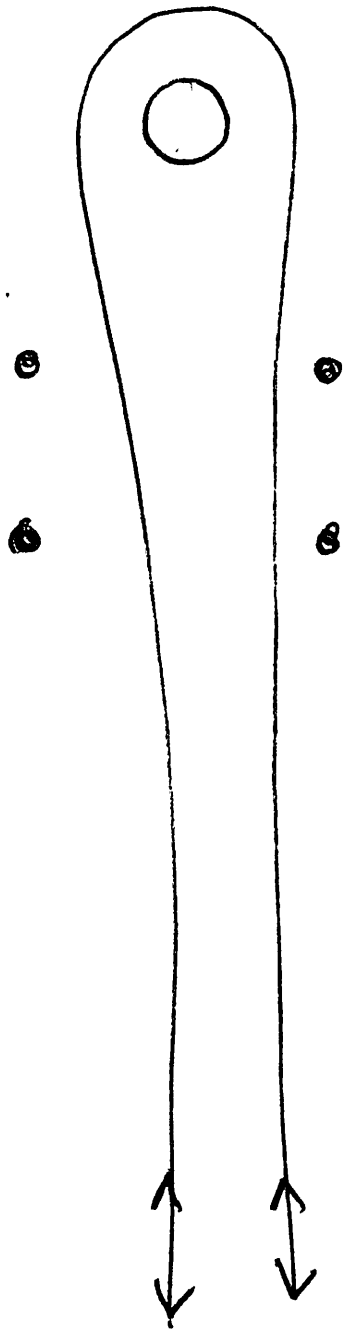


# Index of Gymkhana Event Patterns

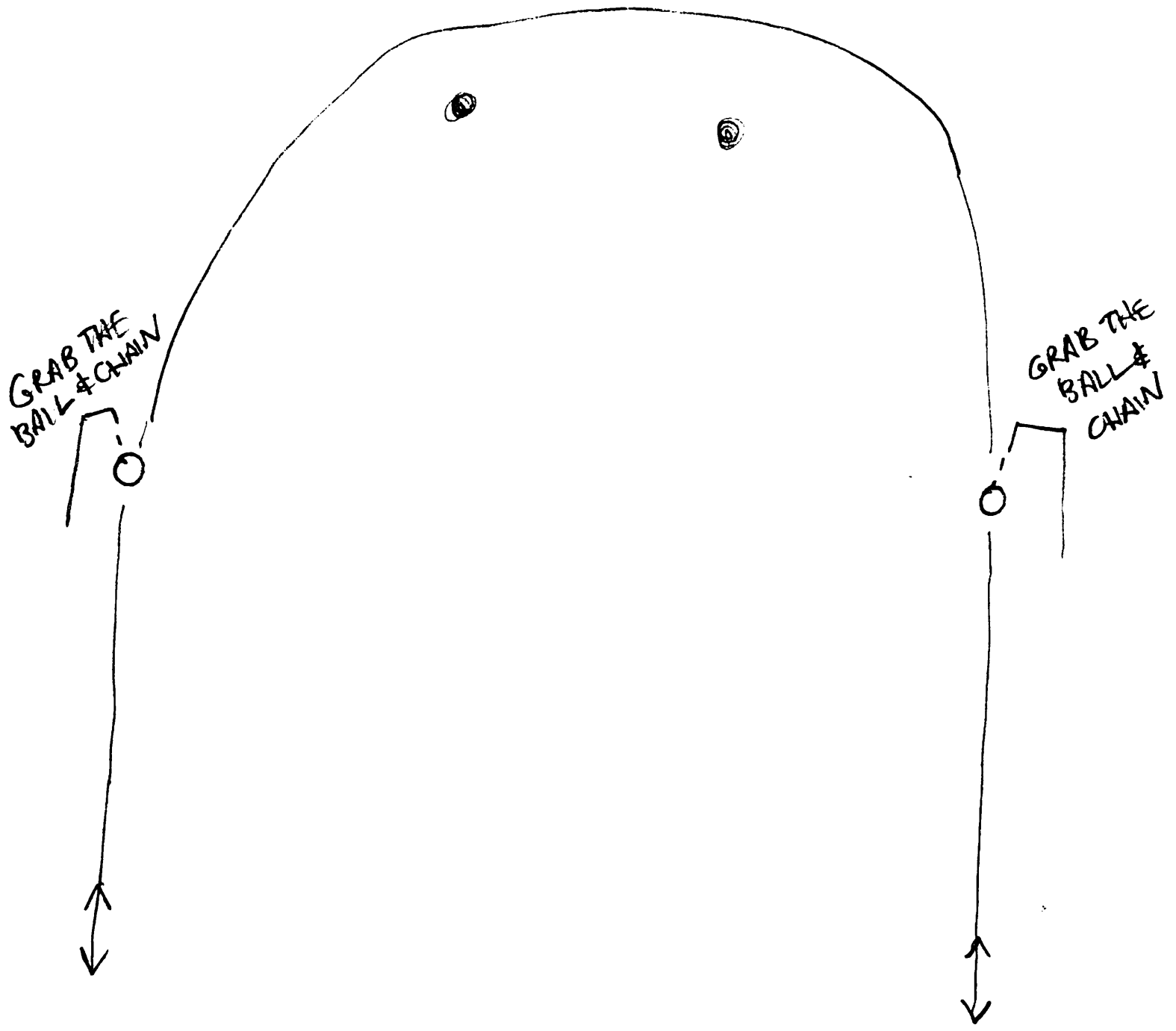
## Cambridge Saddle Club

1. Arizona Keyhole
2. Ball & Chain
3. Ball in Bucket
4. Balloon Pop
5. Barrel Back-thru
6. Bend & Jump
7. Big M
8. Big O
9. Big T
10. Big Z
11. Birangle
12. Bleeding Heart Barrels
13. Book N Hook / Two-Barrel Cowhorse
14. Bowtie Barrels
15. Break-Away (Pairs)
16. Butterfly
17. Cat's Cradle
18. Cloverleaf Barrels
19. Crazy 8
20. Cupid's Arrow
21. Dash Race
22. Dash with Flag
23. Double Bowtie Barrels
24. Dream Weaver
25. Figure 8 Cowhorse
26. Figure 8 Flags
27. Flag Race
28. Four Barrel Clover
29. Gated Keyhole
30. Grab N Dunk
31. Hairpin Flag
32. Hairpin Stakes
33. Horseshoe Barrels
34. Hurry Scurry
35. Izzy Dizzy
36. Keyhole
37. Mountain Cowhorse
38. Musical Sacks (Group)
39. Nut n Bolt (Pairs)
40. Pass the Baton (Pairs)
41. Piggyback Race (Pairs)
42. Pole Bending / Quarter Horse Poles
43. Poles Keyhole
44. Ponyback Race
45. Quadrangle Barrels
46. Quadrangles
47. Reverse Keyhole
48. Reverse Pole Keyhole
49. Ribbon Race
50. Ross's Run
51. Rural Delivery
52. Scudda Ho
53. Single Stake
54. Skill Barrels
55. Spear the ring
56. Speed Ball
57. Speed Barrels
58. Stakes
59. Streaking Poles
60. Tail Spin
61. Texas Tee Barrels
62. Thread the Needle
63. Three-Legged Race (Pairs)
64. Tie the Knot (Pairs)
65. Toss the Football (Pairs)
66. Tunnel Vision
67. Turn and Burn
68. Twister
69. Two Barrel Cowhorse
70. Two Jump Cowhorse
71. Two Pole Run
72. Water Command (Group)
73. Wheelbarrow race (Pairs)

