

**WESTERN NEVADA
HORSEMEN'S ASSOCIATION
(WNHA)**

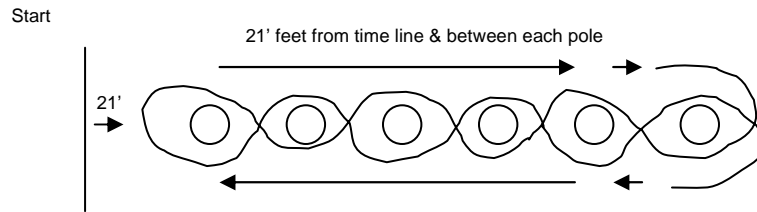


Western Nevada Horsemen's Association (WNHA)
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GYMKHANA PATTERNS

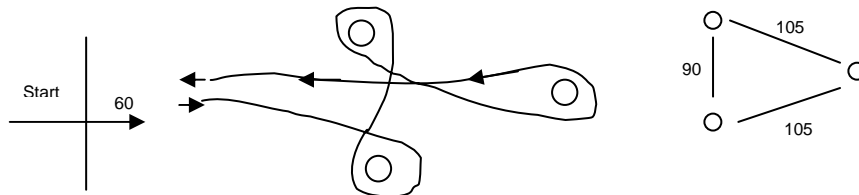
GYMKHANA PATTERNS
(Examples Only)

Pole Bending



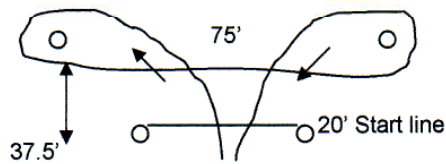
Run through the starting line, run along either side of the poles to the last pole, turn around the last pole, pass successive poles on alternate sides, turn around the last pole and race back to the starting line. Spacing of poles is 21' apart and the start/finish is 21' to the first pole. From timing light to last pole 126'

Cloverleaf Barrel Race



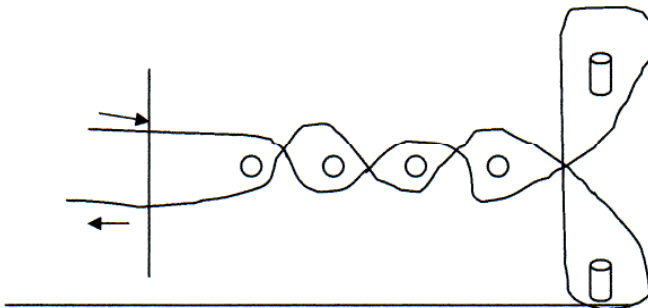
Cross start/finish line, may start on either side right or left barrel. When starting on the right barrel, there will be one right turn around the barrel and two left turns. When starting on the left barrel, there will be one left turn and two right turns around the barrels. When completing the third barrel, run back through the start/finish line. Timing lights to first barrel 60'; Lead line is 45' between 2 barrels; 52.5 to third barrel.

BI-DRANGLE STAKE RACE



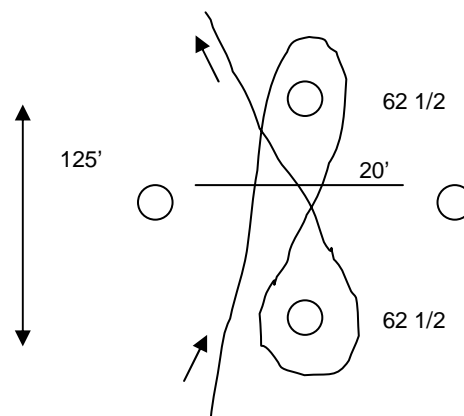
Run through the timing line, turn poles in the same direction either left or right. Pass back through the timing line.

BIG "T"



21' FROM TIME LINE AND BETWEEN EACH POLE AND 70' BETWEEN BARRELS. Weave through poles starting to the side that will allow you to pass between the barrels and come across like a bi-drangle. Then weave back through the pole and home.

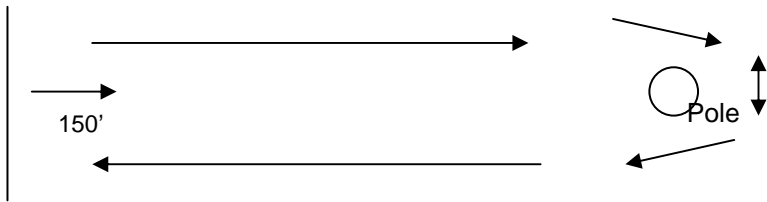
Figure 8 Race



Run through the timing line to the first pole, turn around either direction, run back through the timing line and turn around the second pole in the opposite direction from the first pole, run back through the time line. Timing ends here but contestant is required to make a figure 8 by either crossing back to the side of the first pole where they began or by crossing to the opposite of the pole from where their run began.

