



DODGES FERRY HORSE RIDING CLUB ANNUAL GYMKHANA

13th October 2019

**9:30am Start
Led, Ridden & Topsy Classes - AM
Games - PM**

Entry to grounds by gold coin donation

DODGES FERRY HORSE RIDING CLUB

Pembroke Park

27 Montagu Street, Sorell

~ Recycled Ribbons ~ Prizes ~ Awards ~

**Come along for a great day out with your horse
Filled with fun, games & prizes!**

ALL WELCOME!

For Further information, contact Heather Stewart 0408 377 461, Email:
dodgesferryhorseriding@gmail.com, or find us on Facebook!

**** General Rules ****

1. Have Fun, enjoy your Day and help others to enjoy theirs. Good Sportsmanship is Essential 😊
2. Entry to grounds and ride at your own risk. No responsibility taken for injury, accident or damage to horses, riders, or property, or liability or any claims whatsoever whilst on the ground. No responsibility taken. Please remember your horse is your responsibility – Think Safety First.
3. Judge's decision is final. No protests will be entered into. Committee reserve the right to amalgamate/split classes if required on the day.
4. Entry Fees at www.Nominate.com.au or on the day:
Single classes \$4 per class + \$10 Day Membership for non-members
Day pass Members - \$25 (must be financial member as of date of show)
Day Pass Non-Member - \$35 (includes Day Membership Fee)
Day passes are allocated to rider & horse and are not transferable. *NOTE DAY MEMBERSHIP DOES NOT ENTITLE ENTRY TO DFHRC MEMBER CLASSES.
5. Insurance – It is requirement of DFHRC Public Liability Insurance that ALL competitors register before competition commences. All Non - DFHRC Members are required to pay a \$10-Day membership fee. PLEASE COMPLETE YOUR DETAILS AT TIME OF TICKET PURCHASE.
6. Only competitors who have registered and are competing on the day are permitted to have a horse on the grounds on event days. Members and Non-Members included. If you wish to bring a young or green horse to the event to walk around and get used to a competition environment a \$15 fee is payable, this is listed in Nominate as “on foot attendance fee” or can be paid on the day.
7. Age of ridden horse at all club activities is no less than 3 years from the date of birth, with jumping height restriction being 30cm for 3yo's. Further discretion given to the Chief Instructor, Horse Welfare Officer and Judges when required.
8. NO DOGS allowed on the grounds.
9. Stallions/Colts are permitted but must handled by persons 18 years and over at all times and must wear Fluro vest/coloured armband
10. No cruelty or abuse of any kind will be tolerated. Violators will be asked to leave the grounds immediately.
11. Approved Safety Helmets and Riding boots must be worn at all times. Dress must be neat and tidy - Jacket & plaiting are OPTIONAL for all classes.
12. Bitless bridles, Western & Stock saddles allowed in all classes. Jumping over 30cm is not permitted in a western saddle. Pleasure classes those riding in Double Bridle or Pelhams, are to remove chains and drop one rein.
13. Recycled Ribbons will be awarded to 6th place.
14. Topsy classes are for competitors who are NOT regular show competitors AND must not have won a First Place at **any** show, excluding Topsy and Breed classes. Pelhams and double bridles are not permitted in the topsy ring.
15. DFHRC Membership Class - Must be Financial members prior to 10th September.
16. Age of the rider is at date of show.
17. All games will be judged on fastest times, penalties may apply. Games Champion & reserve will be awarded to the overall highest point getters on the day. 1st = 4 points / 2nd = 3 points / 3rd = 2 points / 4th = 1 point

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GYMKHANA CLASSES - 9.30 AM START

<p><u>RING ONE – JUNIOR</u> <u>Rider/ Handler 13yrs & Under</u> <u>LED CLASSES</u></p> <p>Led Pony (under 14hh) Led Galloway (14hh-15hh) Led Hack (over 15hh) Best Handler Best Mannered Champion/Reserve Led</p> <p><u>RIDDEN CLASSES</u></p> <p>Ridden Pony (under 14hh) Ridden Galloway (14hh-15hh) Ridden Hack (over 15hh) Best Walk Best Trot Hunter inc. pole Best seat Best Hands Best Pleasure DFHRC Member Champion/Reserve Ridden</p>	<p><u>RING TWO - INTERMEDIATE</u> <u>Rider/ Handler 14yrs-19yrs</u> <u>LED CLASSES</u></p> <p>Led Pony (under 14hh) Led Galloway (14hh-15hh) Led Hack (over 15hh) Best Handler Best Mannered Champion/Reserve Led</p> <p><u>RIDDEN CLASSES</u></p> <p>Ridden Pony (under 14hh) Ridden Galloway (14hh-15hh) Ridden Hack (over 15hh) Best Walk Best Trot Hunter inc. pole Best seat Best Hands Best Pleasure DFHRC Member Champion/Reserve Ridden</p>
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~ Lunch Break Followed by Games ~