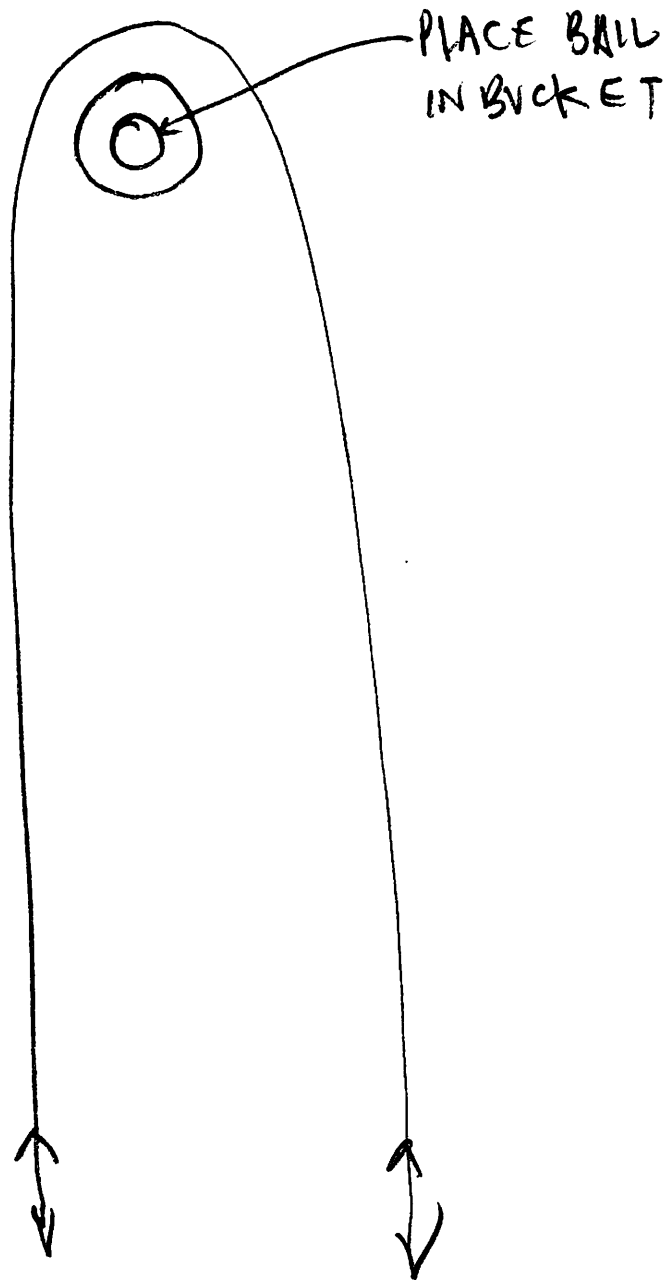
# Arizona Keyhole



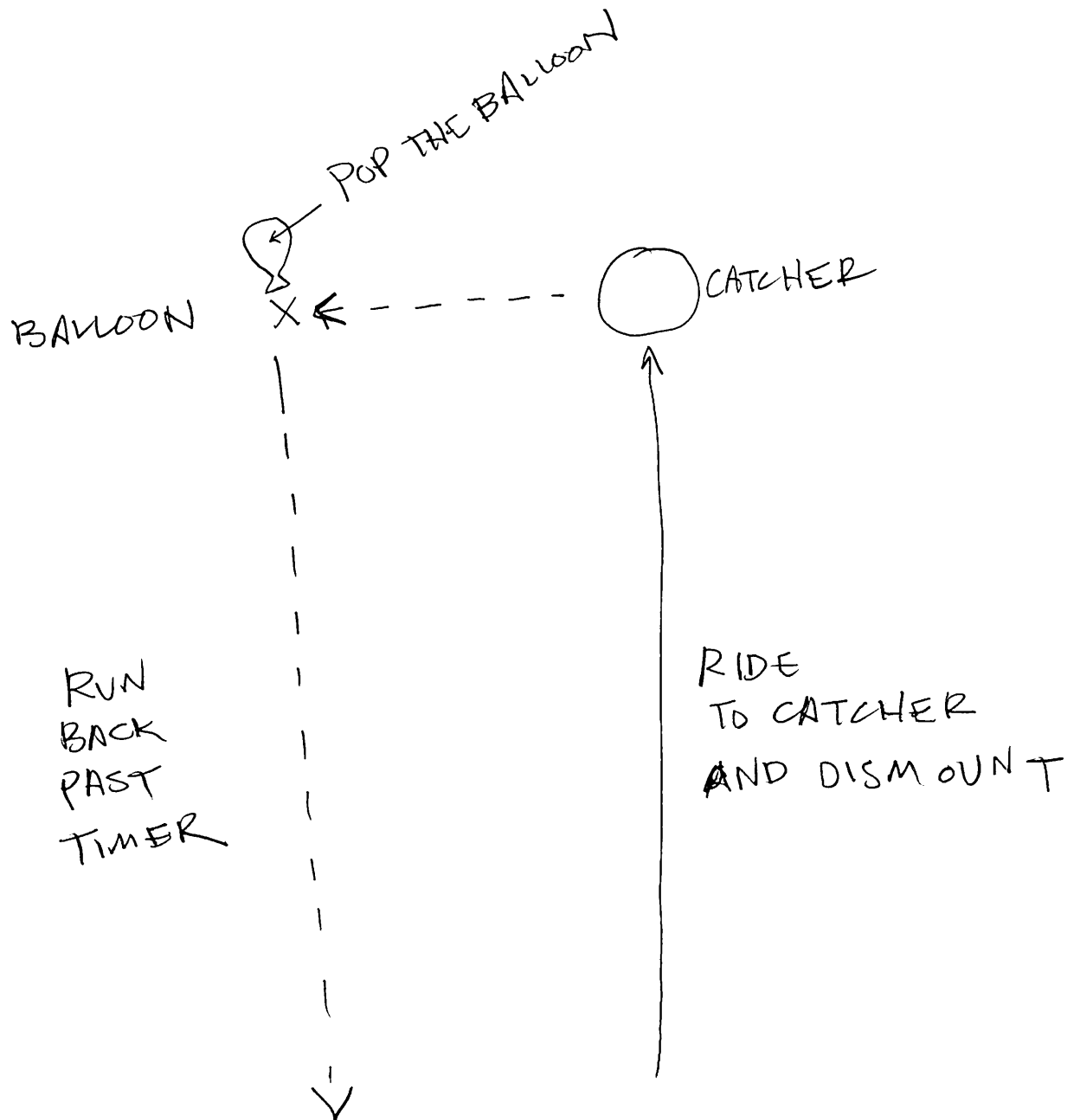
# Ball & Chain



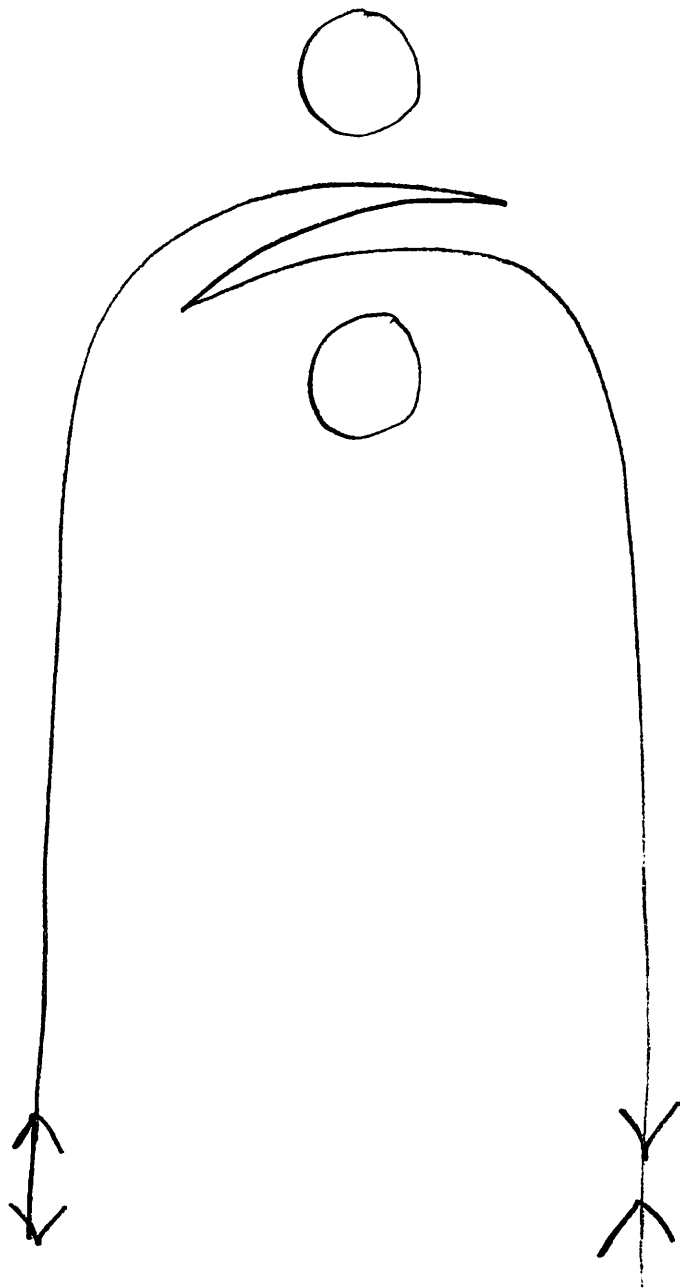
# Ball in Bucket



# BALLOON POP

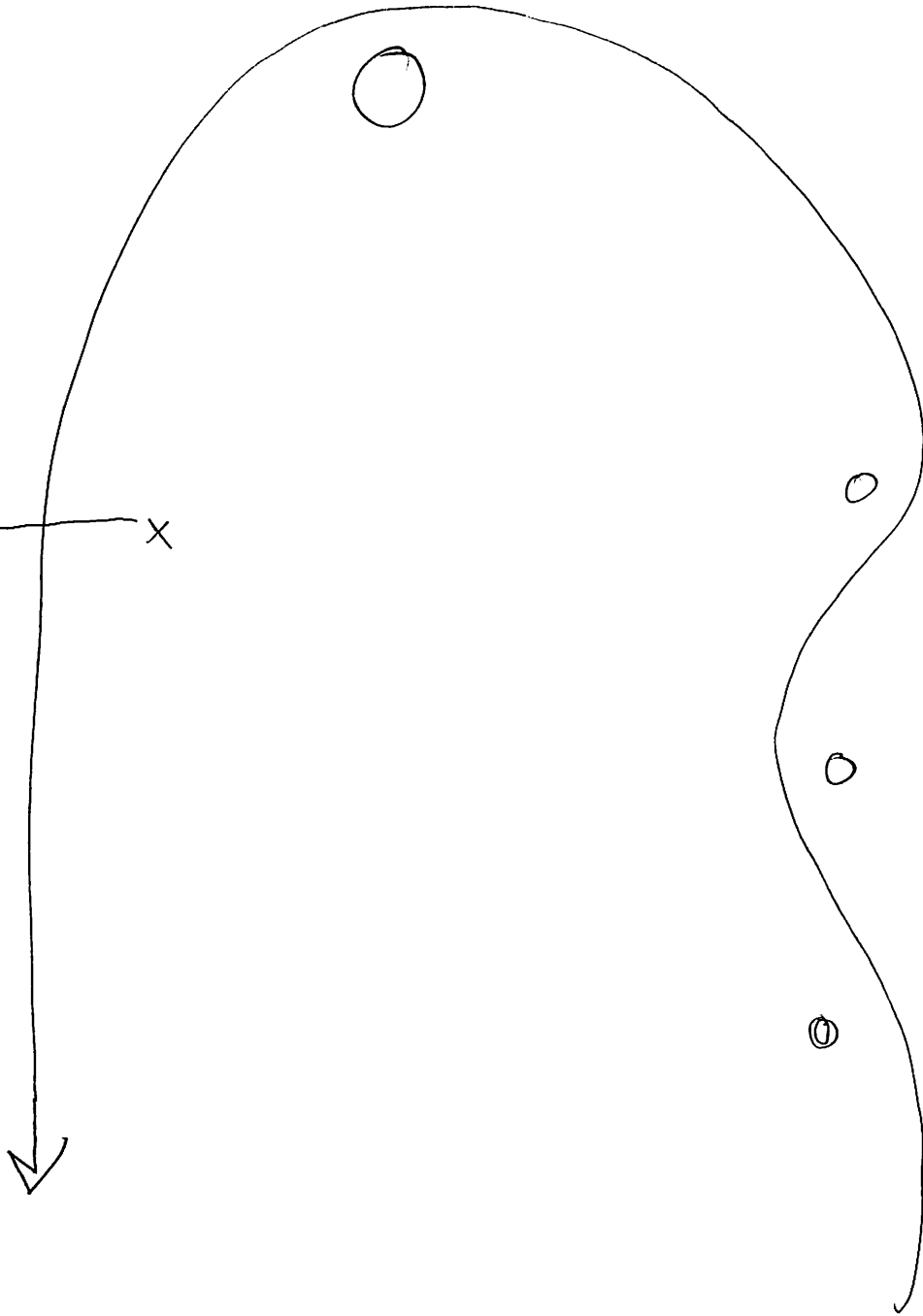


# Barrel Back Thru

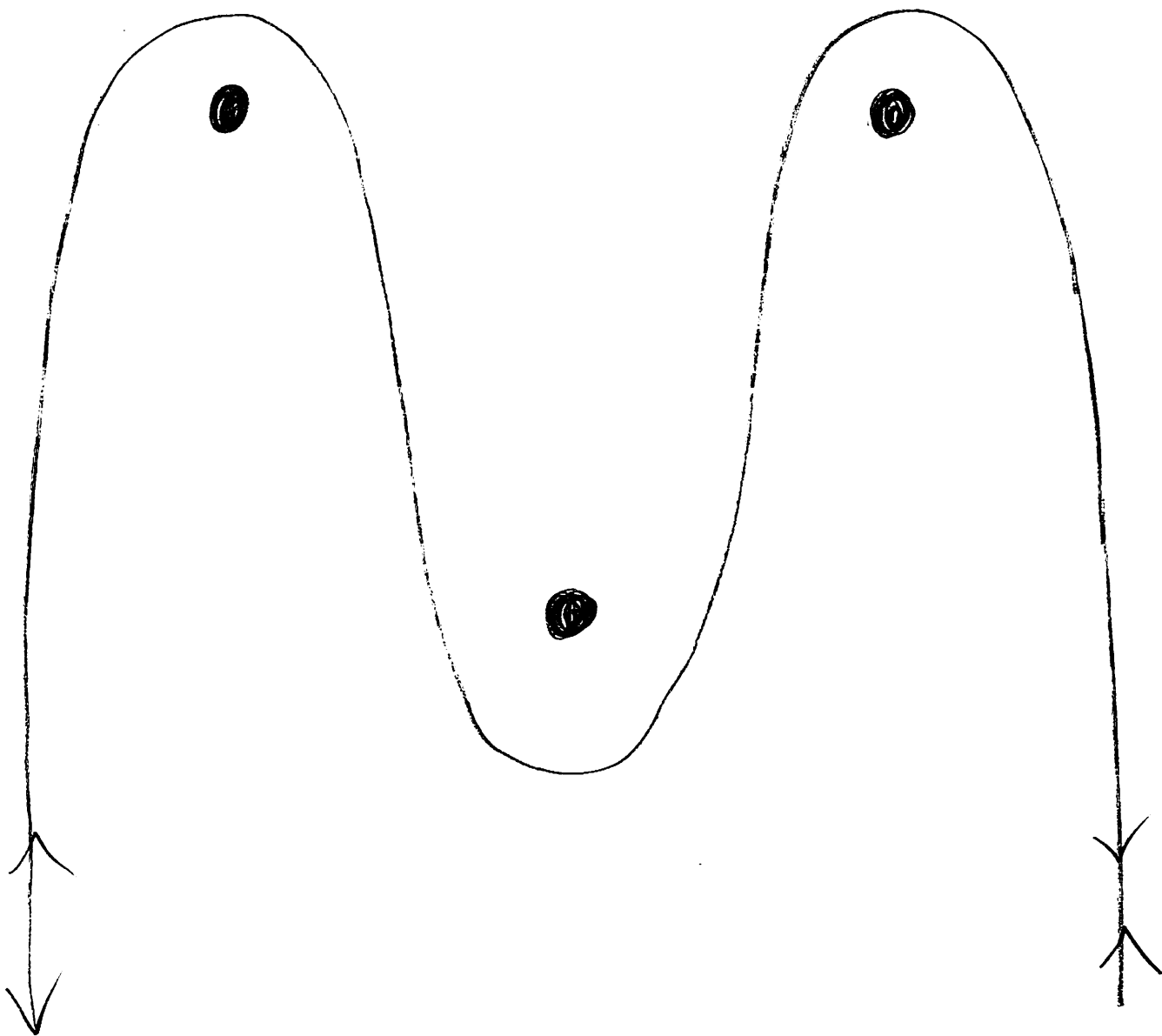


# BEND & JUMP

JUMP IS  
MINIMUM  
OF EIGHT FEET  
LONG AND  
MAXIMUM OF  
TWELVE INCHES  
HIGH

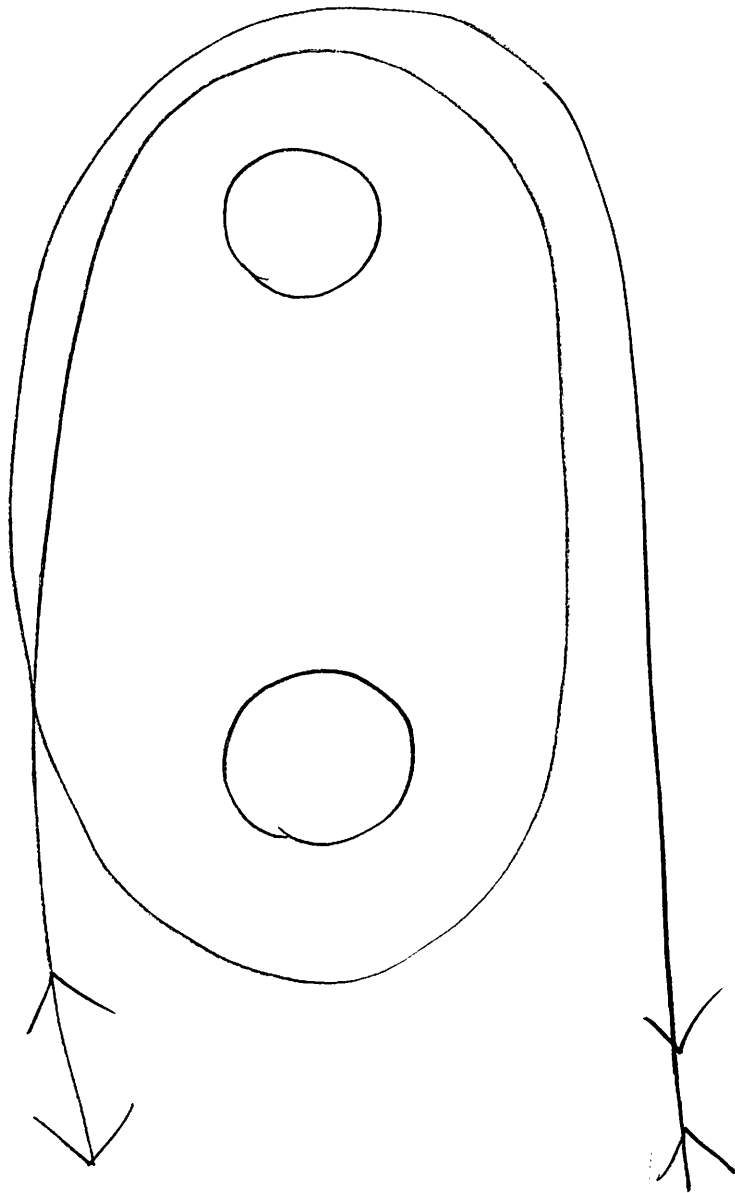


Big m

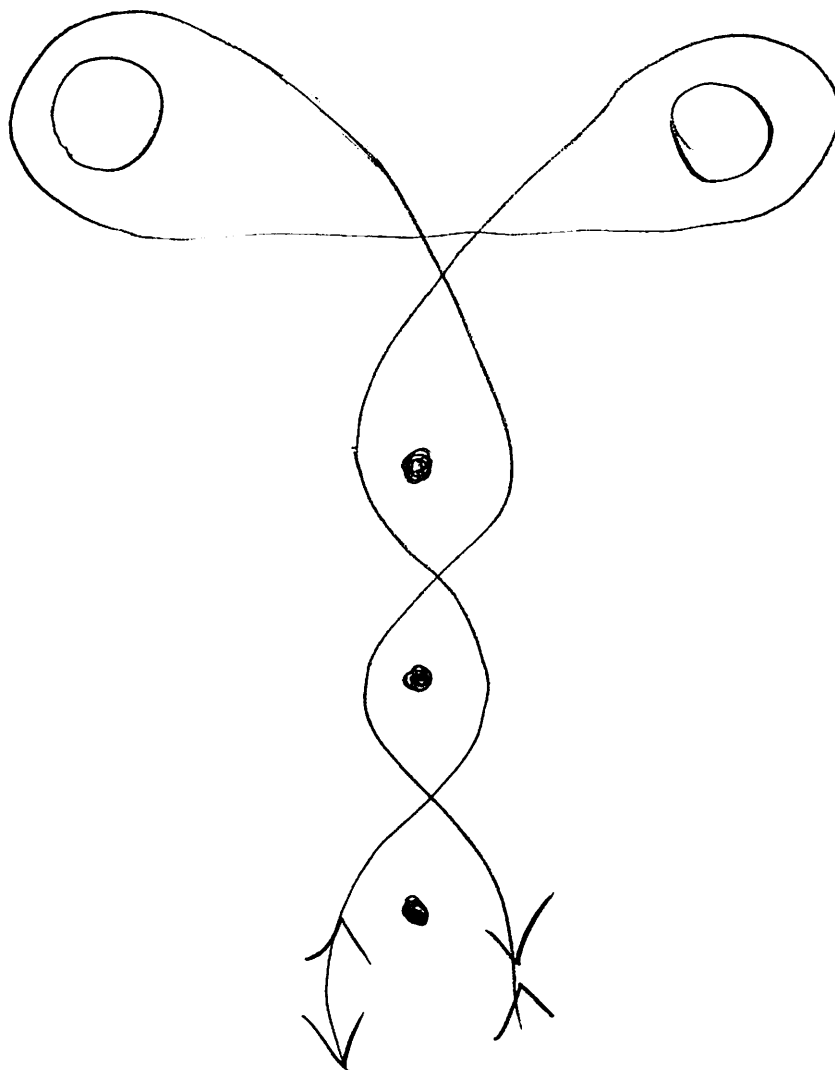




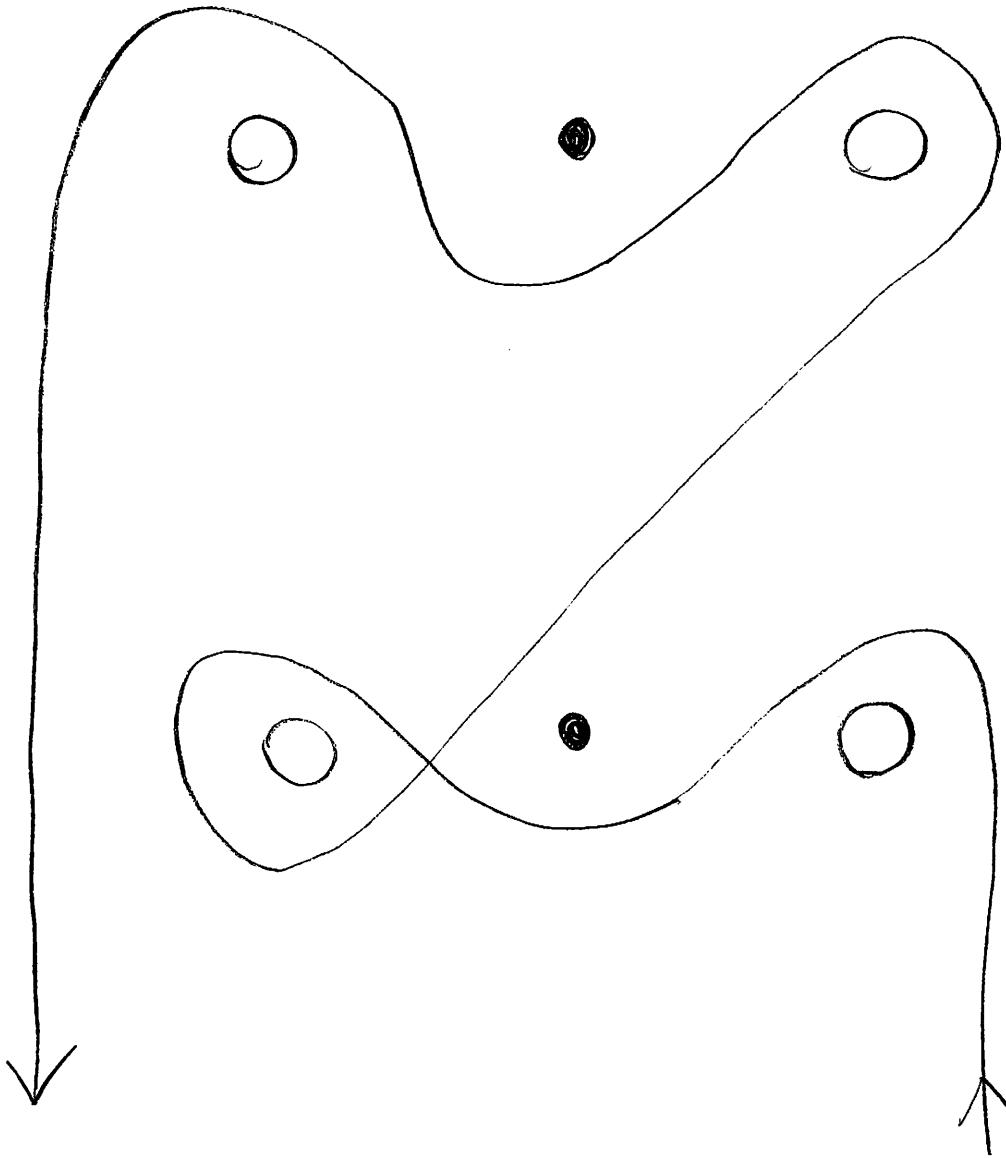
Big O



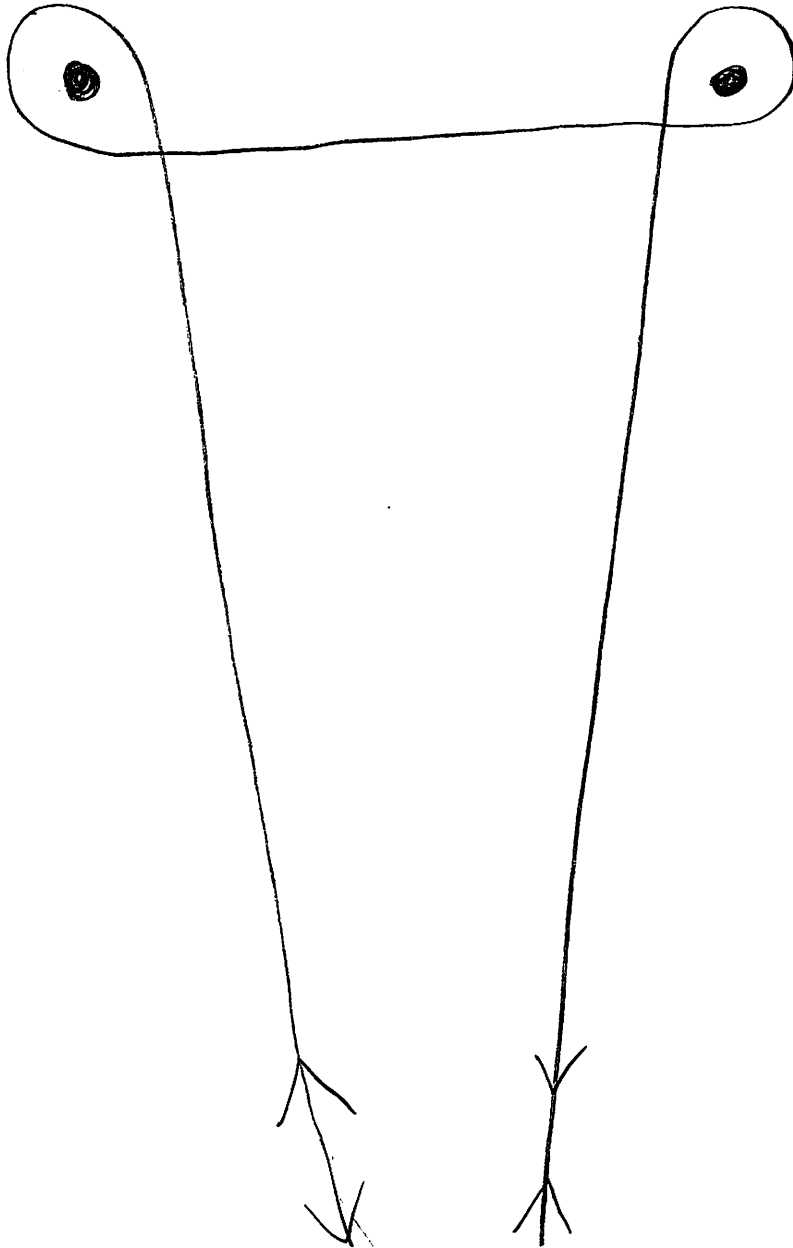
Big T



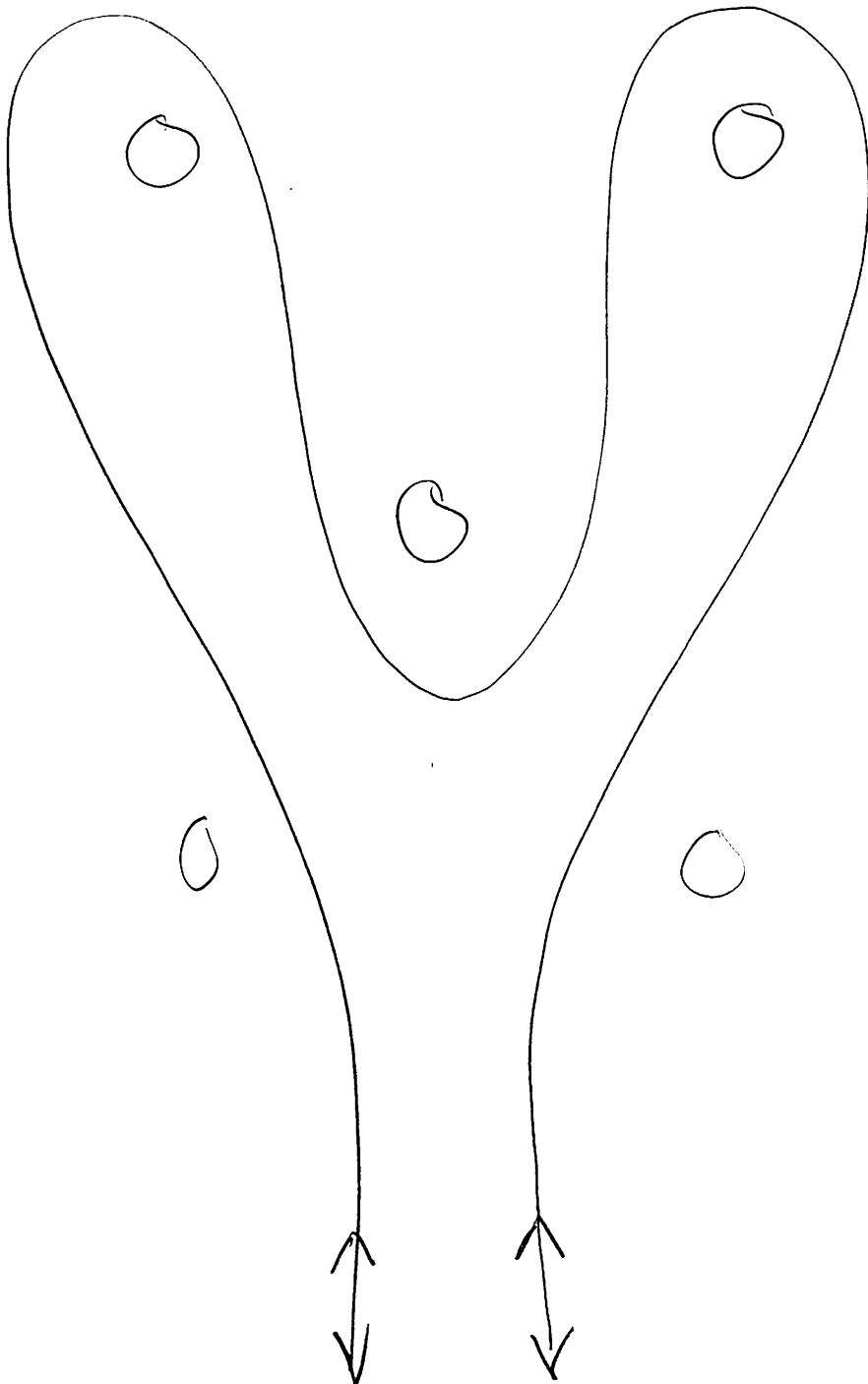
Big Z



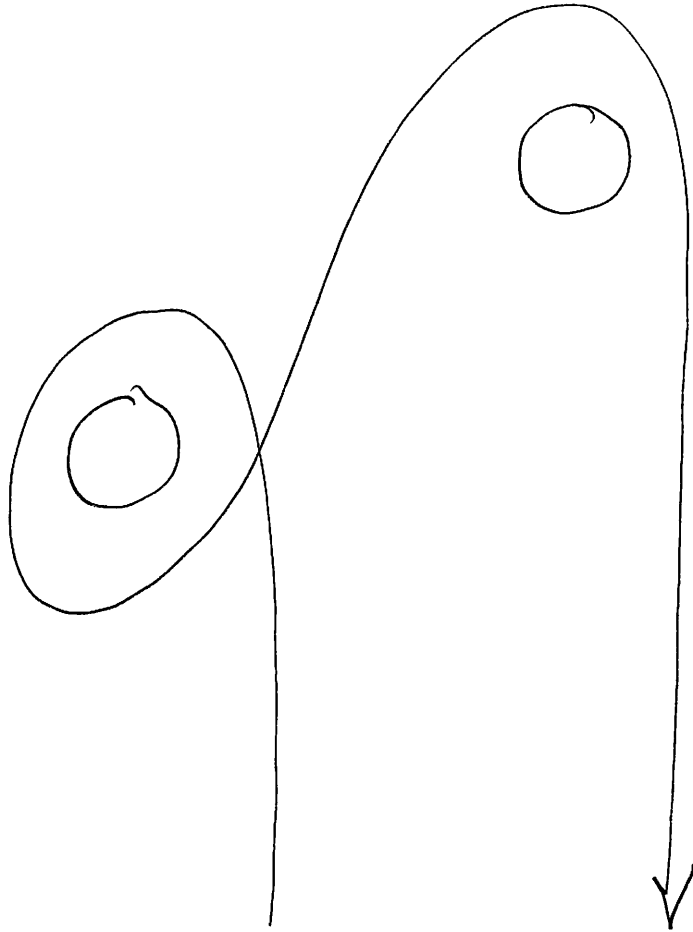
Birangle



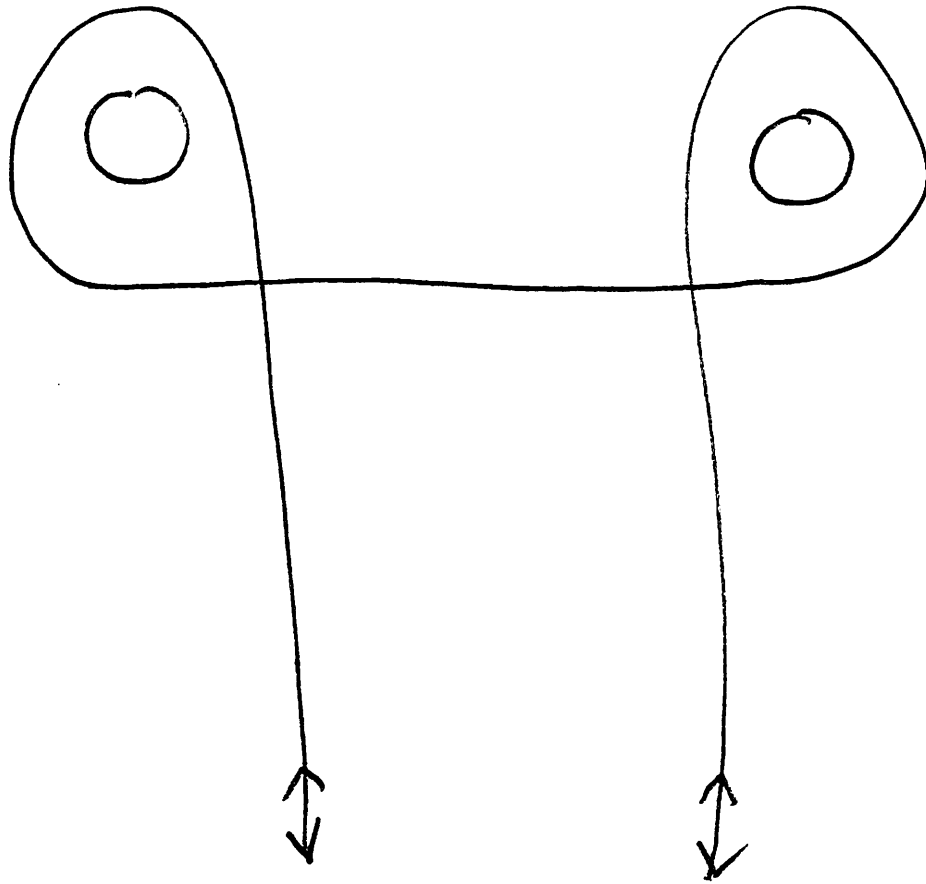
# Bleeding Heart Barrels



Two-Barrel Cowhorse /  
Book N' Hook



# Bow-tie Barrels



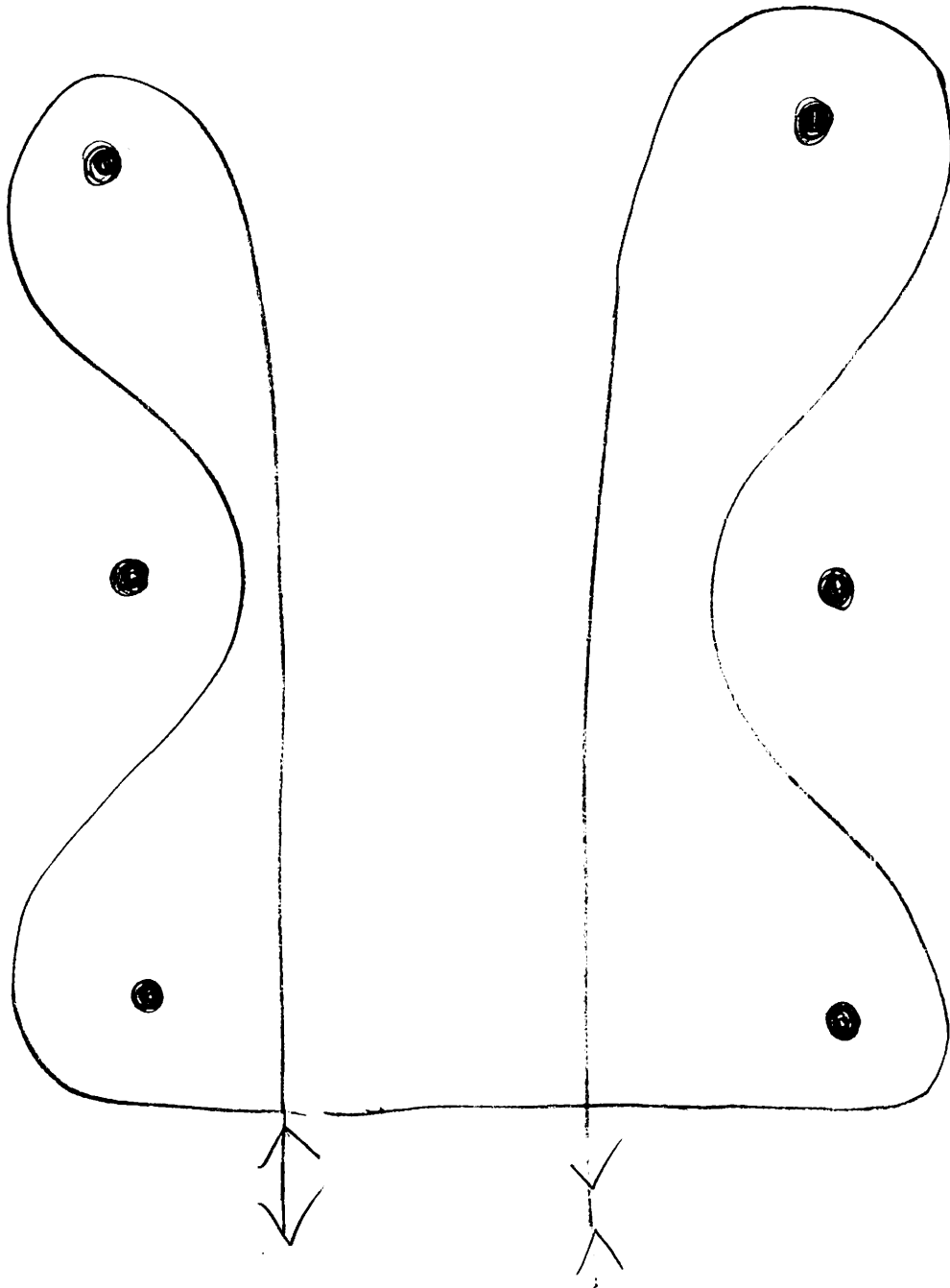
# Break-Away Pairs (Ribbon Race)