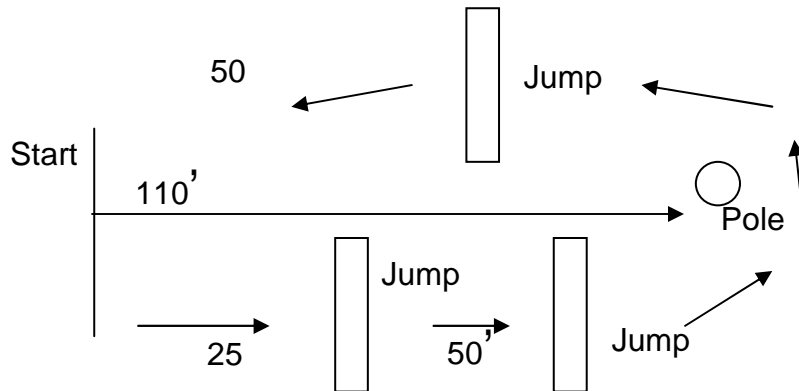
Single Stake Race

Start



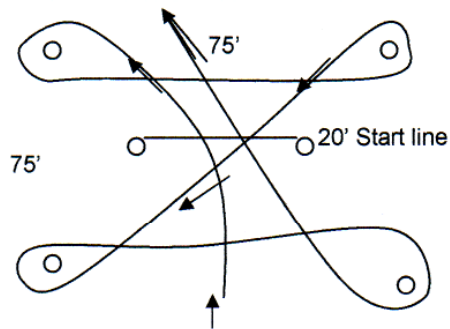
Cross the start/finish line, run to the pole, turn either direction and run back over the start/finish line.

Scurry



Rider shall run through start/finish line, run down the right side of the course, jumping one jump, moving around the pole and jumping two jumps, or rider may run down the left side of the course jumping two jumps moving around the pole and jumping one jump. Rider then crosses start/finish line.

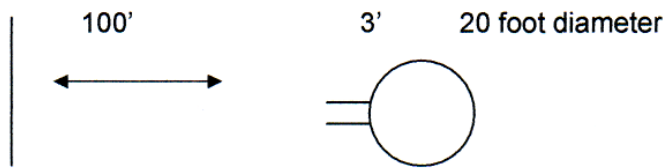
QUADRANGLE STAKE RACE



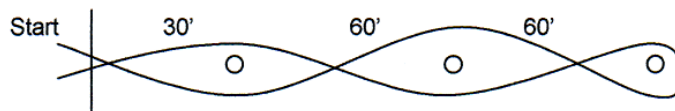
Run through the timing line, turn first two poles of the square in the same direction (turn must be made so you are running to second pole inside the square), pass back through the timing line and turn the poles on the opposite side in the same direction but opposite from the first two poles. Then pass back through the timing line to complete the course.

Keyhole

Rider must run down and enter circle without touching chalk line, turn and run home. 5 second penalty will be assessed for every time line is touched.



CALIFORNIA SPEED BARRELS



Cross the start/finish line, may start on either side of the barrel, pass barrels on alternate side, turn around the last barrel and pass the barrels on the alternate side, back to the start/finish line.

Flag Race

Objective- to race through the course mounted horseback. Deposit a flag in the first bucket; retrieve a flag from the second bucket and cross the finish line.

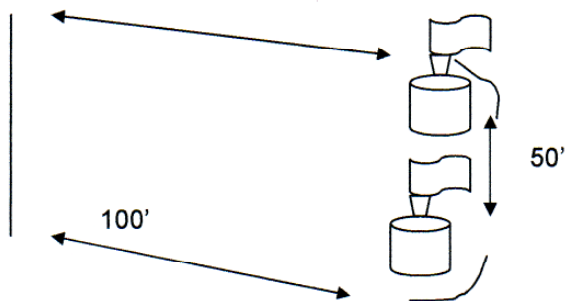
Contestant may run course from left or right. In either case, the bucket on the first barrel he comes to must not have a flag in it. The bucket on the second barrel must have a flag in it. The contestant may circle the barrel if he wishes to without penalty.

Contestant may be disqualified for:

Knocking over a barrel or bucket

Failure to keep the flag in the first bucket

Crossing the finish line with out the second flag



Scud-a-hoe

Rider may start with obstacles on left or right but must always start to the outside of the first obstacle. Then weaving through the remainder passing over the jump and starting from the outside again and weaving through the last three obstacles then back over the jump and home through the time line. There will be a five second penalty for every knocked down pole, barrel and or jump.

