

Mesa County Sheriff Posse Gymkhana Rules

PARENTS: It is your responsibility to keep your children and horses out of harm's way on the Posse grounds. Have your children warm up their horses away from populated areas of the Posse grounds – especially close to the arena and arena gate. Due to safety concerns, parents, children, and spectators will be restricted from crowding the gate area. **DO NOT ALLOW YOUR CHILDREN TO LOPE THEIR HORSES THROUGH THE PARKING LOTS AND WALKWAYS.**

GYMKHANA STARTS AT 9:00 AM

The gymkhana dates posted on the flyer, MC Sheriff Posse website, and the Mesa County Sheriff Posse Gymkhana Facebook page are subject to change due to weather conditions, arena conditions, or other problems that may arise. However, if a change should occur, every effort will be taken to contact participants as early as possible. Sign-ups will be open from 8:00 am to 9:00 am the day of the gymkhana.

ARENA:

Gymkhanas will be held at the Mesa County Sheriffs Posse Arena, 648 25 Road, Grand Junction, CO. All families and participants are expected to keep the Posse grounds clean and to be respectful to the community.

EVENTS:

- Barrel Racing
- Flags
- Special Event TBD or Goat Tying/Goat Ribbon Racing
- Pole Bending
- Key Hole

ENTRY FEES:

The fee is \$5.00 per event per contestant with one exception. **The fee rate for goat tying will be \$10.00 due to the extra expense of the goats.** We will have plenty of entry forms in the Crow's Nest. Insufficient funds checks will result in a \$35.00 fee. The debt must be cleared in cash, cashier's check, or money order before the contestant may compete in any future gymkhanas or receive any awards. ***After ONE (1) Returned Check, the MC Sheriff Posse will ONLY accept cash, cashier's check, or money order for the remainder of the season for that specific contestant.***

AWARDS ELIGIBILITY:

Contestants **MUST** participate in all events of the day. The person with the highest points at the end of the year in their age group will be eligible for the saddle or buckle or end-of-season reward. Contestants must compete in four of the six gymkhanas, where there must be at least three contestants in each age group for each of the four gymkhanas attended in order to qualify for High Point award. If less than the minimum number of contestants in an age group participates, there will be an alternate award given. Second and third place High Point

qualifiers will be given an alternate award as seen fit by the MC Sheriff Posse Gymkhana Committee.

AGE GROUPS:

- 0-6 years
- 7-10 years
- 11-14 years
- 15-18 years
- 19-49 years
- 50 years and older

*Contestants will remain in the same age group for the entirety of the season. Any contestant that changes age groups during the season will forfeit any points already attained. A contestant's age group will be decided by their age as of January 1st.

HIGH POINT SYSTEM:

Points will be assigned according to a weighed system. For example, for an event, if 10 contestants enter. Then first place receives 10 points, second 9... etc. if there are 12 contestants, then first place receives 12, second places 11 and so down the line. Only the top three contestants to place in any event will receive a ribbon, but all points will be recorded for High Point Awards.

*Only one High Point Ribbon will be given per age group per day: First Place. However, Second and Third Place High Point qualifiers will have their points recorded for High Point Records and Standings.

*All ribbons will be available for pickup approximately ten minutes after the gymkhana has ended. Please pick them up at the table below the Crow's Nest. Special arrangements can be made with the volunteers at the table should a contestant need to leave early for any reason.

*Lead Line will be counted for points *after* the other contestants who did not use Lead Line. If all contestants in the class used Lead Line to complete an event, then points will be awarded as normal.

EVENT DESCRIPTIONS:

Barrel Racing:

The Standard Clover Leaf Barrel Pattern shall be used, either right or left hand. The standard distances are:

- a) 90-feet between barrel 1 and barrel 2.
- b) 105-feet between barrel 1 and 3, and barrel 2 and 3.
- c) 60-feet from barrels one and two to the Start/ Finish (score) line.
- d) Score line should be at least 45 feet from the end of the arena.

The contestant is allowed a running start. The time starts when the horse's nose crosses the starting line and ends when the horse's nose crosses the finish line. The starting and finish lines shall be the same. Contestants may circle their horse in the arena before their run a maximum of three times. Using a right hand course as an example, the contestant (horse and rider) will run to barrel one, pass to the left of it, and complete a turn around it; then run to barrel two, pass to the right of it and complete a turn around it; then run to barrel 3, pass to the right of it, run around it, and run to the finish line.