— Pairs —

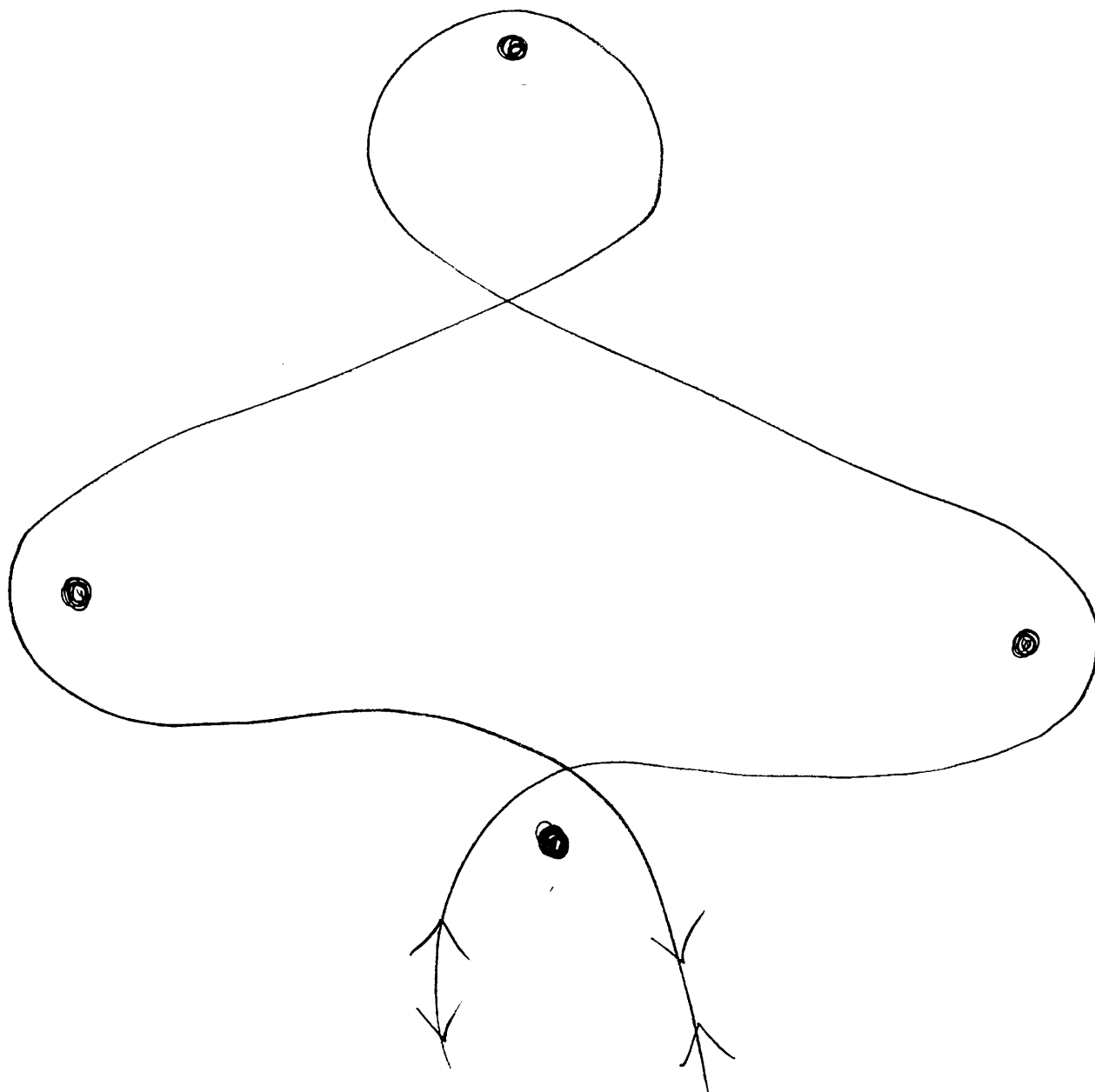
- Hold each end of ribbon without it breaking while following announcer's commands to stay in



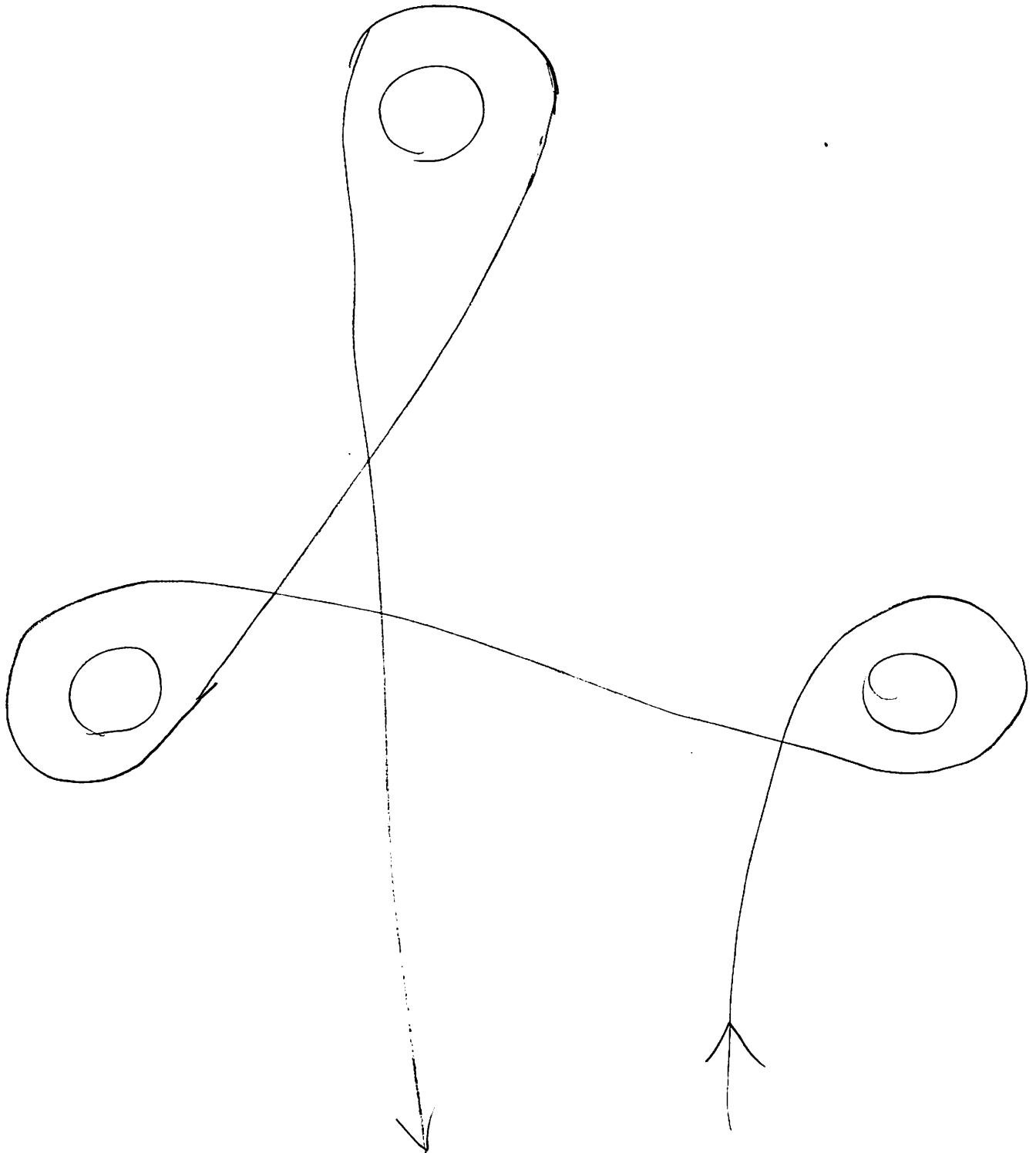
Butterfly



# Cats Cradle

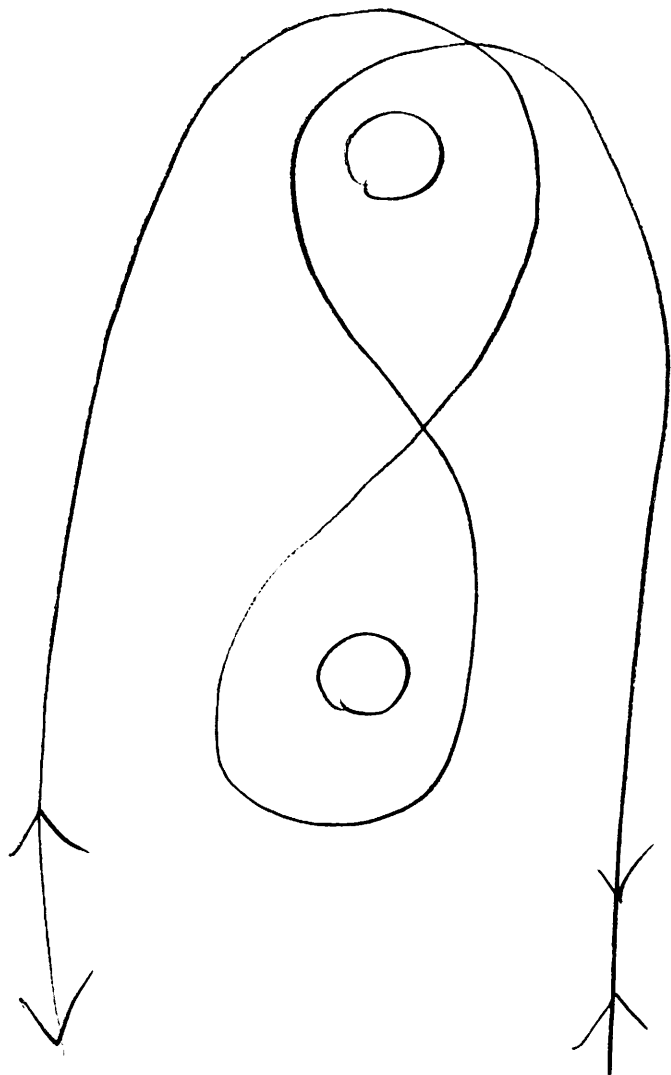


# Cloveleaf Barrels

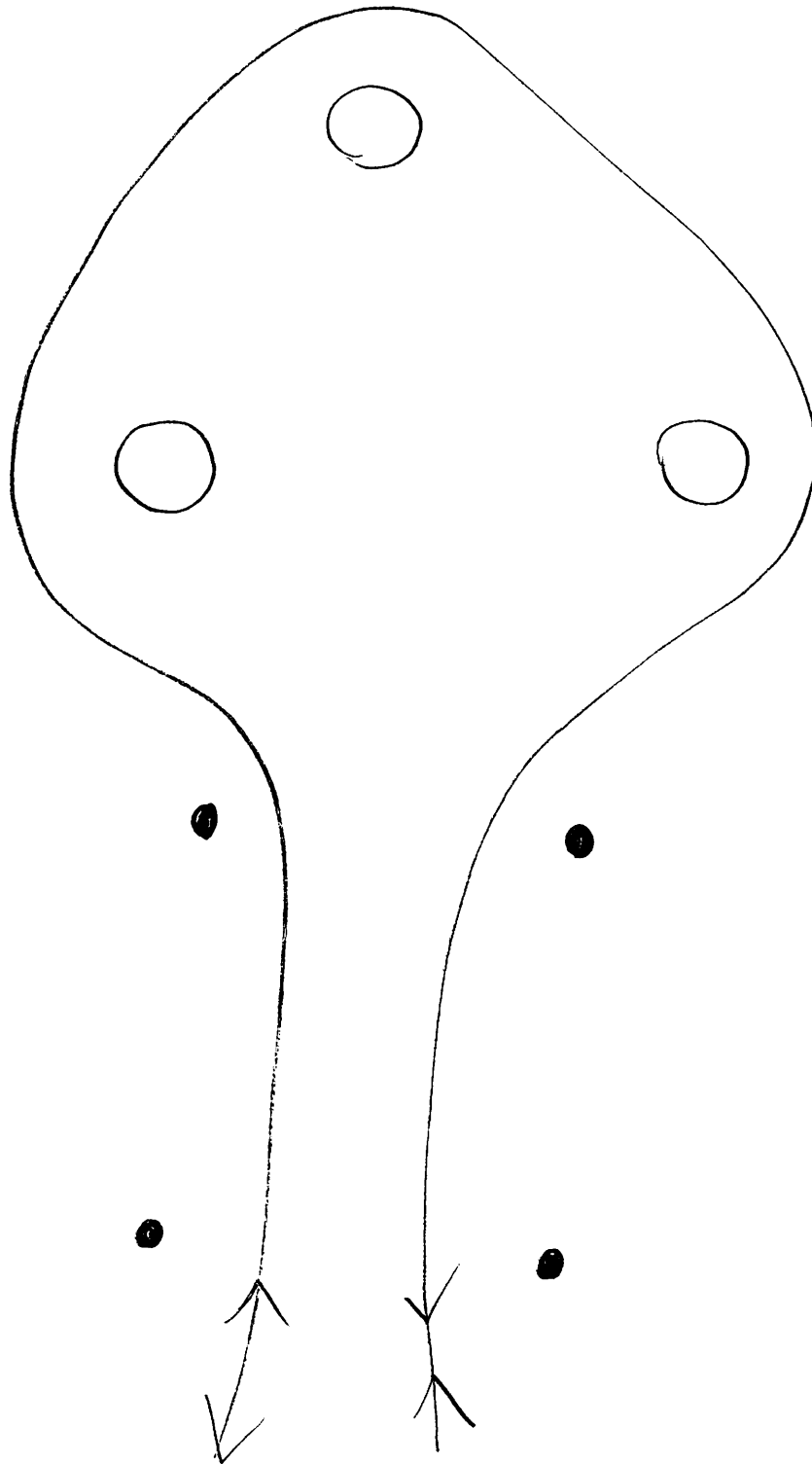


(start to the right barrel shown - left barrel start also ok)