GYMKHANA CLASSES - 9.30 AM START

<p><u>RING THREE - SENIORS</u> <u>Rider/ Handler Over 20yrs</u> <u>LED CLASSES</u></p> <p>Led Pony (under 14hh) Led Galloway (14hh-15hh) Led Hack (over 15hh) Best Handler Best Mannered Champion/Reserve Led</p> <p><u>RIDDEN CLASSES</u></p> <p>Ridden Pony (under 14hh) Ridden Galloway (14hh-15hh) Ridden Hack (over 15hh) Best Walk Best Trot Hunter inc. pole Best seat Best Hands Best Pleasure DFHRC Member Champion/Reserve Ridden</p>	<p><u>RING FOUR - TOPSY</u> (Not to enter any other ring on the day) <u>LED CLASSES (unsaddled)</u></p> <p>Led Topsy Woolliest Topsy Best mannered Horse/Pony Horse most like owner Smallest Ears Biggest Ears Longest Tail Champion/Reserve Led Topsy</p> <p><u>RIDDEN CLASSES</u></p> <p>Ridden Topsy on Lead Ridden Topsy Independent First Time Show Best Walk Best Trot Best Hands Best Seat Pleasure Topsy DFHRC Member Champion/Reserve Ridden Topsy</p>
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~ Lunch Break Followed by Games ~

Games

<u>* Led Unridden</u>	<u>Junior Rider 13yrs and Under</u>	<u>Intermediate Rider 14-19 yrs</u>	<u>Senior Rider Over 20 yrs</u>	<u>Topsy Rider</u>
Mirror Race	Key Hole	Flag and barrel	Egg and spoon	Pairs Challenge
Barrel Race	Mirror Race	Key Hole	Bending Race	Egg and spoon
Pairs Challenge	Barrel Race	Mirror Race	Flag and barrel	Bending Race
Egg and spoon	Pairs Challenge	Barrel Race	Key Hole	Flag and barrel
Bending Race	Egg and spoon	Pairs Challenge	Mirror Race	Key Hole
Flag and barrel	Bending Race	Egg and spoon	Barrel Race	Mirror Race
Key Hole	Flag and barrel	Bending Race	Pairs Challenge	Barrel Race

**Rider/horse combinations can only enter in one age group for games.
Riders may compete up an age level for challenge but may not move down.**



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### **\*~ Games Presentations ~\***

~ - Led Unridden - Topsy - Junior - Intermediate – Senior ~

***Champions***

*Reserve Champions*

*Sportsmanship Award*

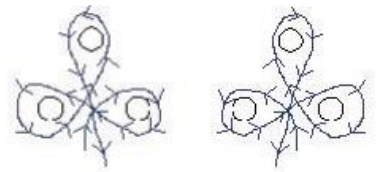
*Encouragement Award*

**~\*Overall Highest Points Champion\*~**

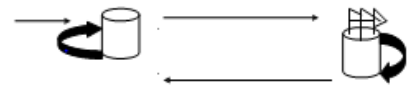
**~\*Overall Highest Point DFHRC Member Champion \*~**

## Games

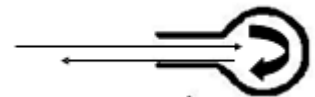
**Barrel Race** - This is a timed race, you will start behind a line when the judge says "GO" .... Ride your horse out as fast as you can either left or right, around each barrel as shown in the diagram crossing over your lines, you will end up riding a shape of a 3-leaf clover. Remember it's either one right and two lefts, or one left and two rights to make the clover pattern. A five second time penalty will be added to your time if you knock over a drum.



**Flag and Barrel** - The flag and barrel race has 2 barrels a distance apart, there will be 3 flags on one barrel the aim of the game is to ride your horse as fast as you can to the barrel with the flags, picking up one flag at a time and race it to the empty barrel repeat this until your last flag is placed on the other barrel and race out through the start line. If you drop a flag you must dismount pick the flag up mount again and keep riding the race



**Key Hole** - The aim of this game is to ride in and out of a key shape marked out on the ground as fast as you can. If you go outside the line a 5 second time penalty will be added to your time.



**Bending Race** - The aim of this game is to ride as quick as you can weaving up through 5 posts and back through again any knocked posts result in a 3 second time penalty.

**'Egg' and Spoon Race** - As fast or slow as you like but fastest time wins. Up round the barrel and back, NO holding the egg in any way shape or form. Drop the egg you need to dismount and regather the egg.

**Pairs Challenge** - Riders pair up and hold a length of rope between them race up round the barrel, as fast or slow as you like, and back. Drop the rope, you need to gather it back before the finish line. Fastest time wins.

**Mirror Pony** - Two set mini courses including small jumps, two riders race around a course each, mirroring each other. Quickest to the finish line wins.

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