Contestant will be assessed a 5 second penalty for knocking over a barrel, or knocking over a barrel which ends up on it's opposite end. Not following the pattern will result in a DQ.

Touching the barrel is permitted. 55-gallon barrels will be used. Barrels must be set back on their marks whenever they are knocked over.

Flags:

Two buckets filled approximately one inch from the top with beans will be located on the top of two barrels. The barrels will be stationed at the mark for the first two barrels used in the cloverleaf barrel race. Pattern run must be outside of the barrel perimeters. Barrels may be circled as long as the contestant completes the course on a pattern outside of the perimeter of the barrels. Two flags will be used. Beginning flag is to be placed by the contestant during the timed run in the bucket on the first barrel of the pattern. The second flag (pick-up flag) that has been placed in the second pail located on the second barrel by a judge before the run starts, is then removed by the contestant during the completion of the designated pattern and carried over the finish line. The direction of the pattern (clockwise or counter-clockwise) is chosen by the contestant prior to entering the arena, and the pick-up flag is placed in the middle of the pail standing at approx. 90 degrees to a perceived level line on the second barrel of the pattern by a judge. Contestant is handed the first flag before entering the arena. The contestant will be disqualified for the following: the barrel or pail containing beans being knocked over, flag not being placed in bucket or bouncing out, not crossing the finish line carrying the flag, or for using the flag as a bat, or touching the horse with the flag. Time will be between start line and finish line.

Goat Tying:

Contestant must ride his or her horse across the start line, race to where the goat is tethered, dismount, catch the goat, throw and tie any three legs together and signal that her tie is complete by raising their hands in the air. Contestant then must step back away from the goat at least (three) 3 feet. The goat must remain with (three) 3 legs crossed and tied for (six) 6-seconds from the time the contestant steps back away from the goat. The field judge will have a stop watch and time the goat for (six) 6 seconds, stopping the watch at the instant the goat kicks free of the tie. Elapsed time on the watch will determine if the tie held long enough to qualify. There will be no arena attendant to catch the horse once the contestant has dismounted.

The goat will be held by a goat handler facing the starting point until the start line flagger flags the start of the time. He/she will then release the goat and step back out of the way.

Time runs from the time the start line flagger drops his/her flag starting the run until the field judge drops his/her flag as the contestant signals tie complete. A (five) 5-second penalty if horse crosses the tether between when the time begins and times ends.

Disqualifications include:

1. The horse makes contact with the goat.
2. Undue roughness in throwing or handling the goat.
3. Tie not holding or legs not remaining crossed for (six) 6-seconds.

Goat Ribbon Racing:

Contestant must ride his/her horse across the start line, race to where the goat is tethered, dismount, catch the goat, remove the ribbon from the goat's tail, and run back across the finish line, which will be located approximately ten feet from tether stake back in the direction of the start line. Contestant must finish cross line with ribbon in hand.

Once time has started, if the ribbon falls off the goat's tail prior to the contestant dismounting, the contestant will be issued a re-run. If the ribbon falls off the goat's tail after the contestant has dismounted (relinquished control of horse), the contestant will pick up the ribbon and run to the finish line with ribbon in hand. The goat will be held by the goat handler facing the starting point until the start line flagger flags the start of the time. He or she will then release the goat and step back out of the way. Time runs from the time the start line field judges drops his/her flag as the contestant crosses the finish line. Penalties will include a five second penalty if the horse crosses the tether between when the time begins and the time ends.

Disqualifications include:

1. The horse makes contact with the goat.
2. Undue roughness in handling the goat.
3. Crossing the finish line without the ribbon in hand.

Pole Bending:

The pole bending pattern is to be run around six poles. The poles are to be 21 feet apart and first pole is to be 21 feet from the starting line. A horse may start either to the right, or to the left of the first pole, and then run the remainder of the pattern accordingly. Run straight to the last pole and turn around it on the outside. Weave through the poles to the end and turn around it. Weave back through the poles to the end pole. Turn around it and run back across the starting line. Knocking over a pole will result in a 5 second penalty for each pole knocked over. Failure to follow the course shall cause disqualification.

Keyhole:

A running start will be used in this event. Keyhole and entrance to keyhole is outlined with a white chalk line. Entrance to keyhole is 40-feet from the starting line. The circle is 20-feet in diameter. The entrance is 4-feet wide and 10-feet in length. Contestant will run from the start line to the entrance to the keyhole, enter the keyhole and turn around, exiting the keyhole and running to the finish line. Stepping on any part of the white line disqualifies the contestant. There will be three judges: on Line Judge (flagger), and two Field Judges (looking for line violations). Circle may be run in any direction.