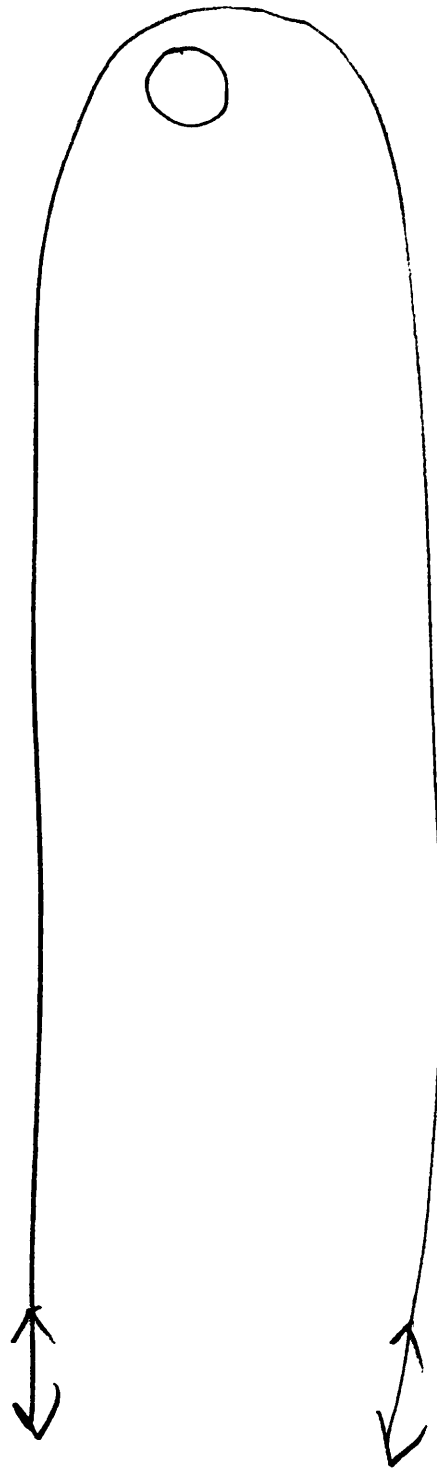
Crazy 8



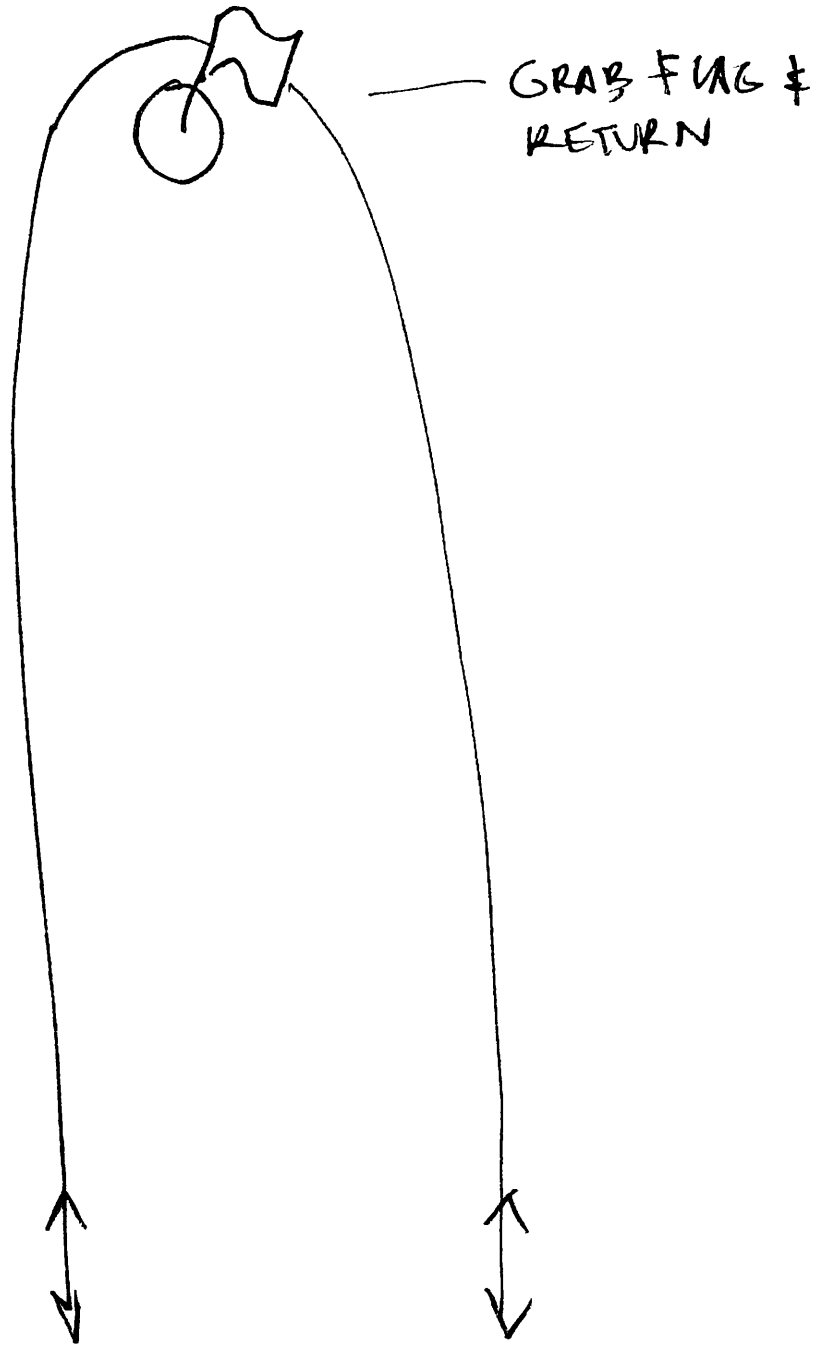
# Cupid's Arrow



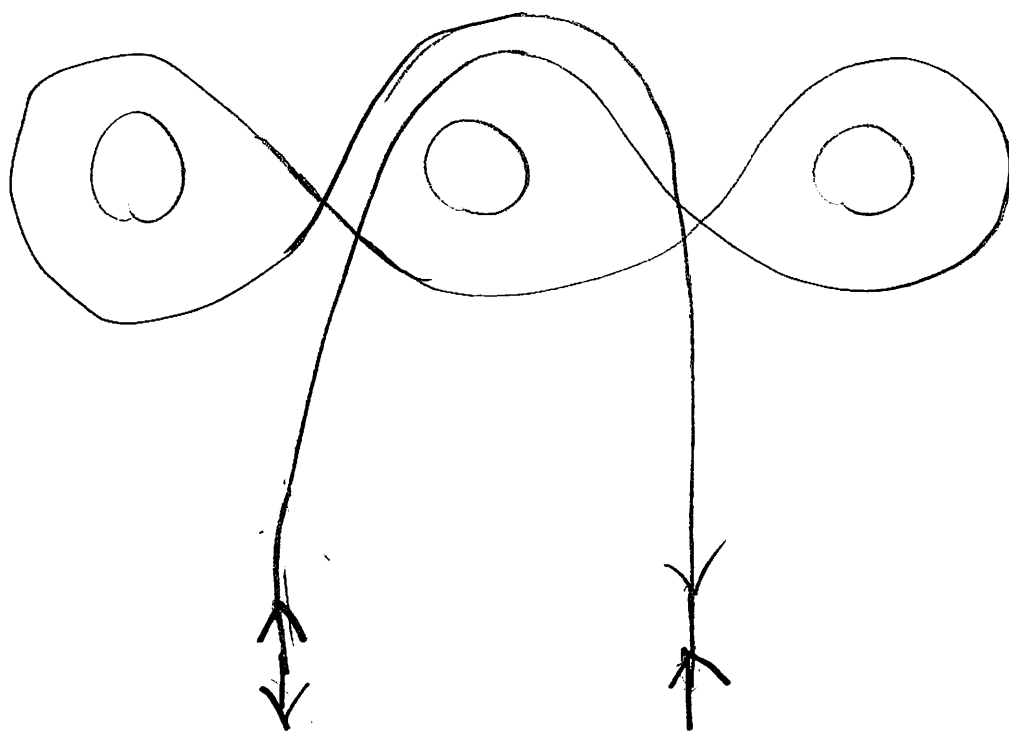
# Dash Race



# Dash with Flag



# Double Bowtie





# Dream Weaver

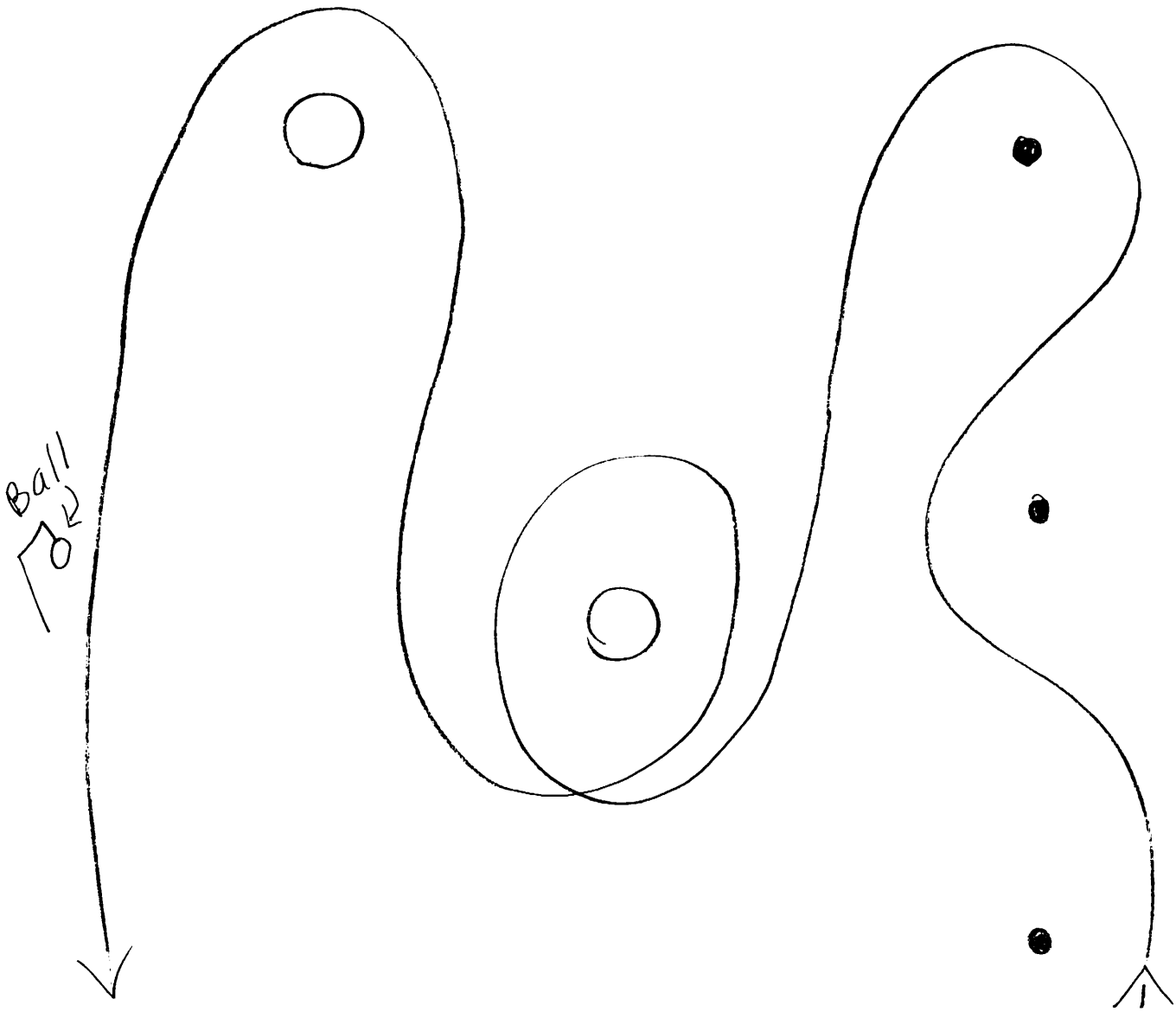
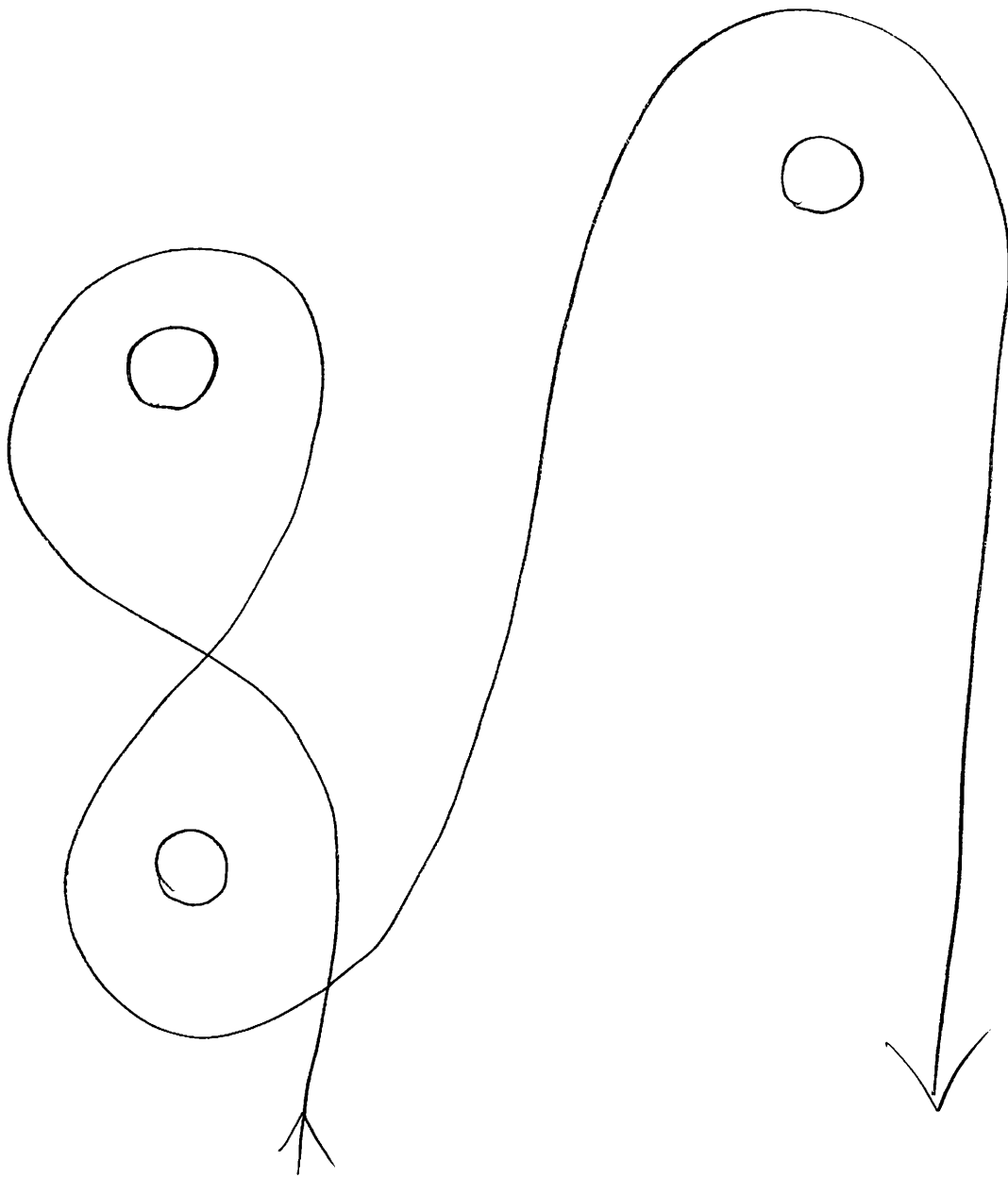
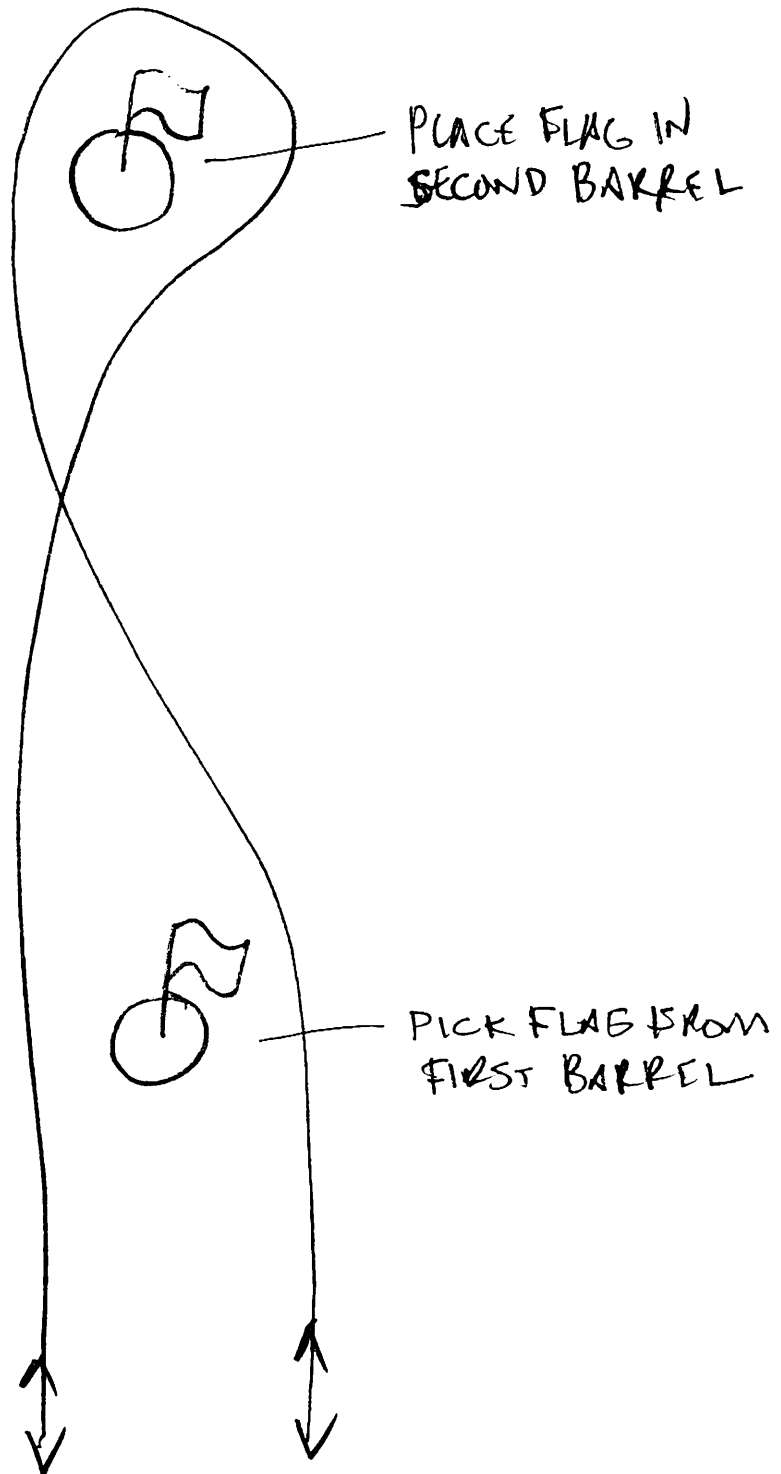


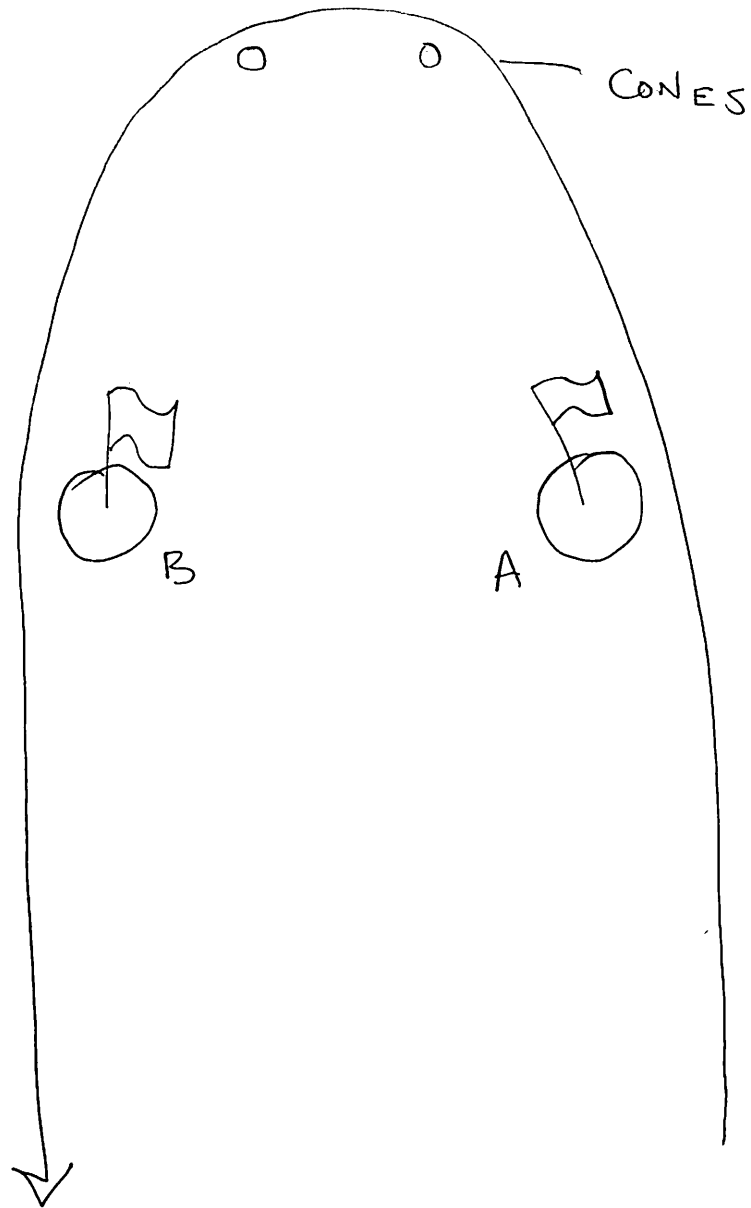
Figure 8 Cowhorse



# Figure 8 Flags

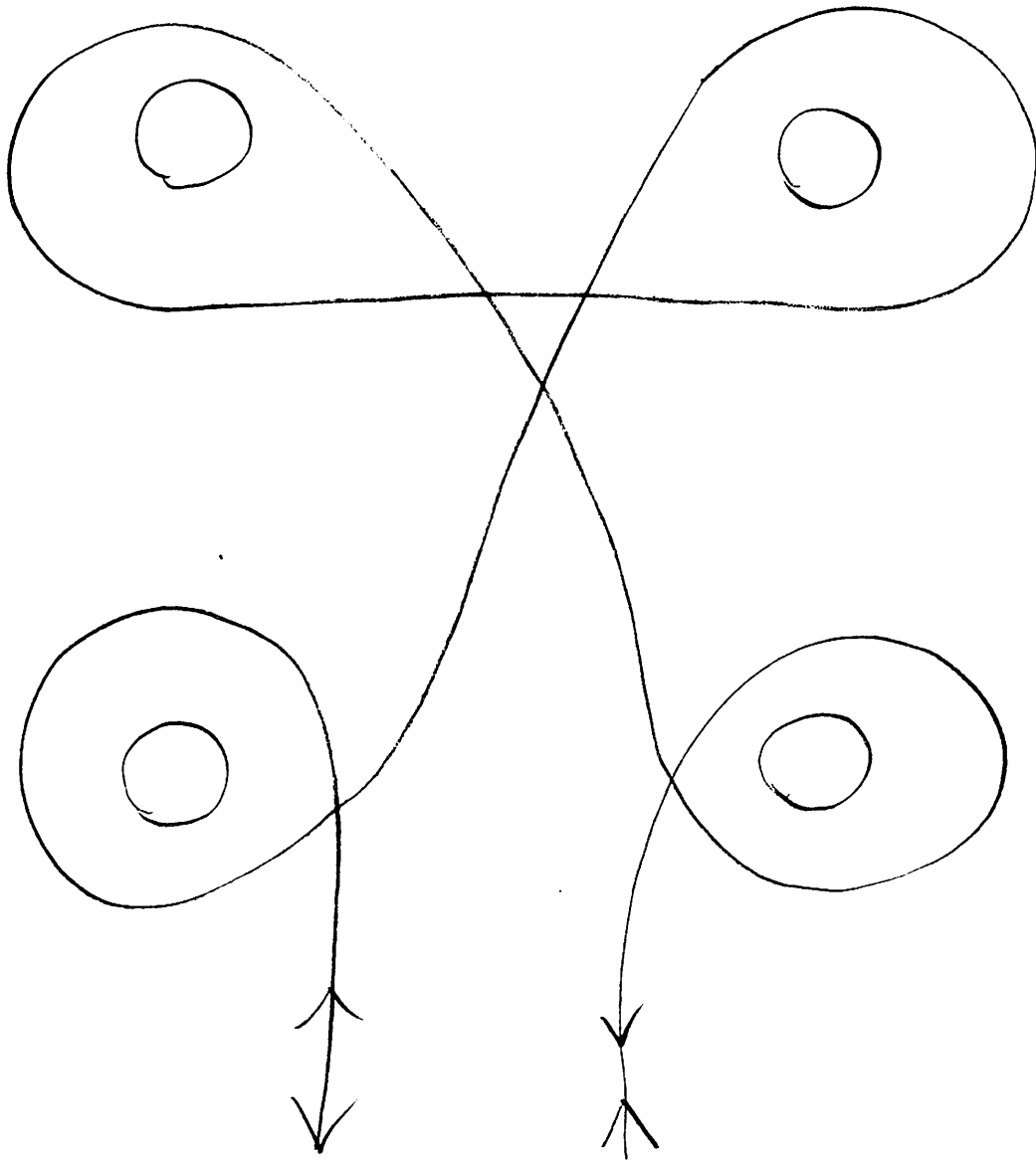


# FLAG RACE

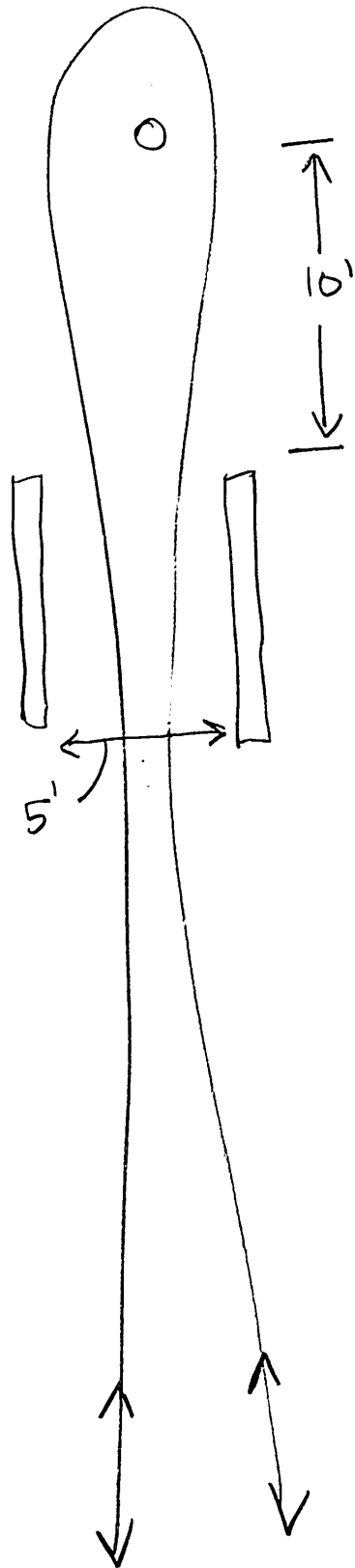


TAKE FLAG  
FROM "A"  
& PLACE  
AT "B"

# Four Barrel Clover

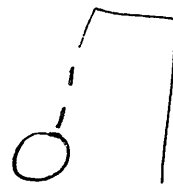
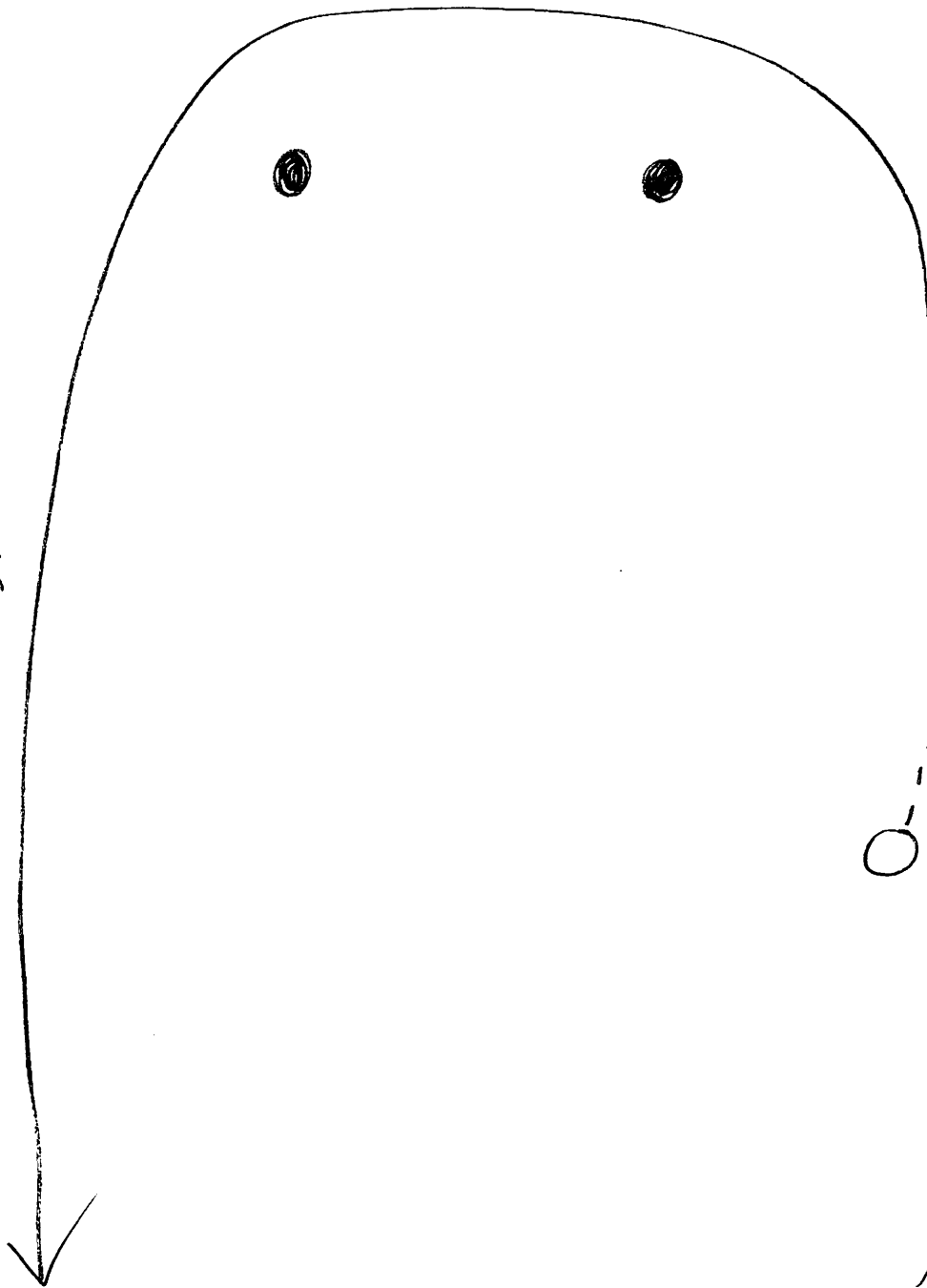
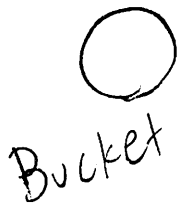


# GATED KEYHOLE



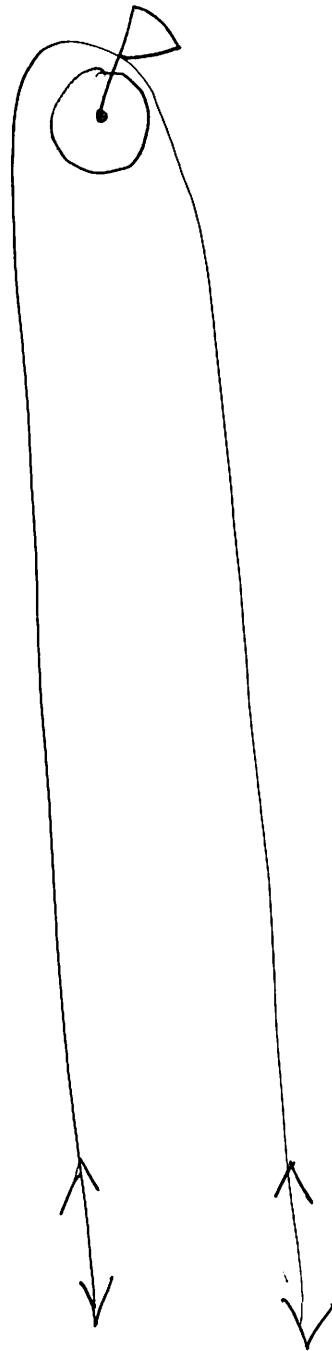
# Grab N Dunk

DROP BALL IN  
THE BUCKET



GRAB  
THE  
BALL &  
CHAIN

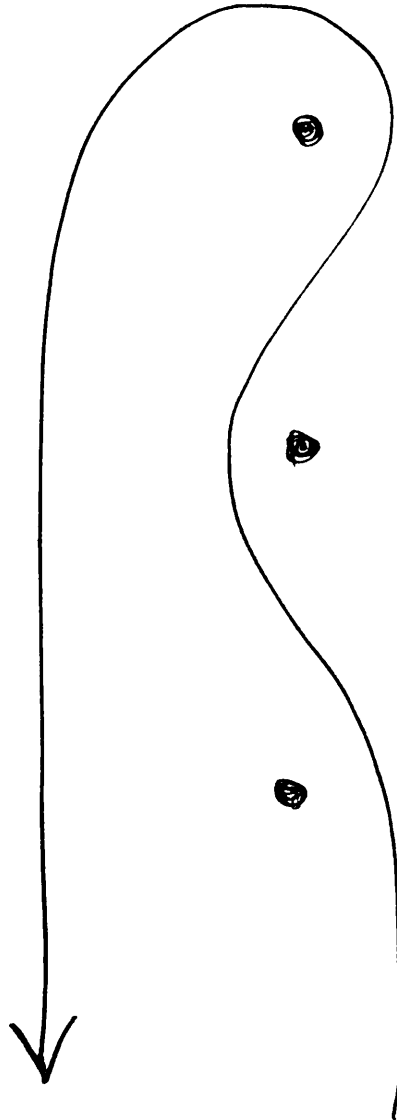
# Hairpin Flag



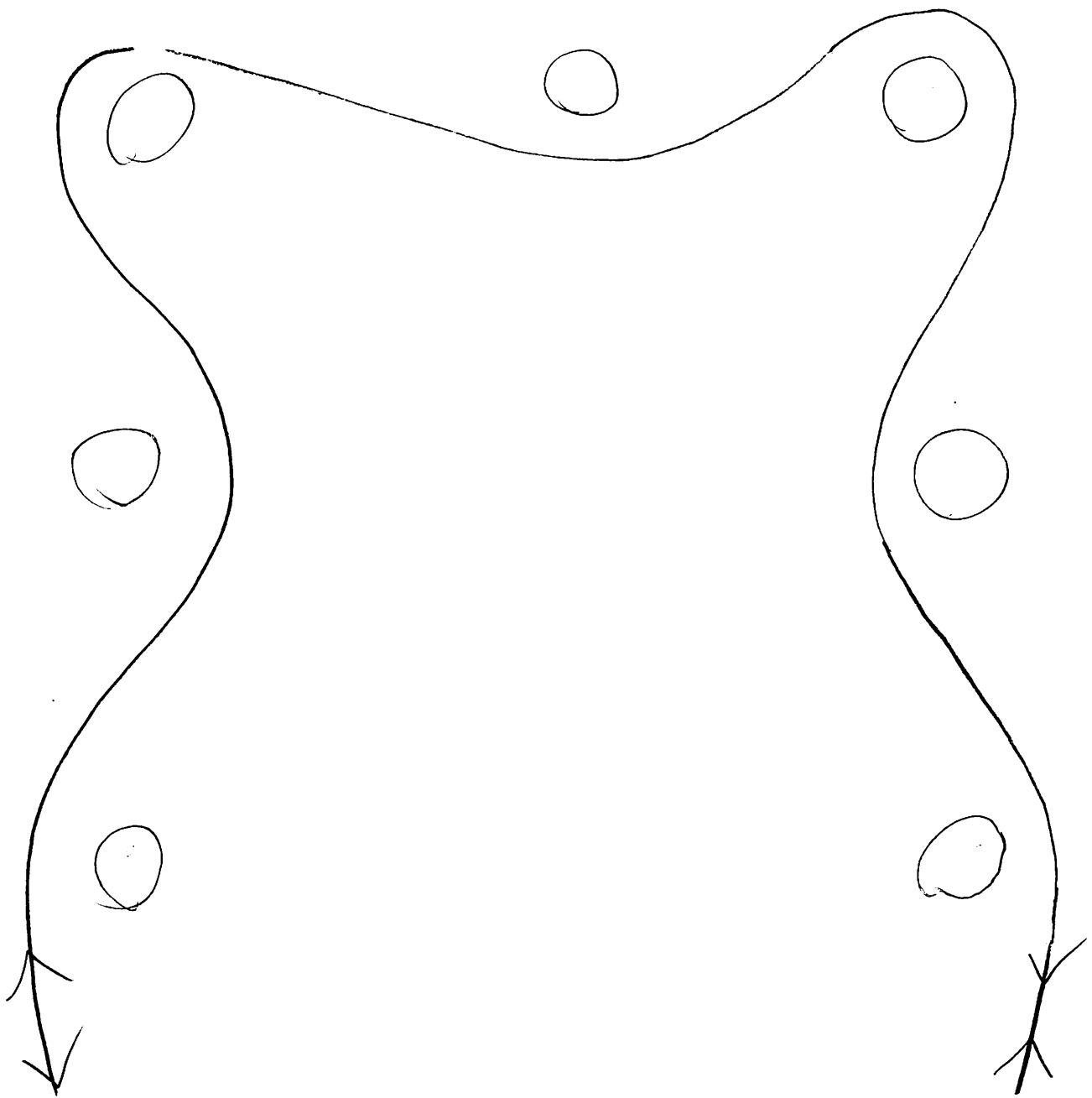
STARTING WITH A  
FLAG IN HAND,  
CIRCLE THE BARREL  
& PLACE THE FLAG  
INTO THE SAND-FILLE  
BUCKET



