in workout). Centre line between circles is straight for a few strides, and the same centre line is used throughout workout. Rider can use the judge as one marker and distant object, e.g. post, for other marker to get centre line correct each time.

Judge's instructions

Listen carefully to the judge when the workout is described. Ride exactly the workout that the judge asks for. If unsure, ask the judge again before starting your workout. When it is your turn, ride forward out of the group, halt and salute your judge before you start, and salute again at the end of your workout. Stand respectfully, with horse on contact, quietly watching others take their turn. Riders can lose points for talking in line and not paying attention. Wait for previous rider to return to their place before leaving the line of horses for your turn. If called forward for a ribbon, congratulate other place getters in the line-up and remember to thank your judge. Wait until you are dismissed by the judge before moving away, with the first placed rider leading.

AI Round Pony Club Mount (page 67 rule book)

This is a competition to determine the mount most suitable for pony club activities. The Judge will assess the all-round suitability of the horse to take part in a variety of pony club activities.

In the ring, as for a rider class. The Judge will call the riders in and line them up.

The workout will include activities that shows the versatility of the horse. This will include walk, trot, canter (for older riders) at specific markers, riding over trot poles, riding one handed to pick up an item from a barrel and drop it on another barrel, and halt at a marker.

Top Score Showjumping (page 78 in Rules for Showjumping rulebook [Rules-for-Showjumping](#))

In this competition, a certain number of obstacles are set up in the arena. Each obstacle carries points according to its difficulty as shown by its jump number, and can be jumped in both directions. The rider is awarded the number of points on each obstacle that is jumped correctly. No points are awarded for an obstacle that is knocked down.

Beware the Joker! An obstacle provided as part of the course, duly titled "Joker" may be jumped twice; 200 points are awarded each time this obstacle is jumped correctly, but if it is knocked down, 200 points must be deducted from the total points obtained so far by the rider.

A fixed time of is allocated and during this time, the rider may jump any of the obstacles he/she wishes in any order and in any direction. He/she may cross the starting line in either direction.

The bell is rung to declare the end of the fixed jumping time and the rider must then cross the finishing line in one direction or the other in order for the total time to be recorded. Not crossing the finish line results in elimination.

Each obstacle may be jumped twice to gain points.

The rider who has obtained the highest number of points will be the winner, but in the event of equality of points, the fastest time taken between the start of the fixed time and the crossing of the finishing line after the bell has rung will decide.