*Mystery Event guidelines will be posted day of event below the Crow's Nest.

*For Goat Tying, Age Groups 0-6, 7-10, and 50 and up will not have to Tie the goat, but will instead run the Goat Ribbon Racing Event.

RULES:

1. Dress code will be enforced for all participants. Riders are to be dressed in suitable western attire. Long-sleeve shirts, tucked in, properly buttoned or snapped western jeans, cowboy hat, and cowboy boots. Riding helmets may be worn in place of the cowboy hat. Boots should have a ½ inch heel and come above the ankle.

2. Hat or helmet **MUST** be worn during the event and cannot hit the grounds. If the hat or helmet comes off but is attached with a stampede string, a DQ will not be called so long as the hat or helmet stays attached to the rider.
3. Riders may use any humane bit including a snaffle or hackamore. Improper equipment or improper use of equipment will not be tolerated.
4. Abuse or improper treatment of horses will not be tolerated!
5. Contestants will be disqualified in any event if they receive assistance once they have passed the starting line with the exception of Lead Line.
6. Event Directors are arena officials. **All decisions of the arena officials will be final.** Flaggers are only used for helping with back up times, not for making any judgement calls.
7. For safety reasons and to keep things running smoothly, we would like everyone to stay in the general assembly area and not ride off.
8. The three-call rule **will be enforced.**
9. Alcoholic beverages are NOT allowed on the Posse grounds.
10. All complaints must be in writing on a complaint form which can be found at the table below the Crow's Nest. Complaints must be made before the end of the event in question; otherwise it will not be addressed. The MCSP Gymkhana committee will determine if the complaint merits immediate attention. If deemed necessary, resolution will be made immediately with the assistance of arena officials. All other complaints will be addressed before the next scheduled gymkhana.
11. The MC Sheriff Posse is run by volunteers. Please be helpful with setting up equipment, opening the gate, and timing. We are more than happy to have assistance with a short how-to session, if necessary.
12. Harassment of gymkhana officials or volunteers by contestants, spectators, or family members will be cause for *immediate disqualification* of the contestant from the event and/or gymkhana, as determined by the MC Sheriff Posse Gymkhana Committee.
13. Contestants will be asked to leave the arena for any one of the following:
 - a. Use of foul, abusive, or inappropriate language
 - b. Harassment of another contestant
 - c. Mistreatment of livestock, including their own
14. Parents **must** sign liability waivers for all contestants under the age of 18. Each contestant age 18 or over must show driver's license at registration window.
15. Contestants must enter events with their legal name and remain consistent throughout the season. If a contestant changes names during the season, he/ she will forfeit any points already attained.

16. Any questions will be handled at the table below the Crow's Nest. No one is allowed at Crow's Nest once the gymkhana has begun. Period.
17. During the National Anthem, please follow these guidelines: If mounted on a horse, please stop and face the flag. Everyone else, please stand, remove hats, and face the flag.
18. Upon registration, each contestant will be assigned and handed a Contestant Number. This number will follow a contestant throughout the season. Contestants are expected to keep this number and bring it to each gymkhana they compete in. Number cards can be decorated in any fashion so long as the decorations are of tasteful quality (no profanity, etc.) and can be seen from the Crow's Nest. Numbers may be laminated. If judges are unable to read the number, the contestant will be asked to redecorate their number or be reassigned a number.
19. It is a contestant's responsibility to take care of and remember their assigned contestant number and card. If a contestant loses his/her number card, or for any other reason needs a new number card, a five-dollar (\$5) fee will be assessed for a new number to be assigned.
20. A contestant may ride two horses in the Gymkhana's events. However, **only one** horse will be counted for points. Contestants must remain honest and consistent in which horse they are counting points on for the day/series. The second horse will receive no points, and therefore no ribbons. Contestants who wish to use different horses on different events and would still like to receive points must make arrangements *prior to* the first gymkhana they attend with Posse volunteers or will forfeit all points for the entirety of the series.

The rules listed above apply anywhere on the Posse grounds.

******* Please Practice Good Sportsmanship *******

Good sportsmanship occurs when teammates, opponents, coaches, spectators, and officials treat each other with respect. Kids learn the basics of sportsmanship from the adults in their lives, especially their parents and their coaches. Kids who see adults behaving in a sportsmanlike manner gradually come to understand that the real winners in sports are those who know how to persevere and to behave with dignity – whether they win or lose.