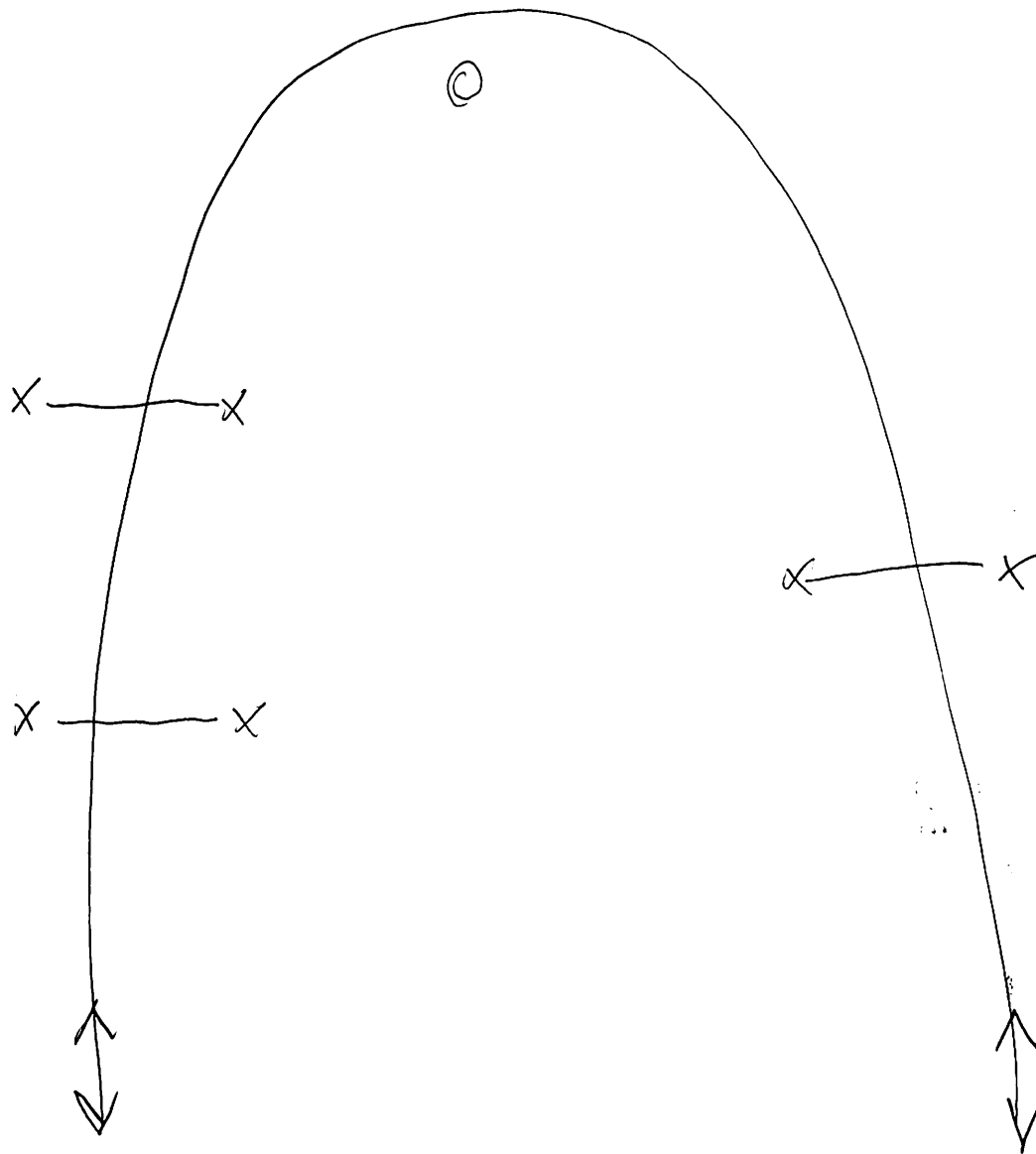
# Harpin Stakes



# Horseshoe Barrels

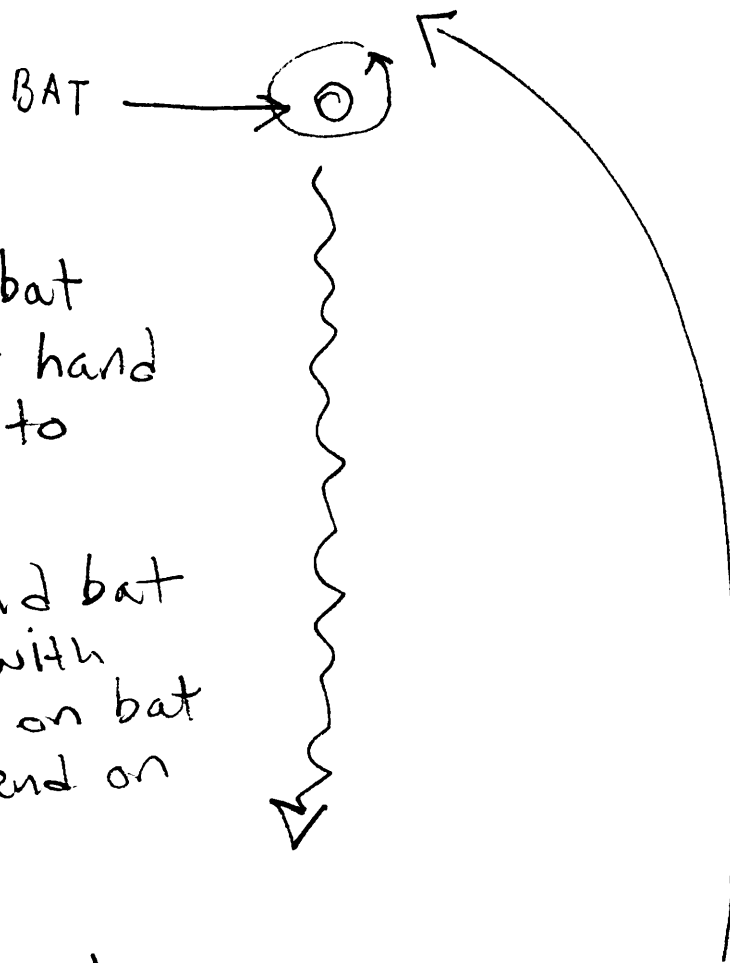


# HURRY SCURRY



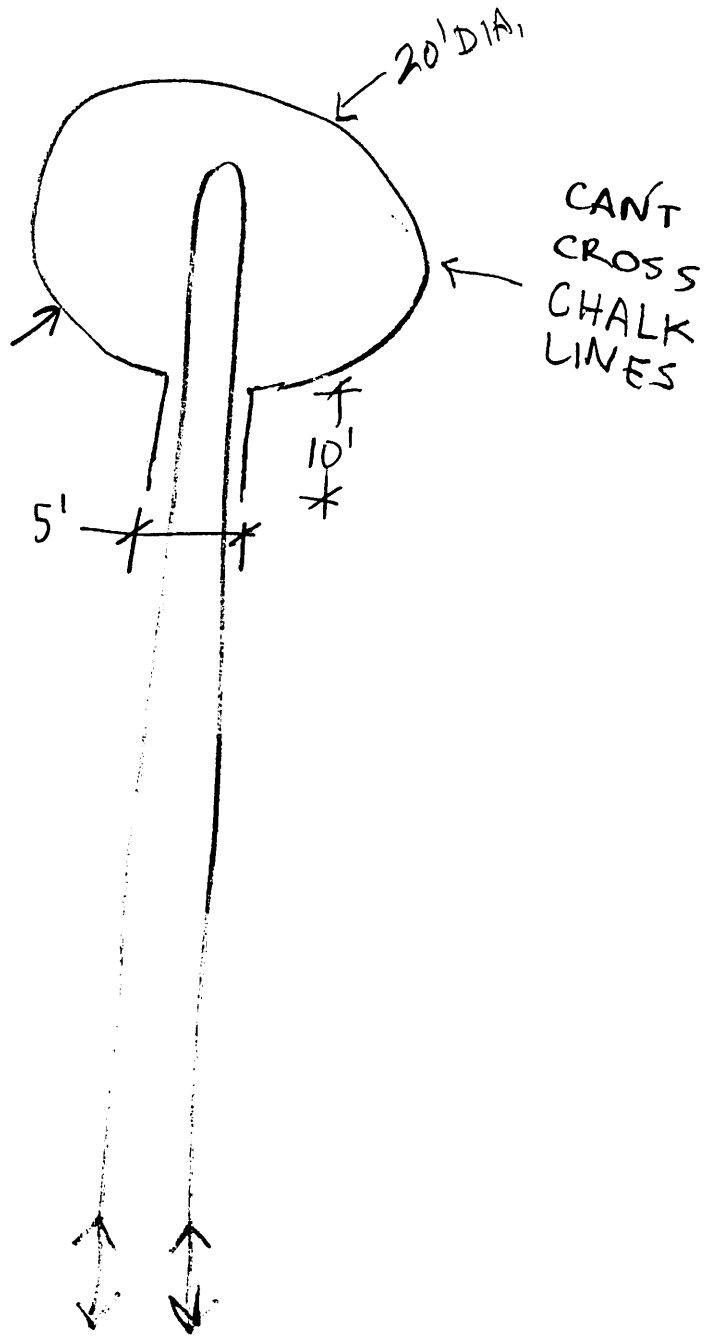
JUMPS A MINIMUM OF  
EIGHT FEET LONG AND  
A MAXIMUM OF TWELVE  
INCHES HIGH

# Izzy Dizzy

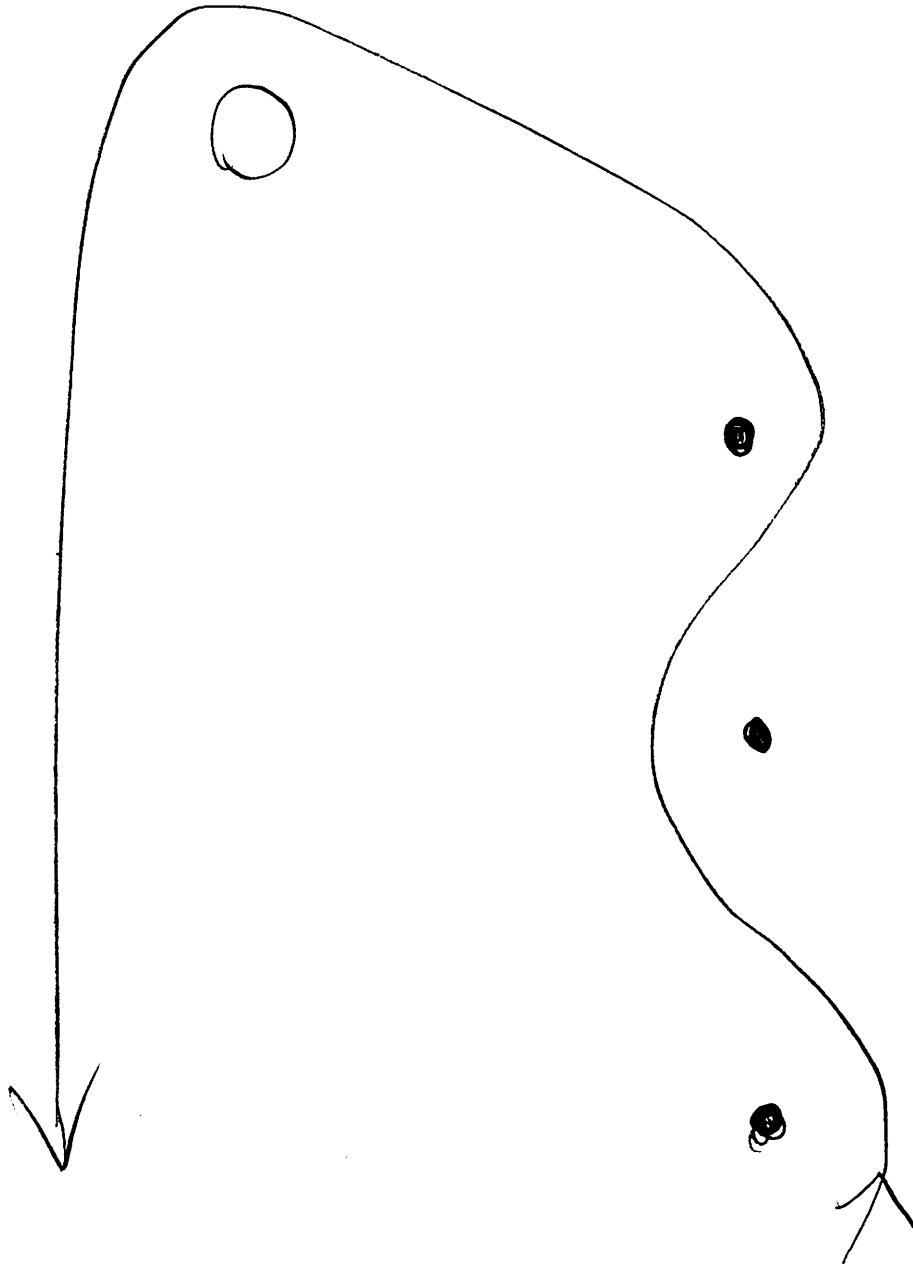


- Ride up to bat
- Dismount & hand off horse to ring help
- Run around bat X times with fore head on bat and other end on ground
- Stagger back to finish

# Keyhole



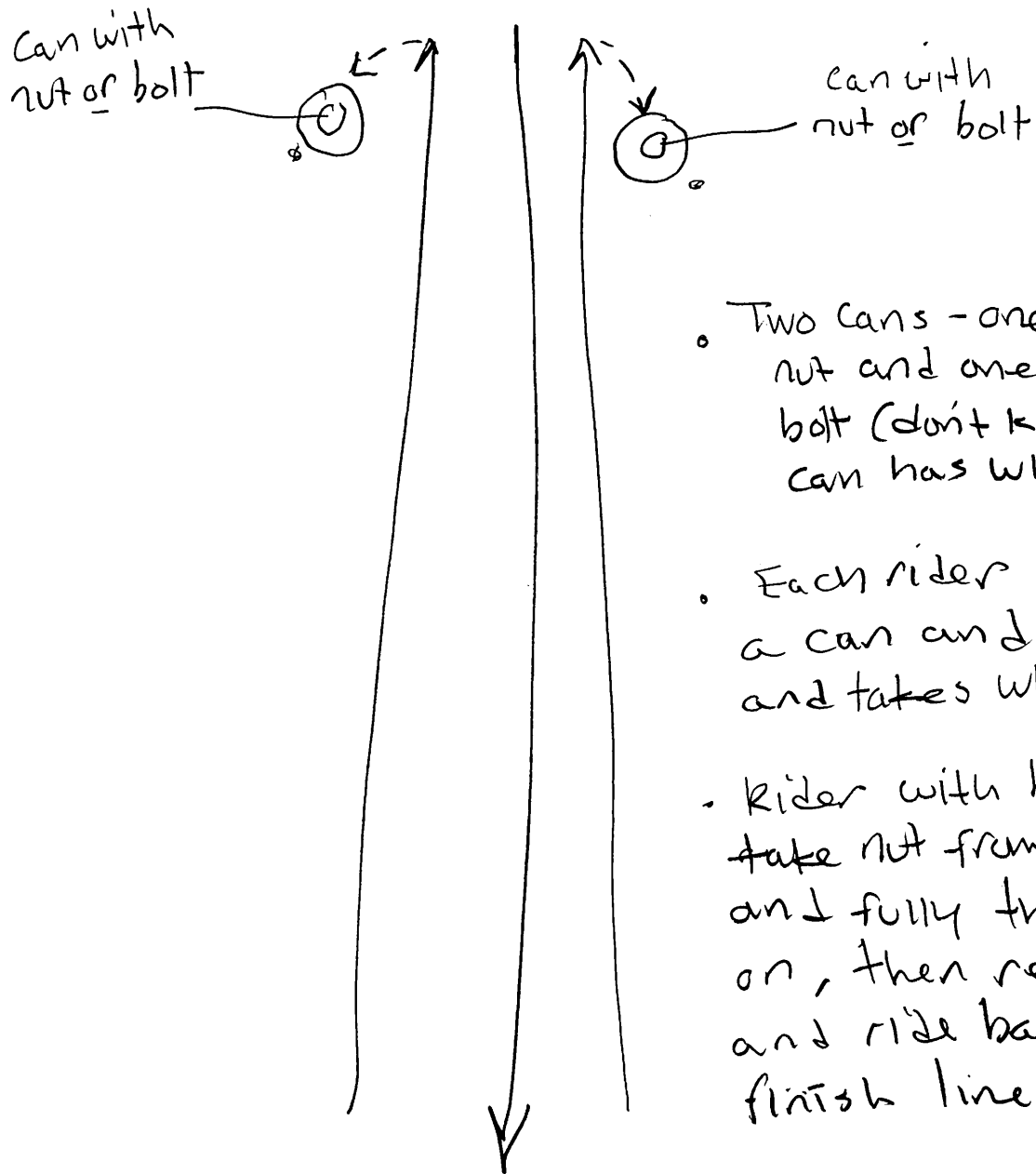
# Mountain Cowhorse



# Musical Sacks

Like musical chairs,  
but stop your horse  
on a sack to stay  
in - no backing up!

# Nut n Bolt (Pairs)

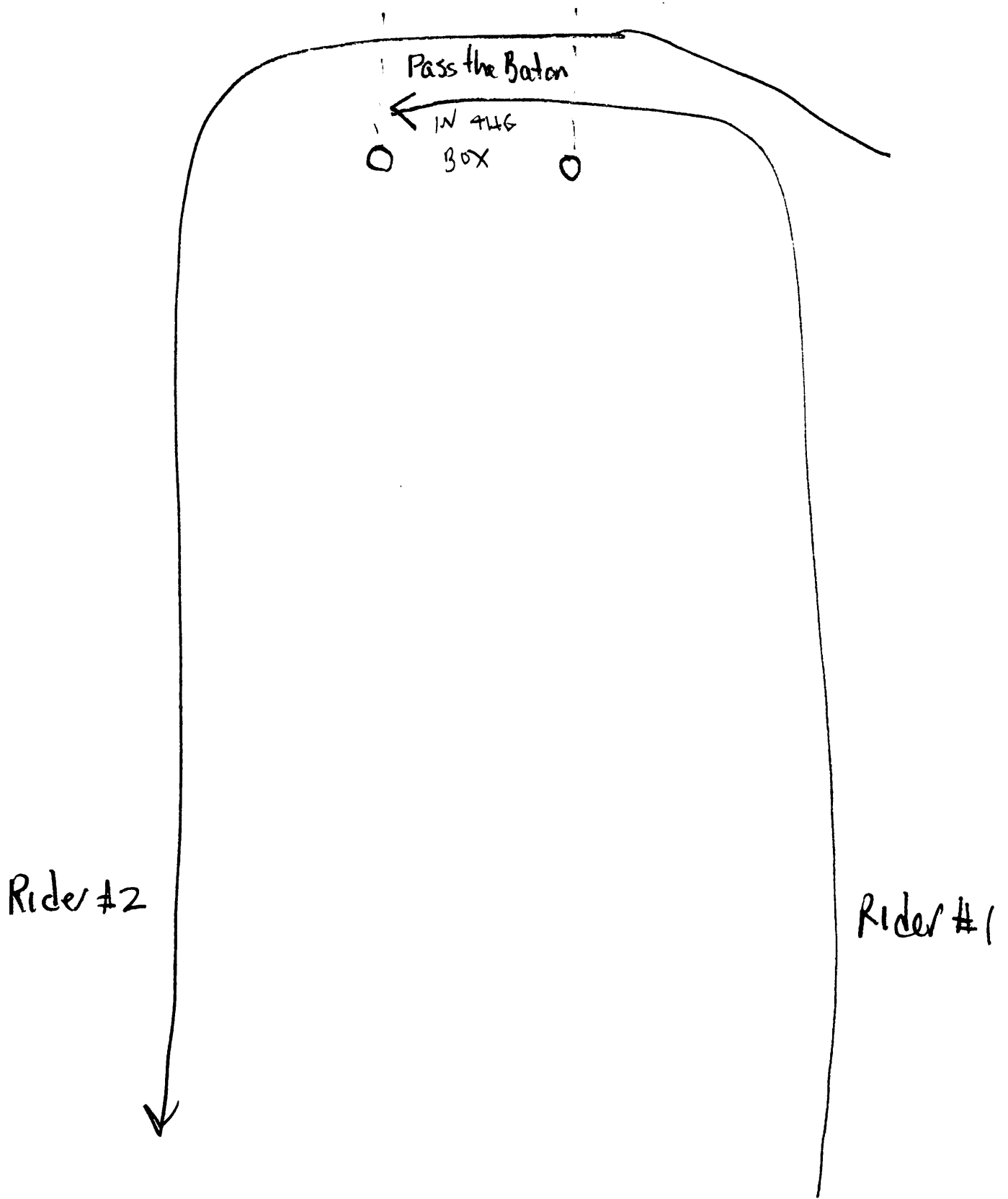


- Two cans - one with a nut and one with a bolt (don't know which can has which)
- Each rider rides to a can and dismounts and takes what's inside
- Rider with bolt must take nut from partner and fully thread it on, then remount and ride back over finish line

