

Swan Valley Horse and Pony Club Inc.

Gymkhana Sunday 28th April 2024

Entries Close 6pm Tuesday 23rd April 2024.

NO LATE ENTRIES WILL BE ACCEPTED.

Venue: Swan Valley Horse and Pony Club Grounds, SEC, Brigadoon

Entries Secretary: Sonia Munroe

Email: svhuntertrials@outlook.com

Entries: www.globalentriesonline.com.au

Change Sport to "Pony Club" and select State "WA" to find our event.

Below are the options for the Gymkhana entries

Showjumping - \$20 per round plus ground fees

Hacking and games- \$60 plus ground fees.

Then please select the classes that you want to ride in in relation to your selection above. All showjumping will be run under the EA National jumping rules that can be found at https://www.equestrian.org.au/sites/default/files/EA_National_Jumping_Rules_CLEAN_1_July_2023.pdf

Showjumping rounds will be limited to two consecutive heights and no more than 2 rounds per horse per day.

Schedule of Events

Hacking

Arena located in the side games arena — Age is at the date of competition.

8.30 am Start.

Class 1 Leadline Rider

Class 2 Leadline Pleasure Pony

Champion Rider/Pony Combination

9 am Start approximately.

- Class 3 Rider 6 years and under
- Class 4 Rider 7 to 9 years
- Class 5 Rider 10 years and over

Champion Rider and Reserve Champion Rider

- Class 6 Best Presented
- Class 7 Pleasure Pony
- Class 8 Pleasure Horse
- Class 9 Pony 12.2h and under
- Class 10 Pony Over 12.2h to 14.2h
- Class 11 Horse Over 14.2h
- Class 12 Swan Valley Members Only

Champion Pony and Reserve Champion Pony

Champion Horse and Reserve Champion Horse

Working Hunter Classes

- Class 13 Leadline Working Hunter Class
- Class 14 Working Hunter 6 years and under
- Class 15 Working Hunter 7 to 9 years
- Class 16 Working Hunter 10 years and over

Placings for each section and an overall Champion and Reserve Champion Working Hunter awarded.

There are three parts to this section – please read the information below.

Showjumping

Ring Two

10 am Start Time

Class 17	Leadline- poles to 30cm Optimum Time
Class 18	30cm Optimum Time
Class 19	45cm Leadline Optimum Time
Class 20	45cm Optimum Time
Class 21	60cm AM7 12 years and under
Class 22	60cm AM7 13 years and over
Class 23	70cm AM7

Ring One

9 am Start Time

All Ages All AM7 Article Number 238.2.2 & 245.3

Class 24	70cm AM7
Class 25	80cm AM7
Class 26	90cm AM7
Class 27	1.00m AM7
Class 28	1.04m AM7

Games

Start time will be at the conclusion of the Hacking and will be open for 1 hour.

Western Bending

Mug Shuffle

Two Flag

Individually timed when riders attend in between classes (not run as a one-off race)

Fancy Dress

Judged at the Conclusion of the games.

Uniform

Formal Uniform or rally uniform for those that don't have a formal uniform. Plaiting suggested for hacking and working hunter events.

Entering this event constitutes implicit acceptance of the PCWA rules. All competitors are ultimately responsible for knowing these rules and complying with them. PCWA gear checking rules apply. Details of these rules can be found at the following web site:

www.ponyclubwa.asn.au

Working Hunter Details

The working hunter phase will be run over 3 phases with placings in each phase and then a champion and reserve champion awarded to the 2 overall highest pointed riders.

Placing to 6th place in each phase.

Points awarded to 5th place in each phase.

Jumping phase open to walk from 8am.

Ridden workout phase – Games arena.

This will be conducted the same as a hack class workout.

It will be in an open space without arena markers.

Workouts for each class will be uploaded to global prior to event.

Workout will be simple with the aim to show the judge your horsemanship under saddle.

Jumping Phase – Handy pony arena

The jumping phase will consist of 6-8 natural design fences like one could possibly encounter on the hunt field.

Jump height maximum will be 35cm.

You will be marked on the horses rideability, obedience, rhythm, and technique over a fence.

Penalties will apply for refusals and rails.

Reminder this is not a speed class! It is a showcase of how well you and your horse/pony negotiate jumping obstacles.

In-hand phase – Lead rein arena

This phase is to show your horseman ship skills on the ground.

You will need to perform a small led work out which will include a walk, trot and halt.

Your horse/pony can remain tacked up for this phase.