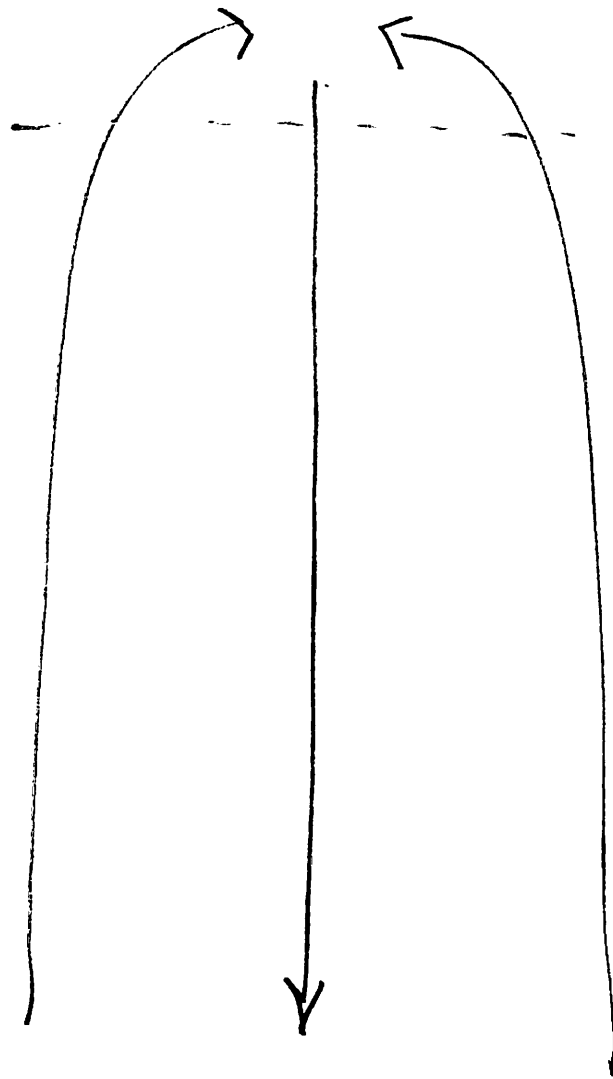
Rider who found the bolt returns



# Pass the Baton (pairs)

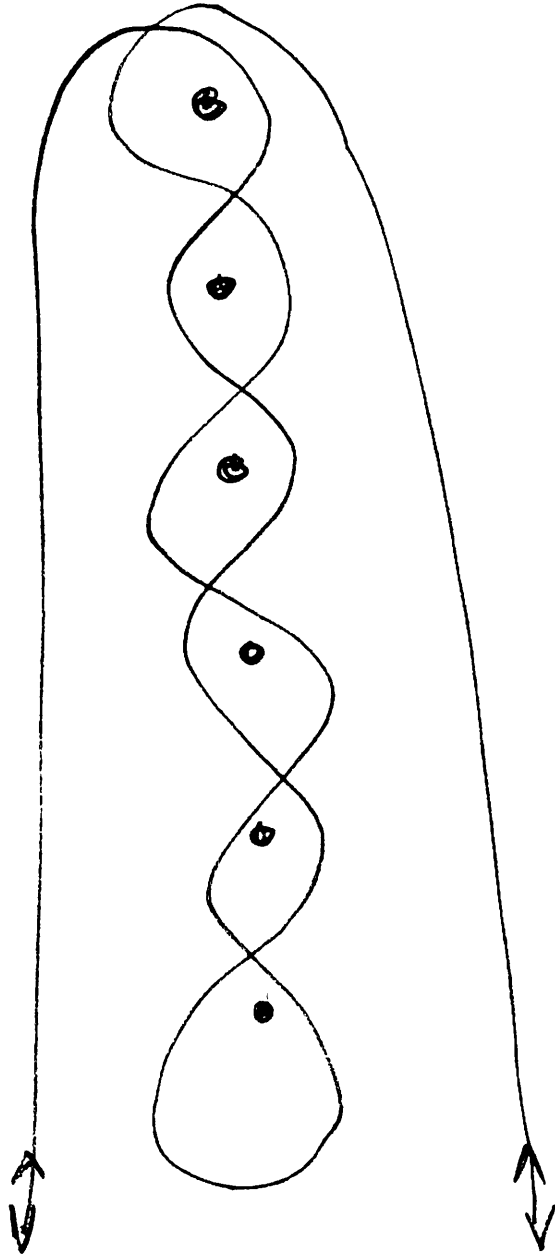


# Piggy Back Race

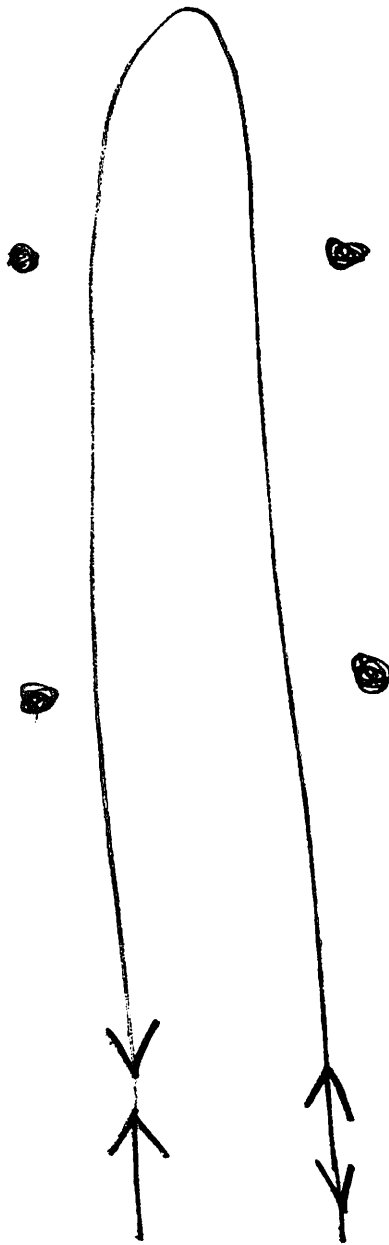


- Ride to line
- Dismount and hand over horse to ring help
- One rider is carried by other past finish line

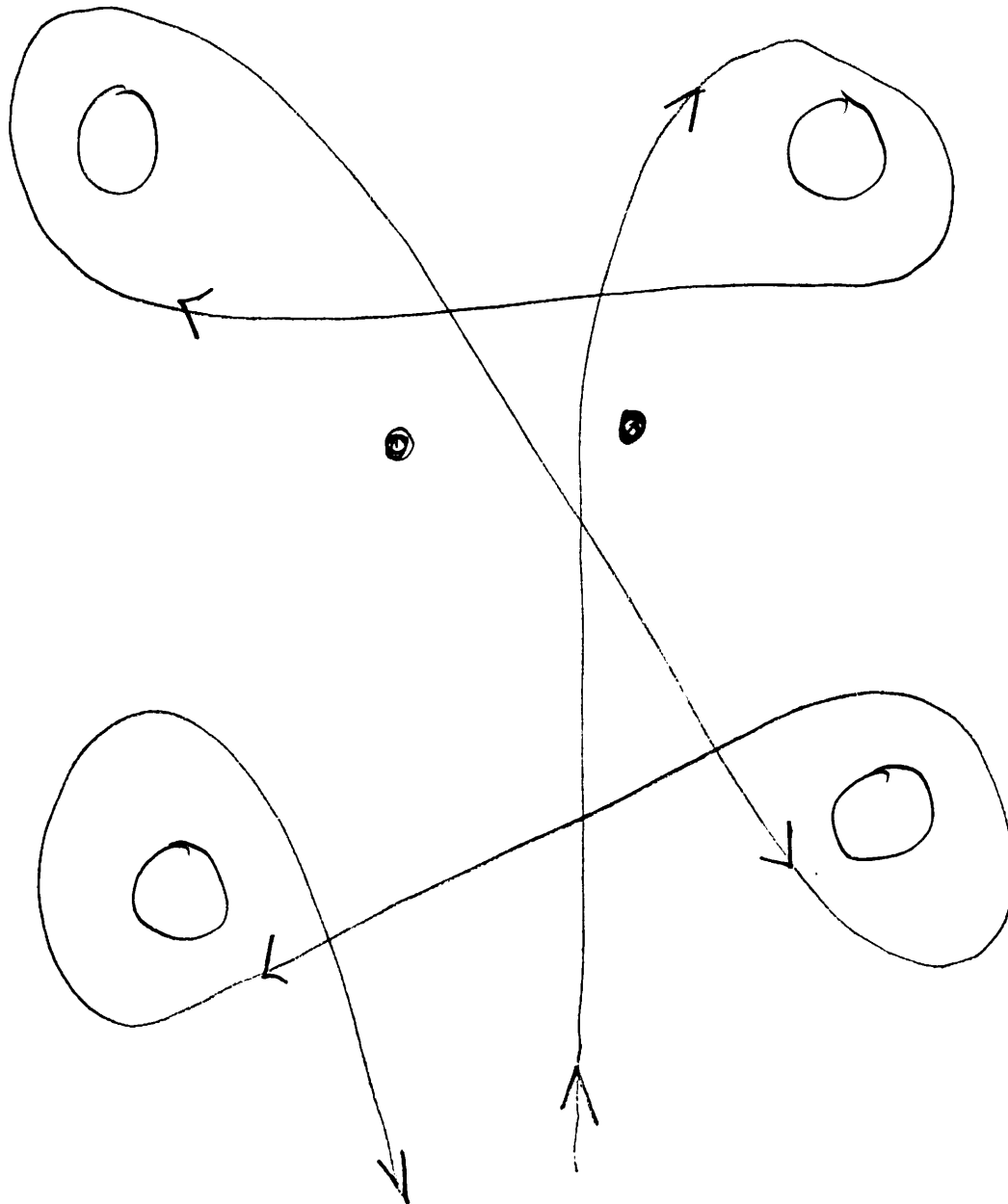
# Pole Bending (Quarter Horse Poles)



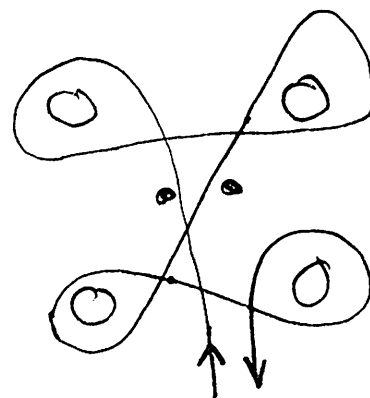
Poles Keyhole



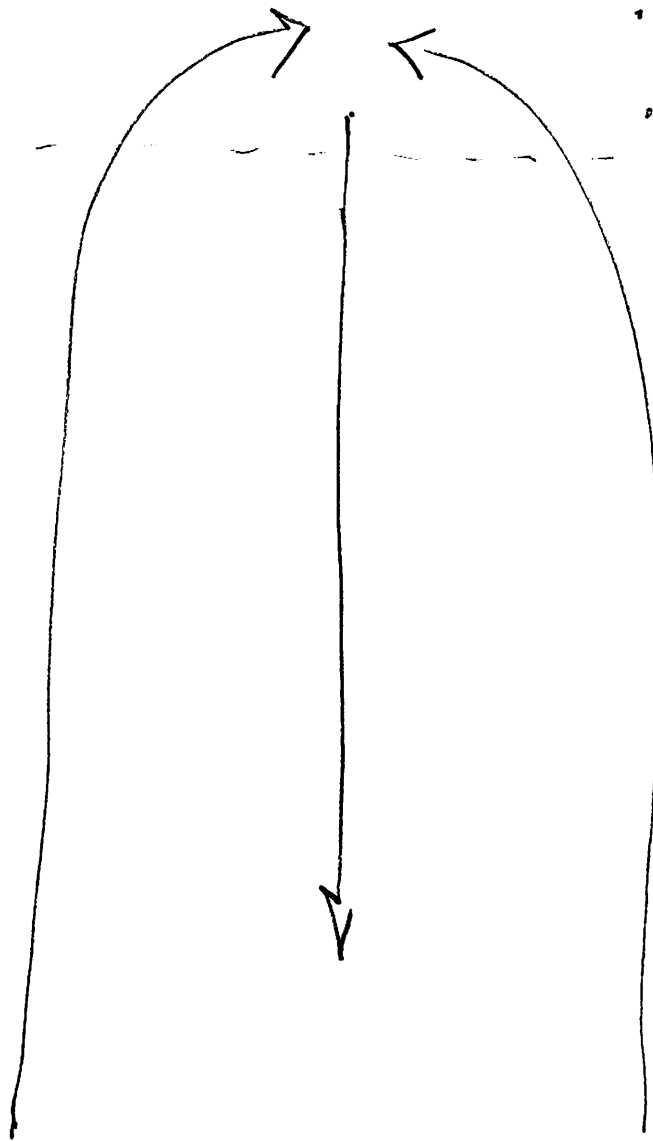
# Quadrangle Barrels



CAN ALSO  
BE RUN OTHER  
DIRECTION →

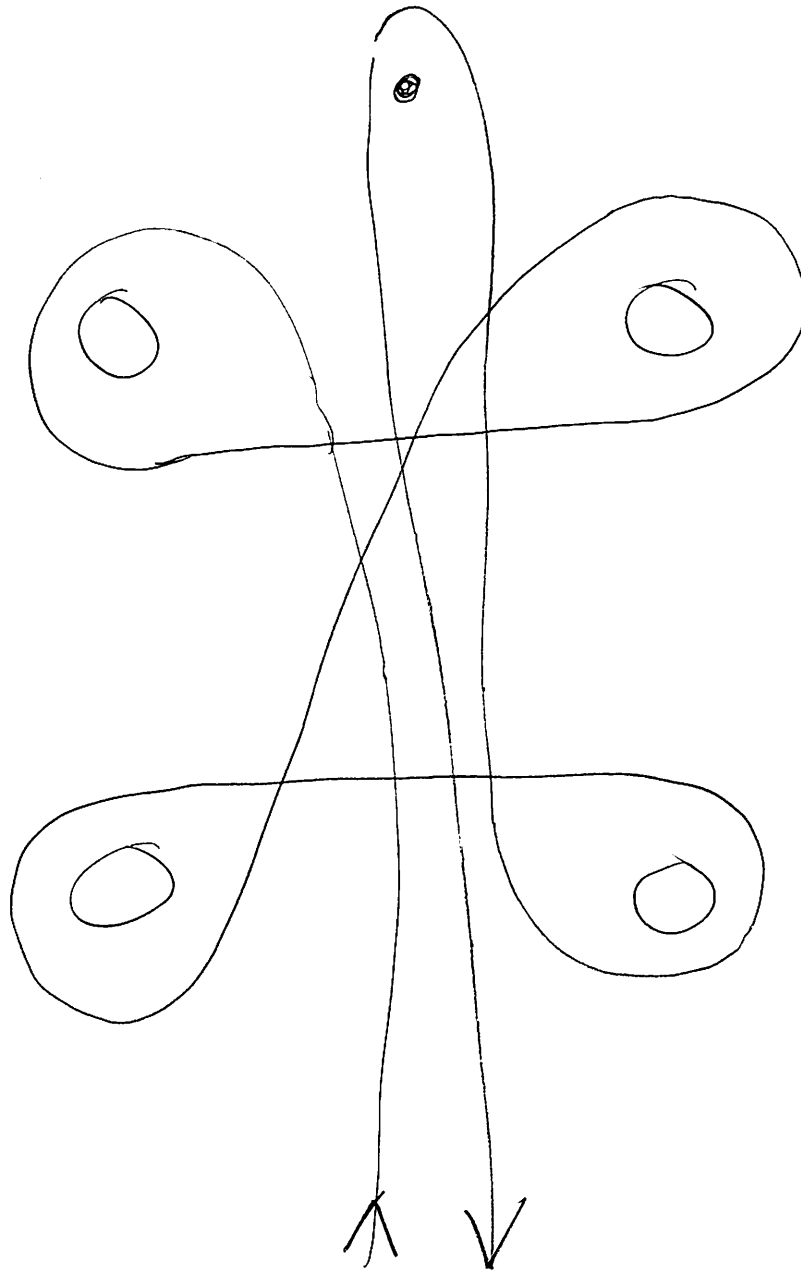


# Ponyback Race

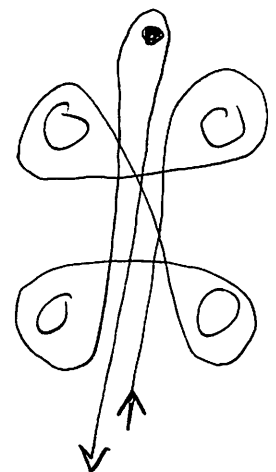


- Ride to line
- Dismount and hand over horse to ring help to ring help
- One rider rides and the other carries past finish line

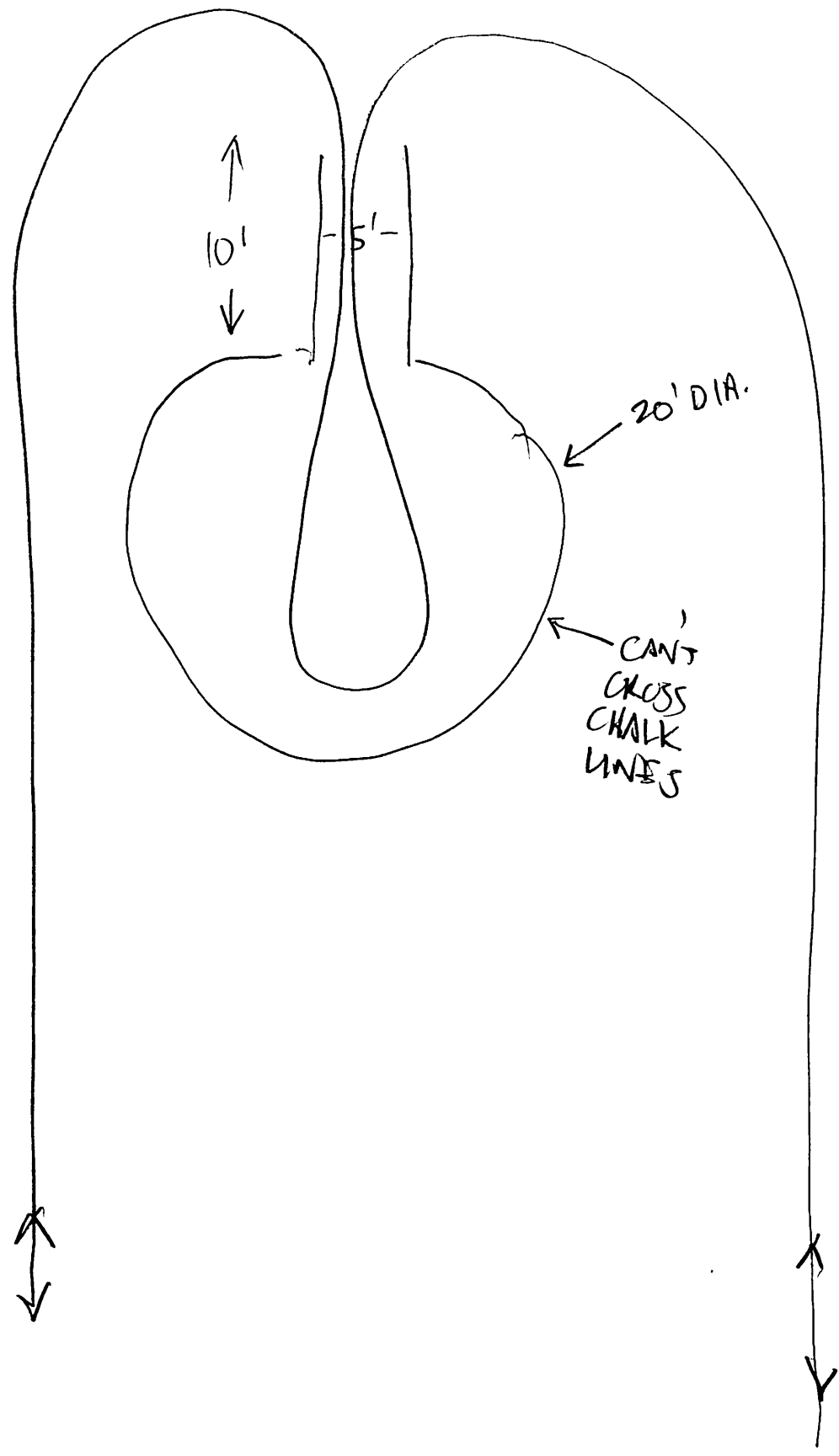
# QUADRANGLES



OR

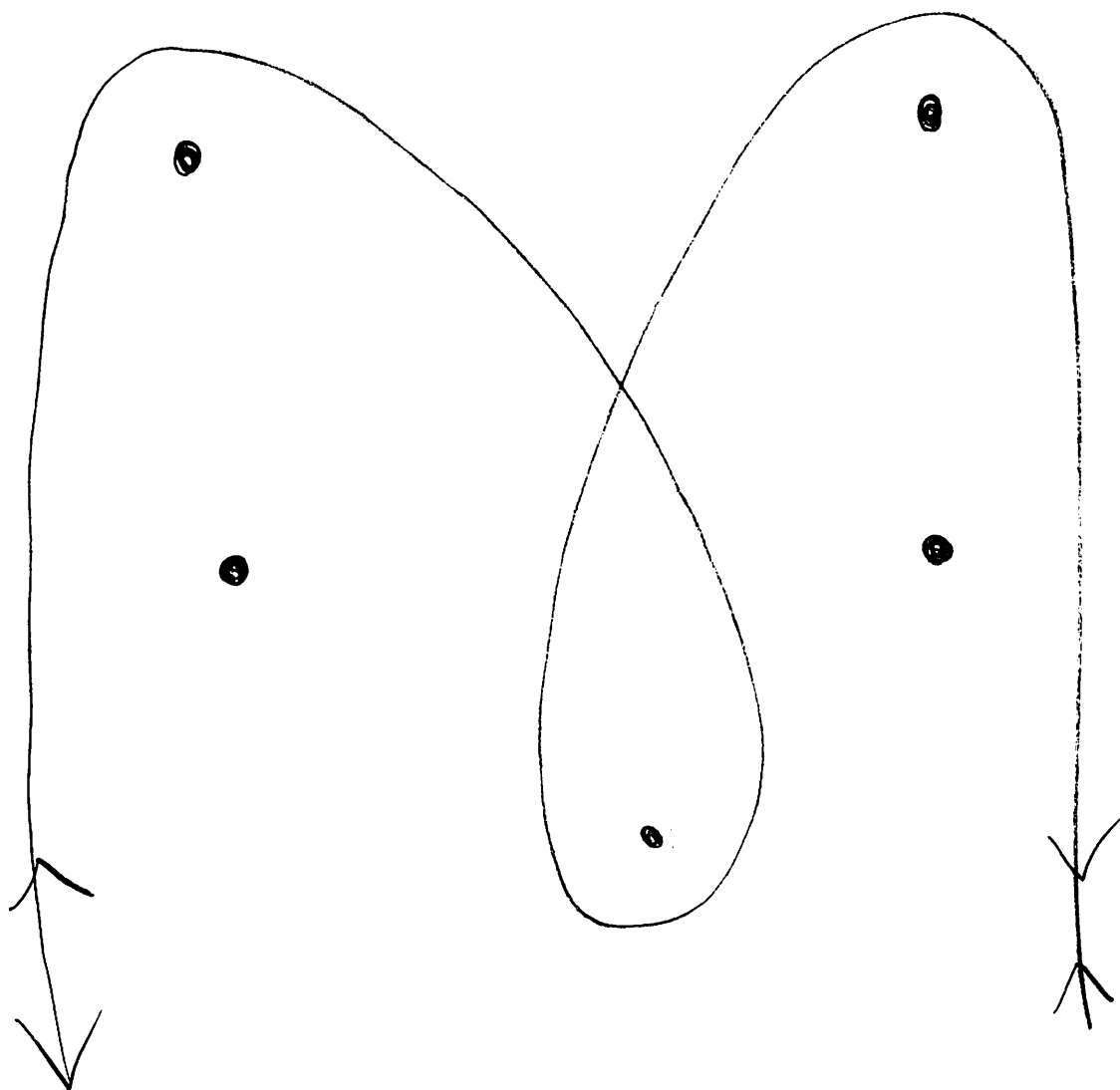


Reverse  
Keyhole





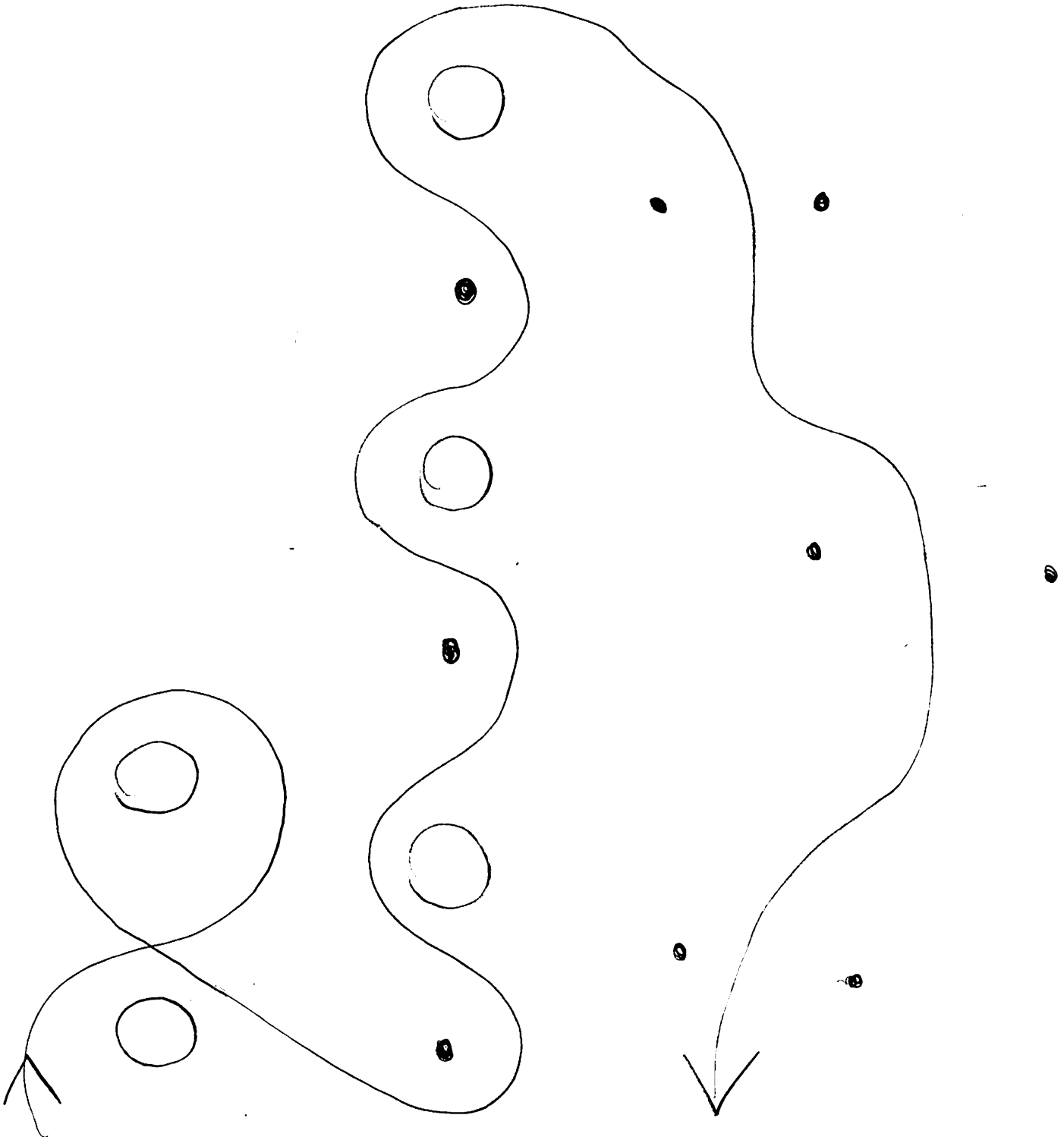
Reverse Pole keyhole



Ribbon Race (Pairs)

— see Break-Away Pairs

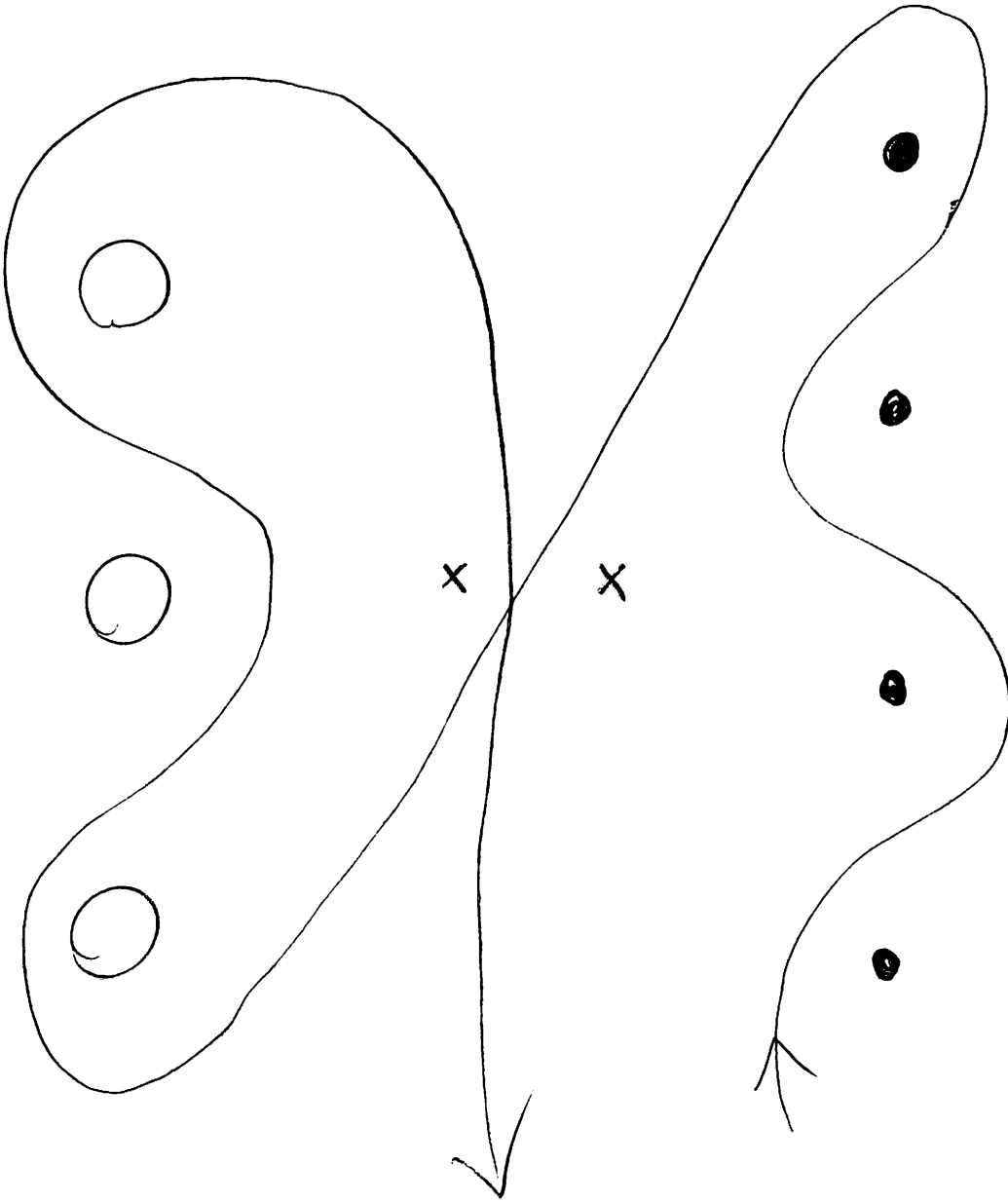
# Ross's Run



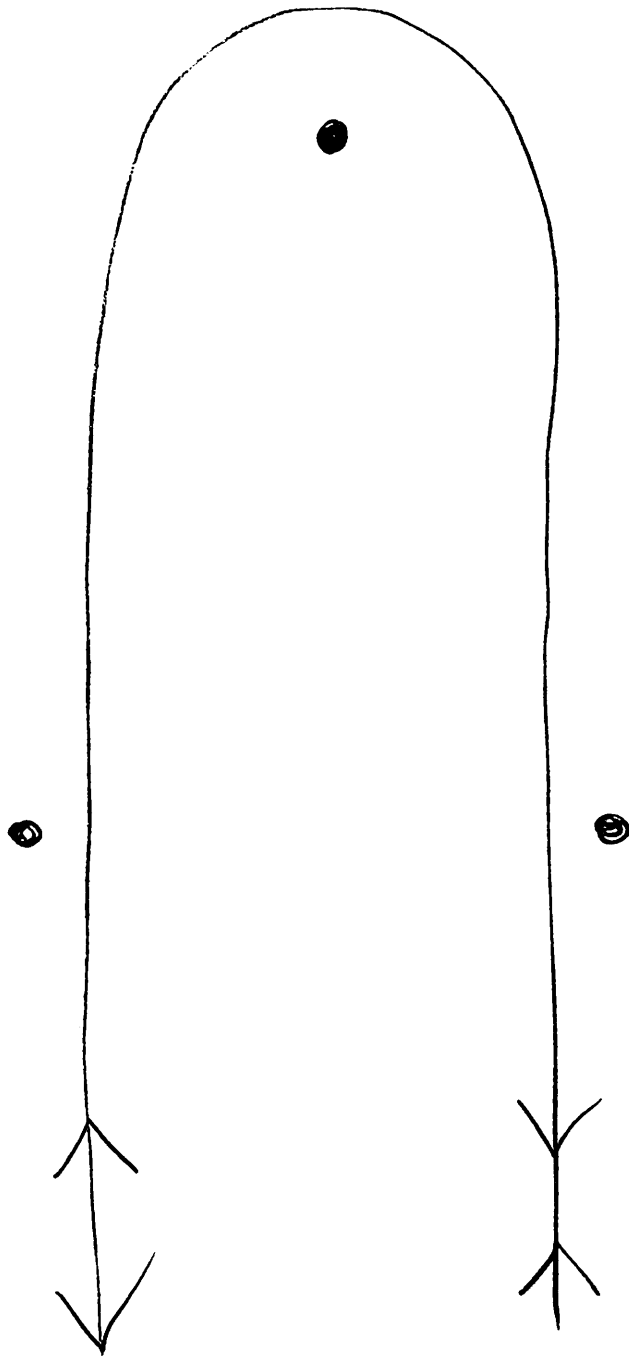
# Rural Delivery



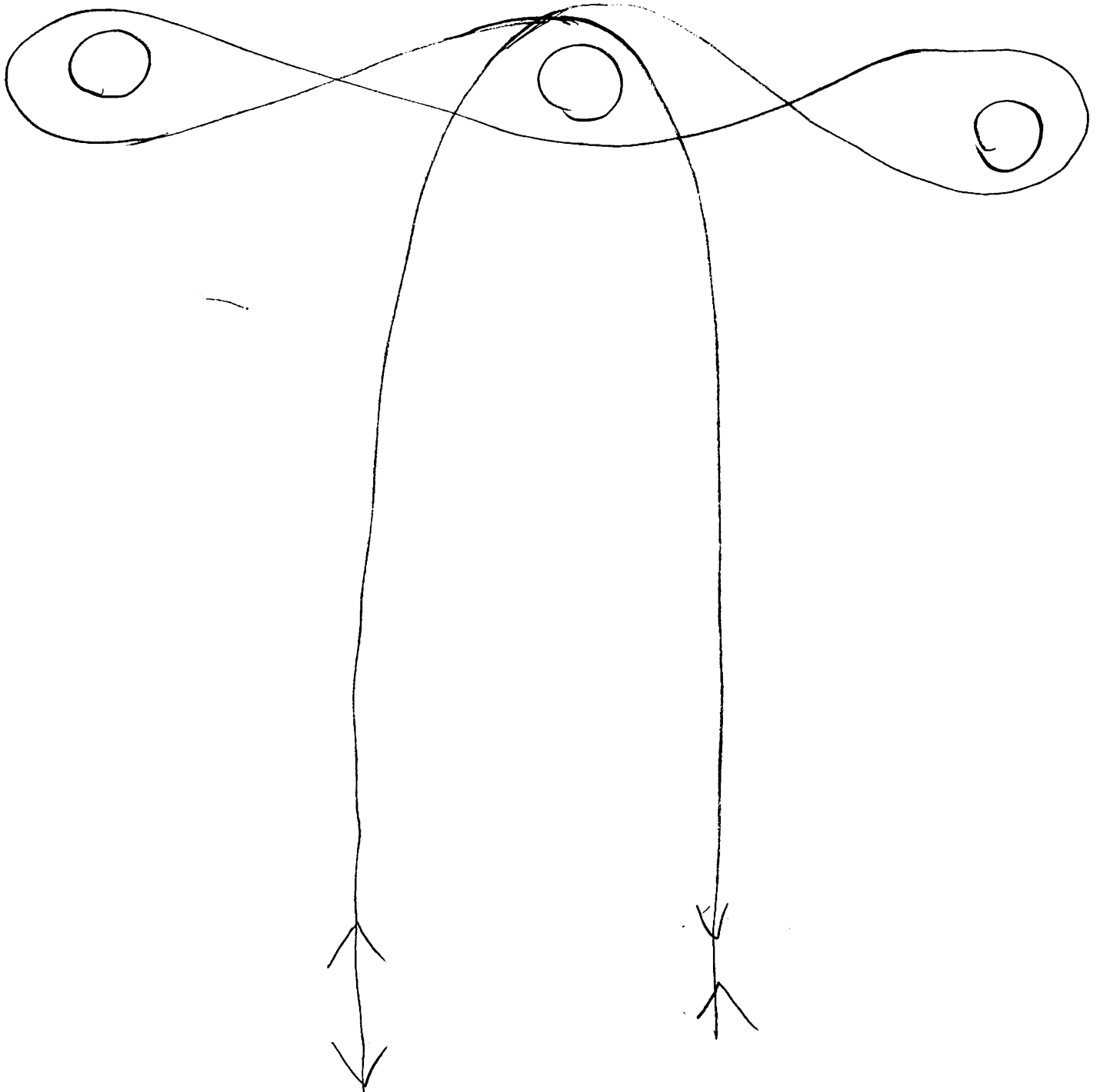
Scudda Ho



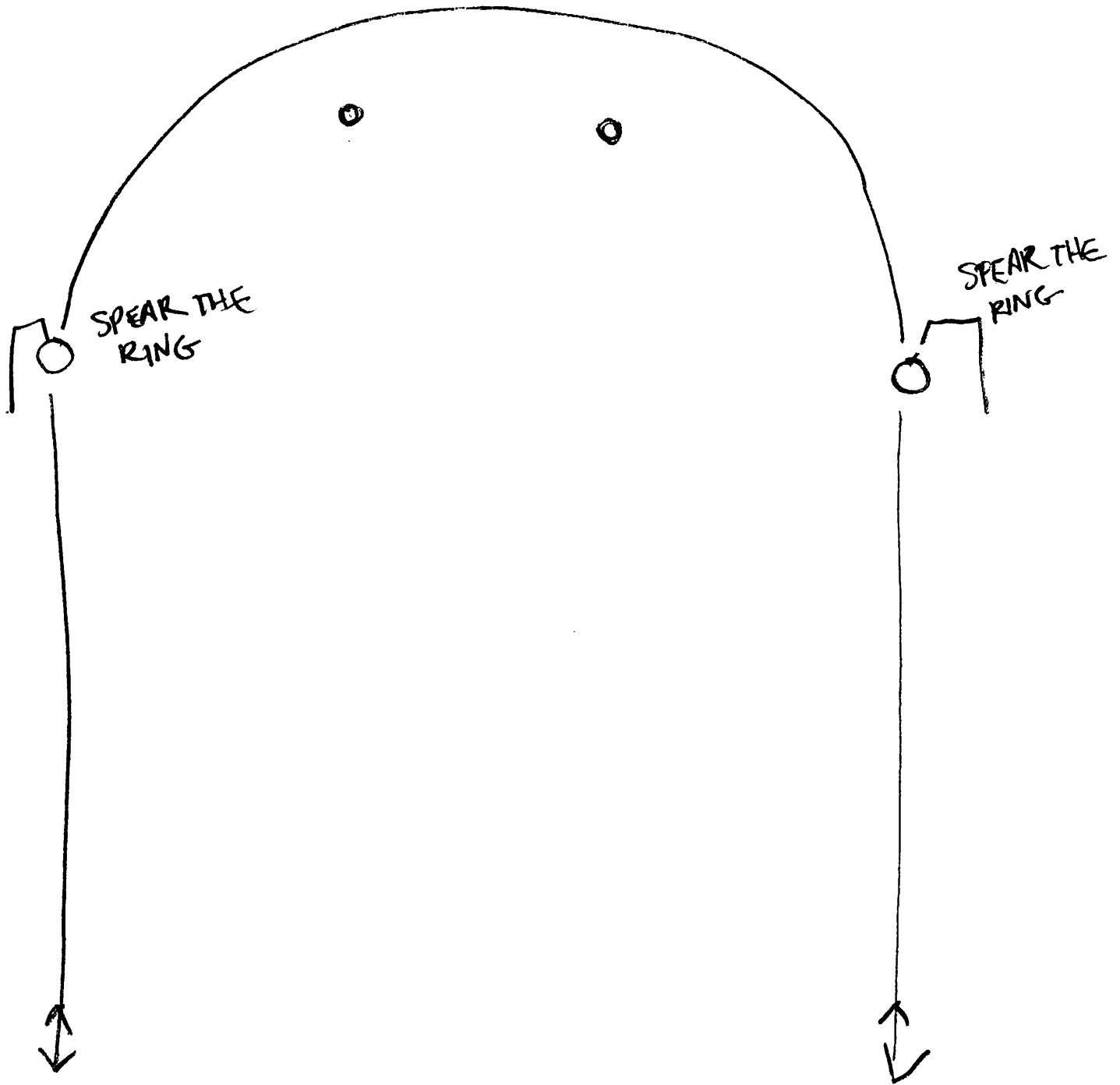
single state



# Skill Barrels

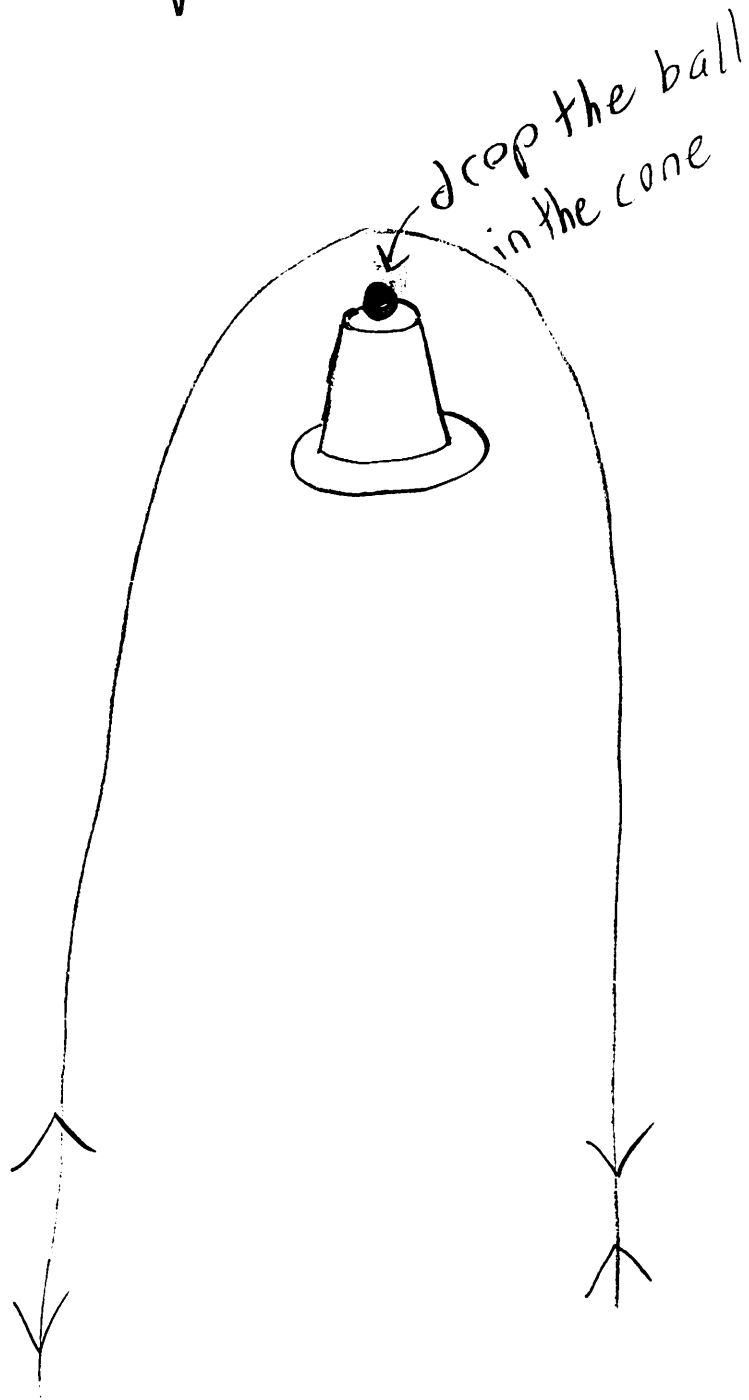


Spear the Ring

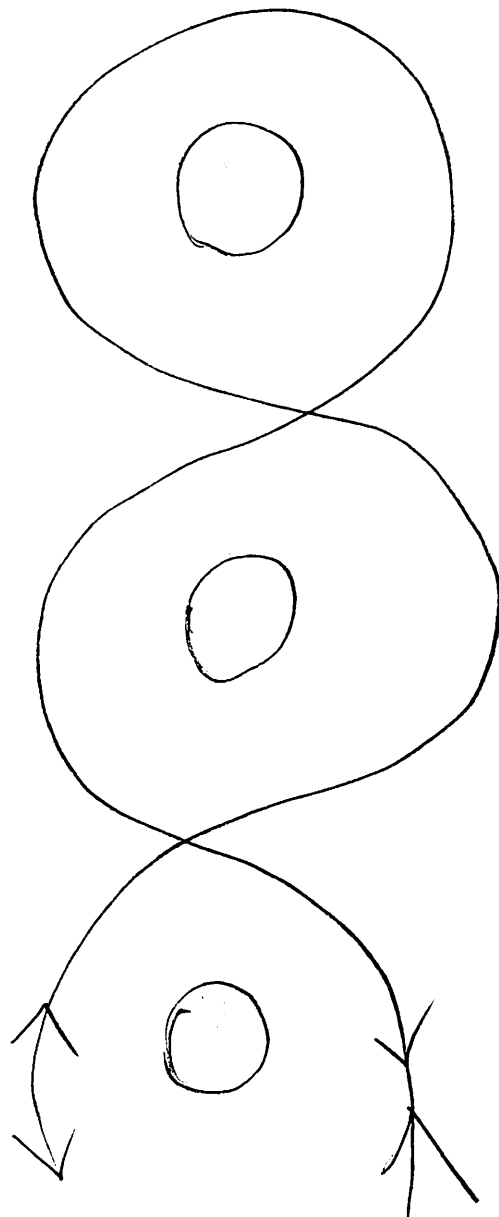




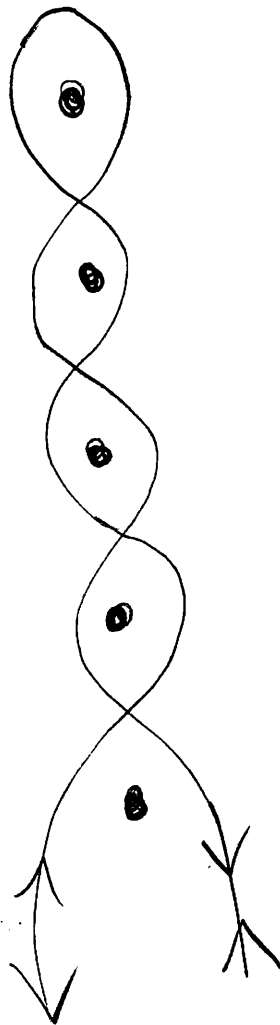
# Speed Ball



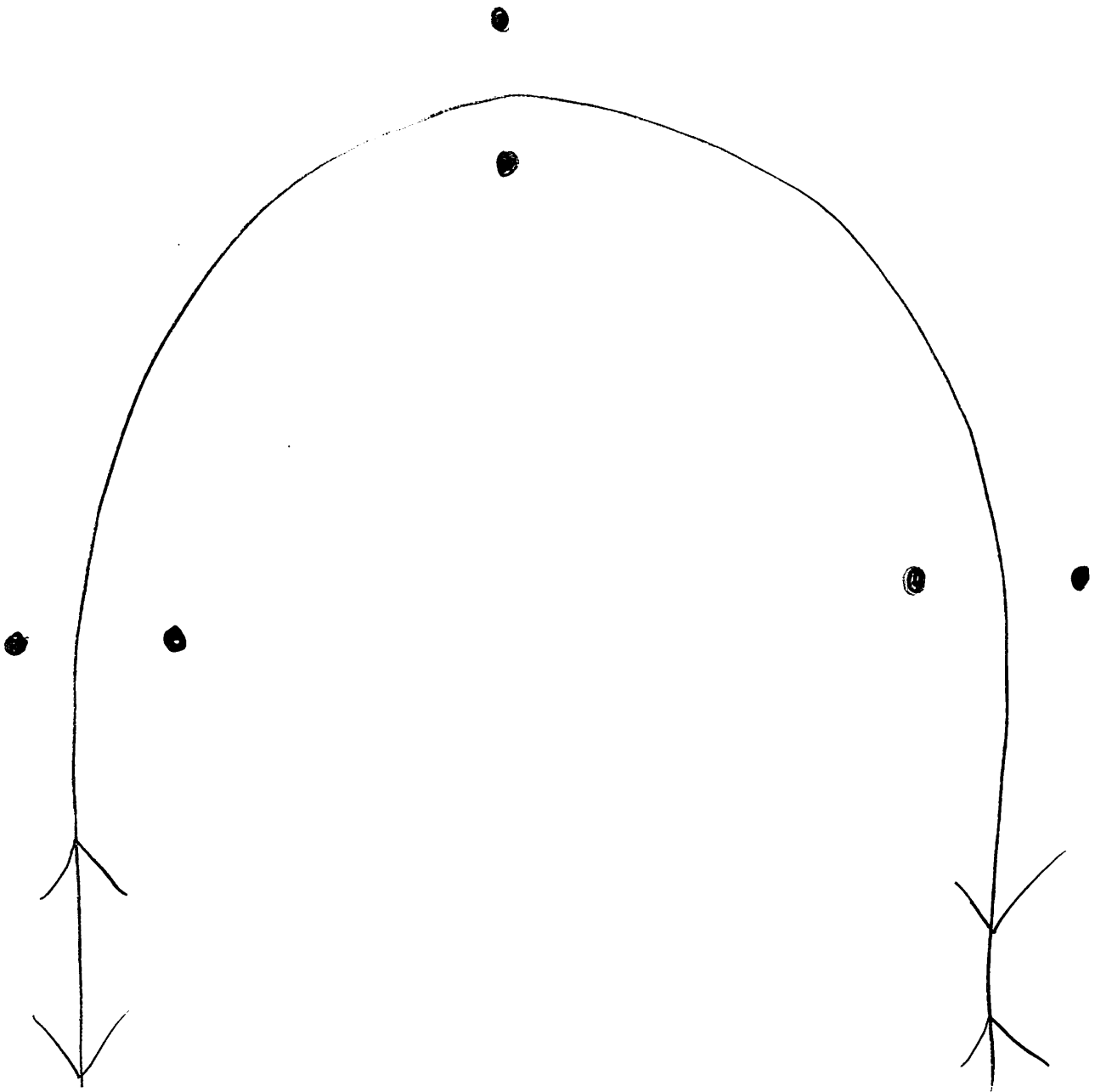
# Speed Barrels



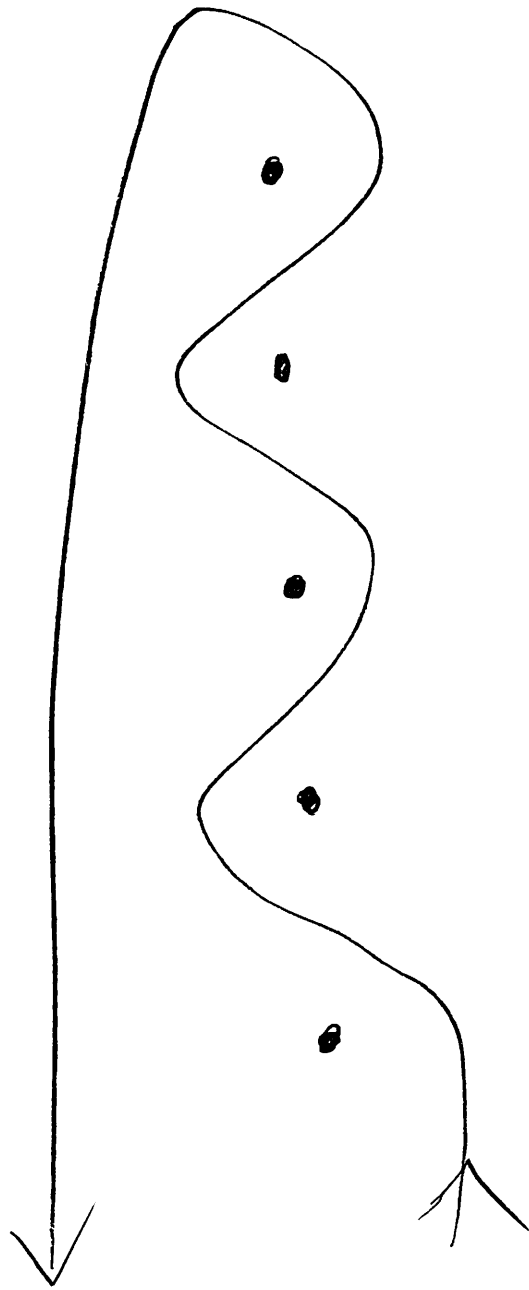
Stakes



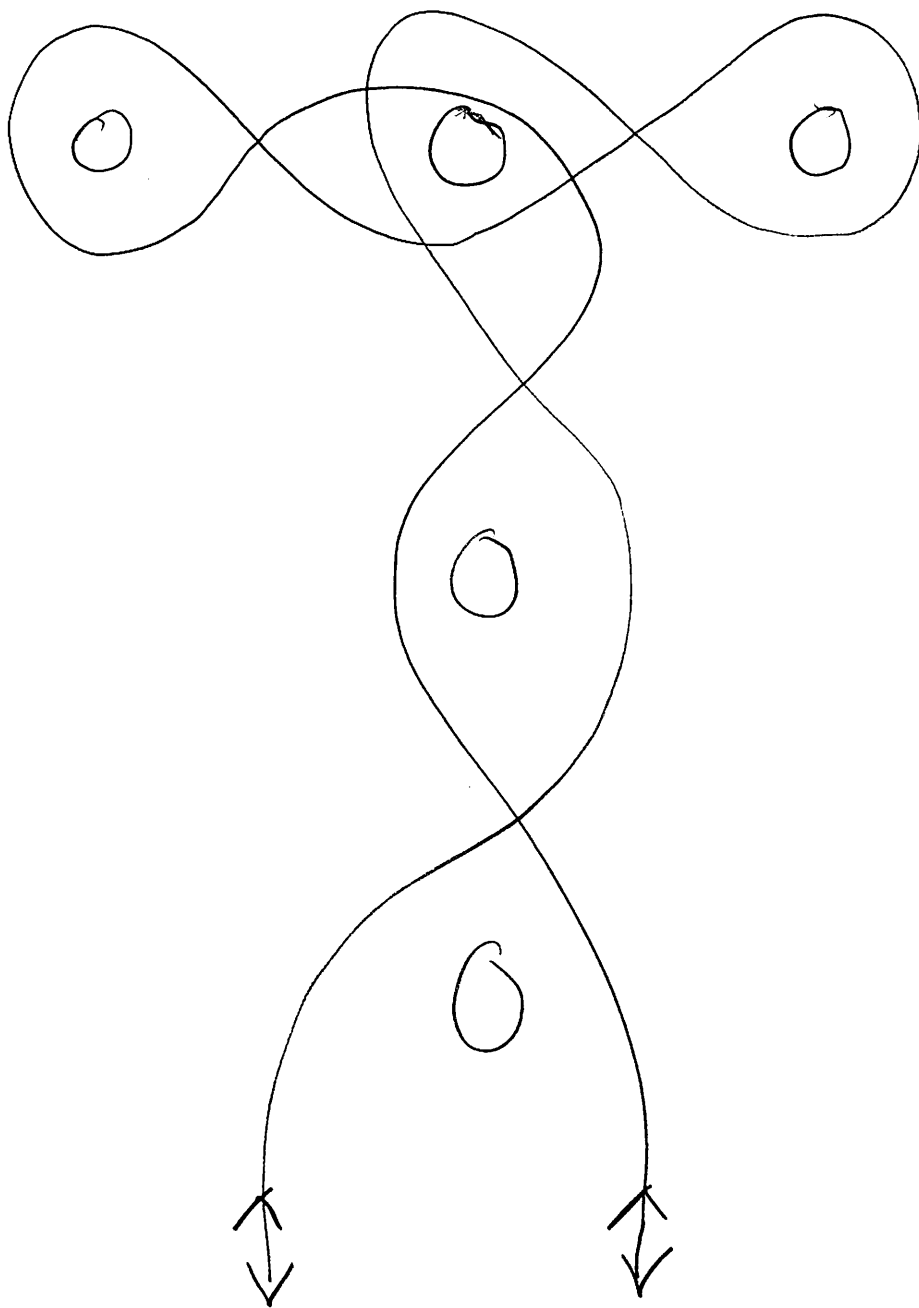
# Streaking Poles



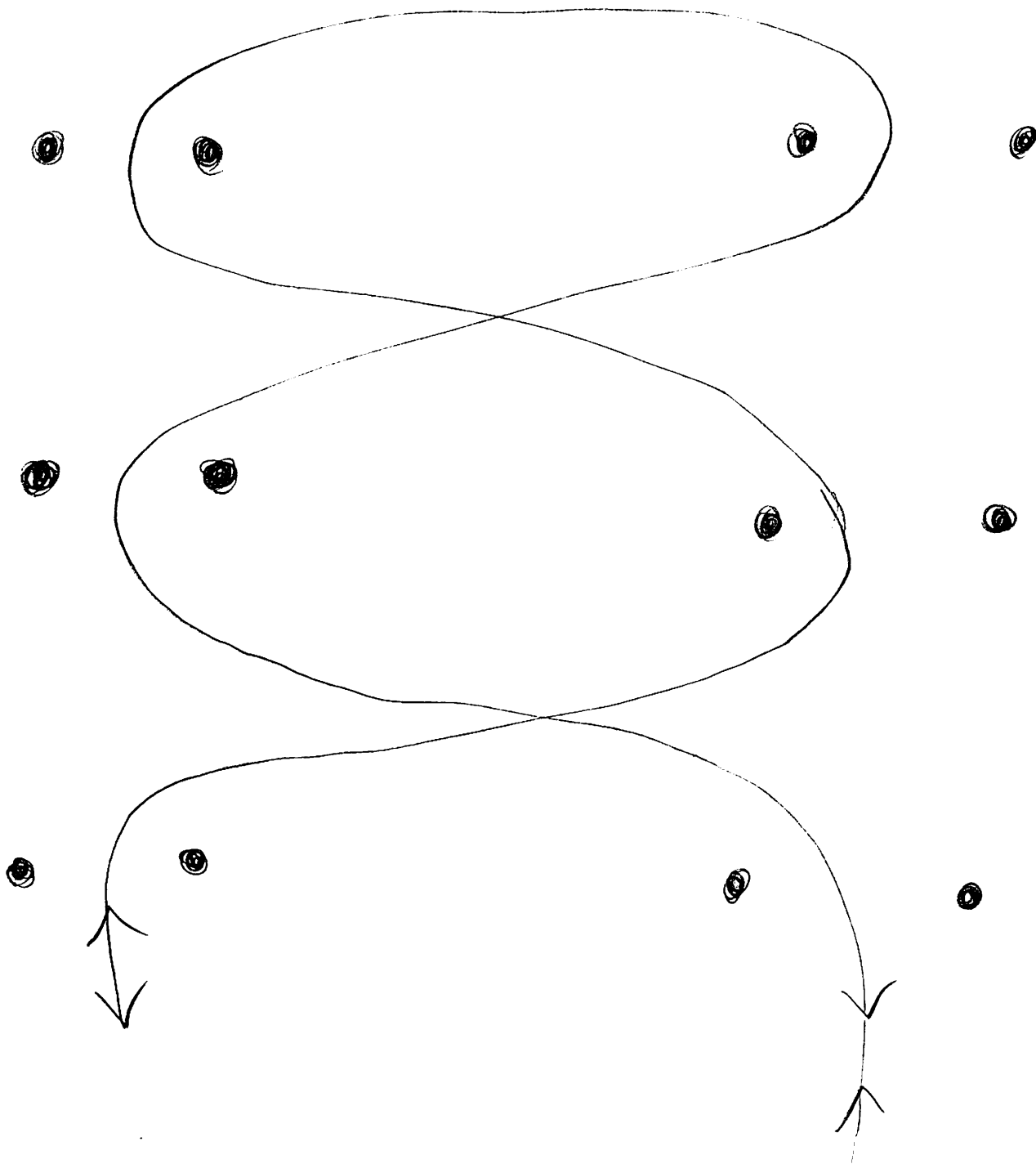
Tail Spin



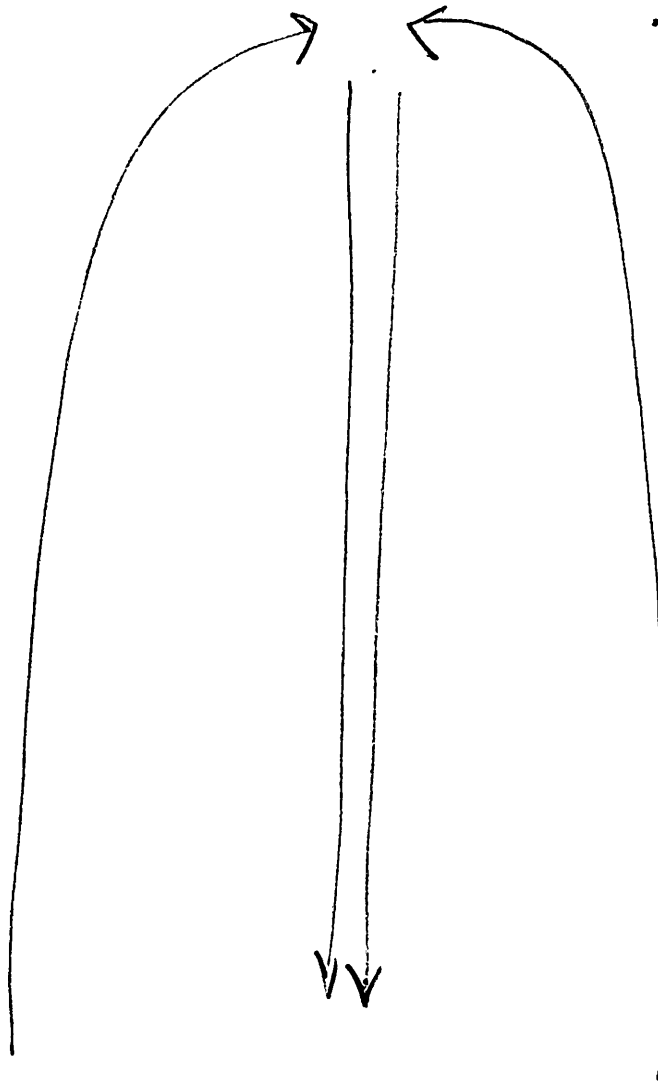
# Texas Tee Barrels



# Thread The Needle



# Three-legged Race (pairs)

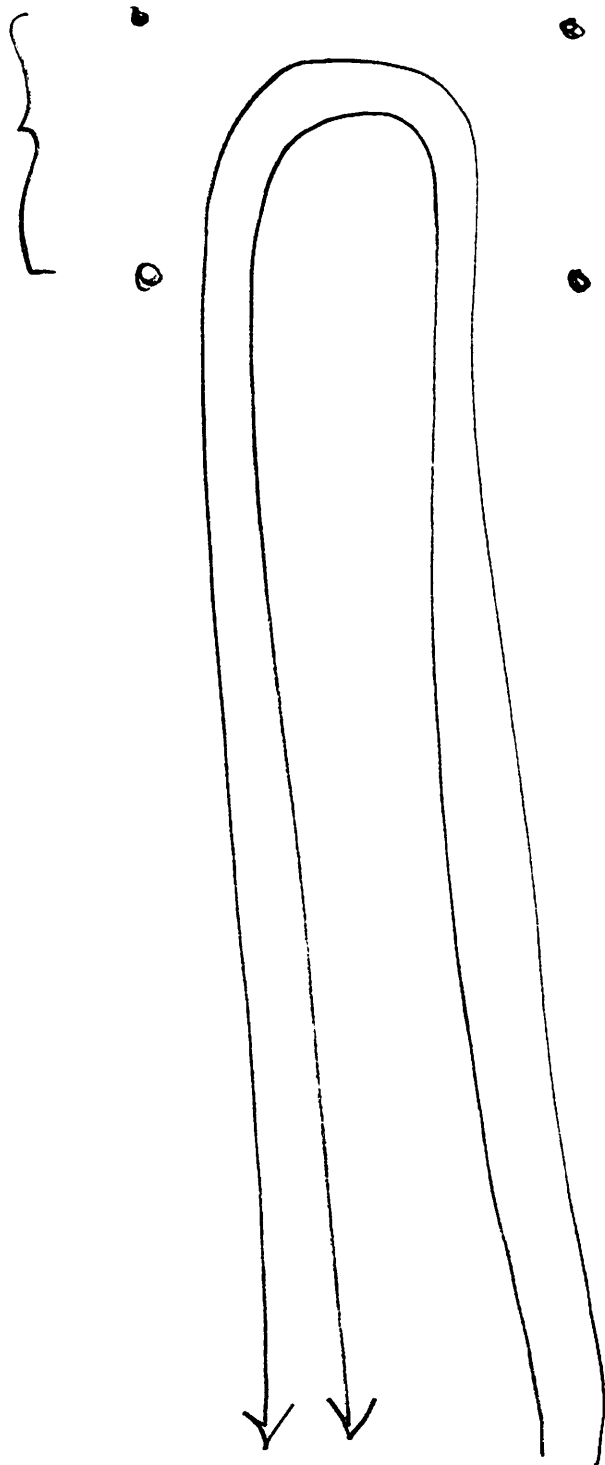


- Ride to sacks
- Inside legs into sack
- Run back



# Tie the Knot (pairs)

must tie  
within  
box



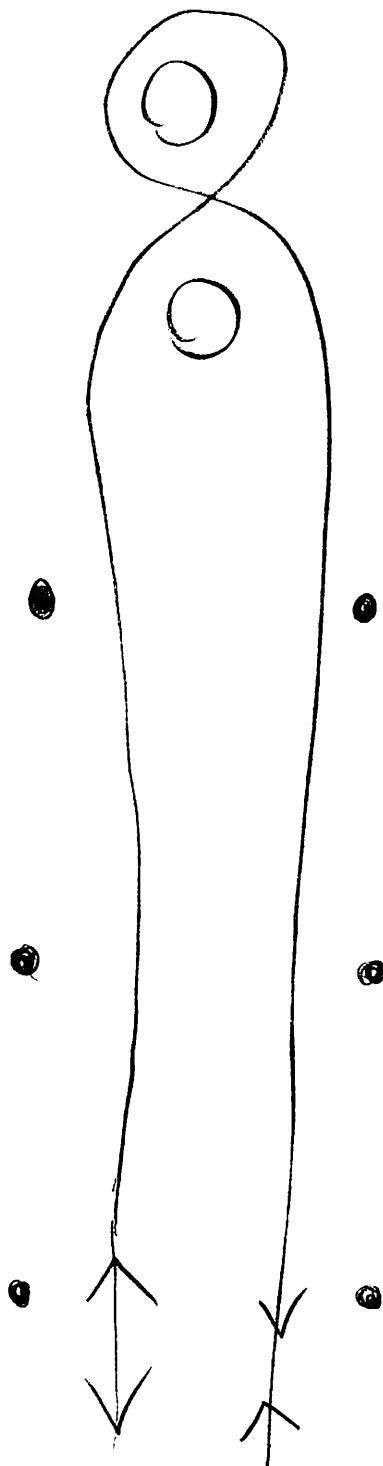
one rider ties ropes  
and riders return  
holding each end

Each rider starts  
with one rope

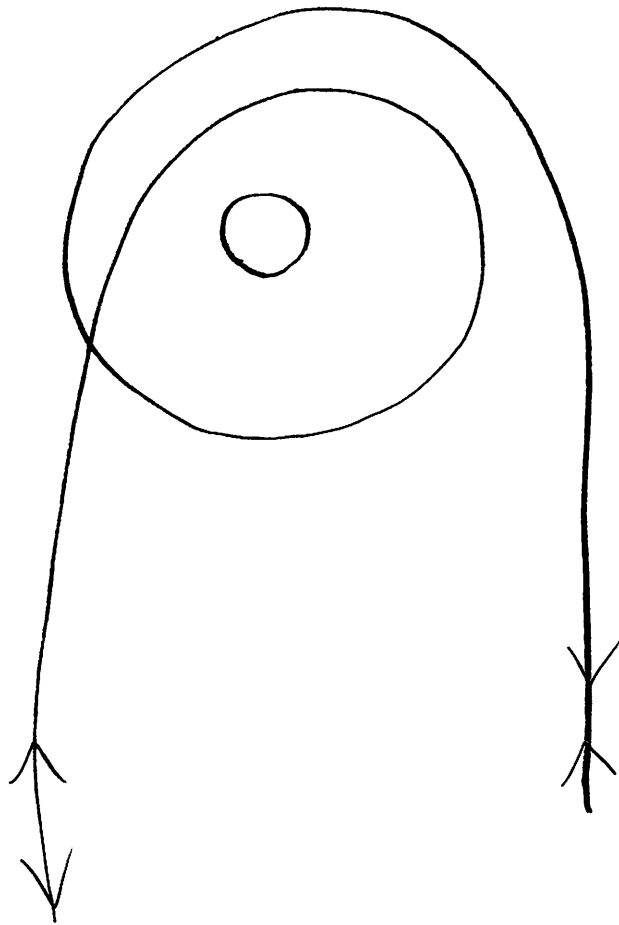
Toss the Football

see "Pass the Baton"

# Tunnel Vision

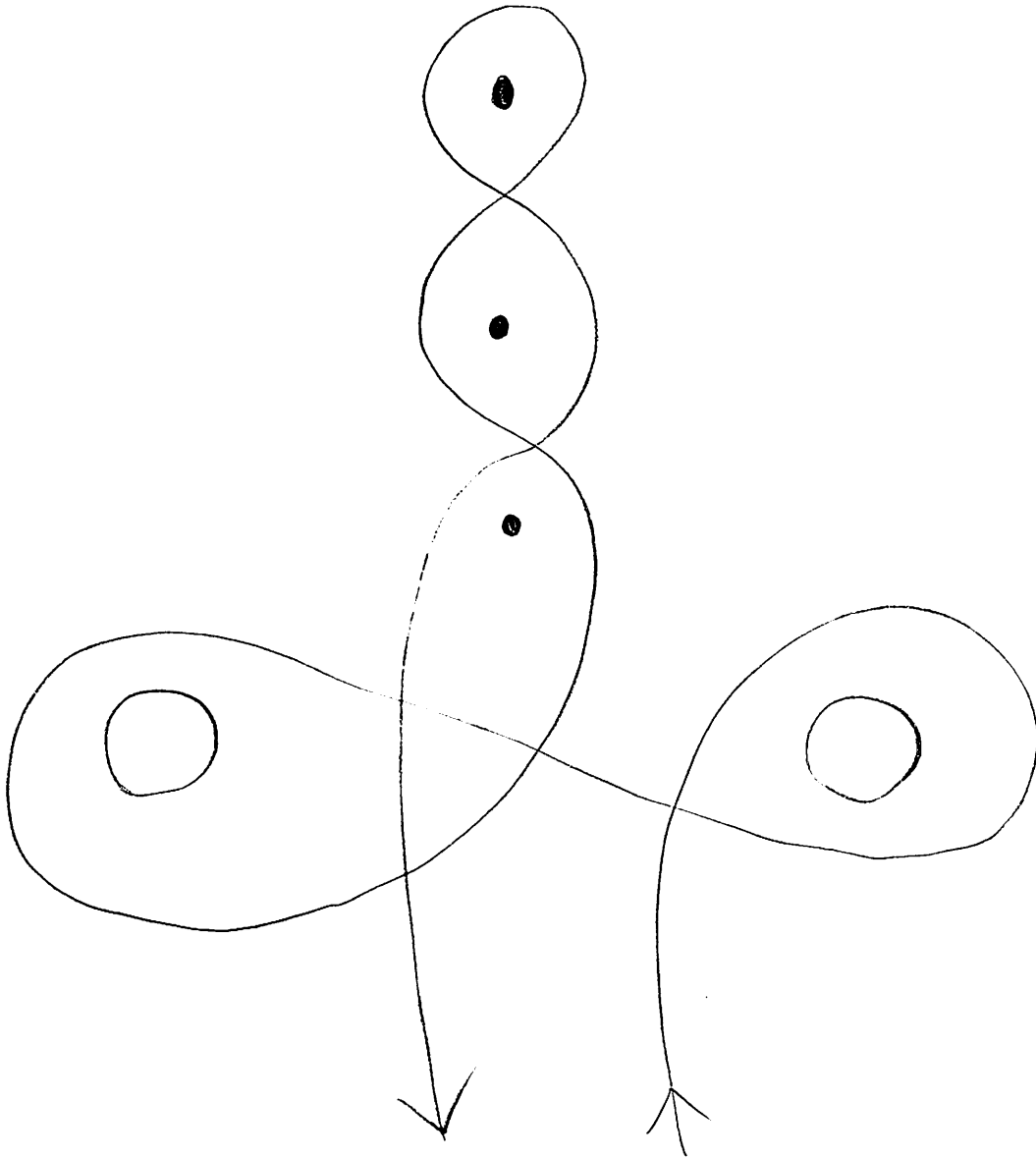


Turn and Burn

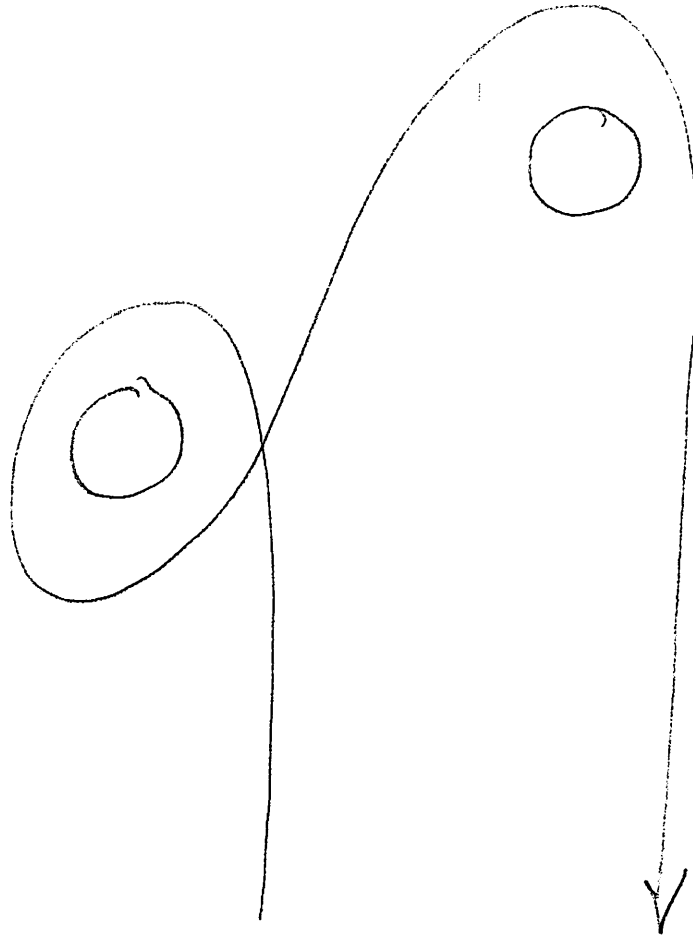


# TWISTER 1

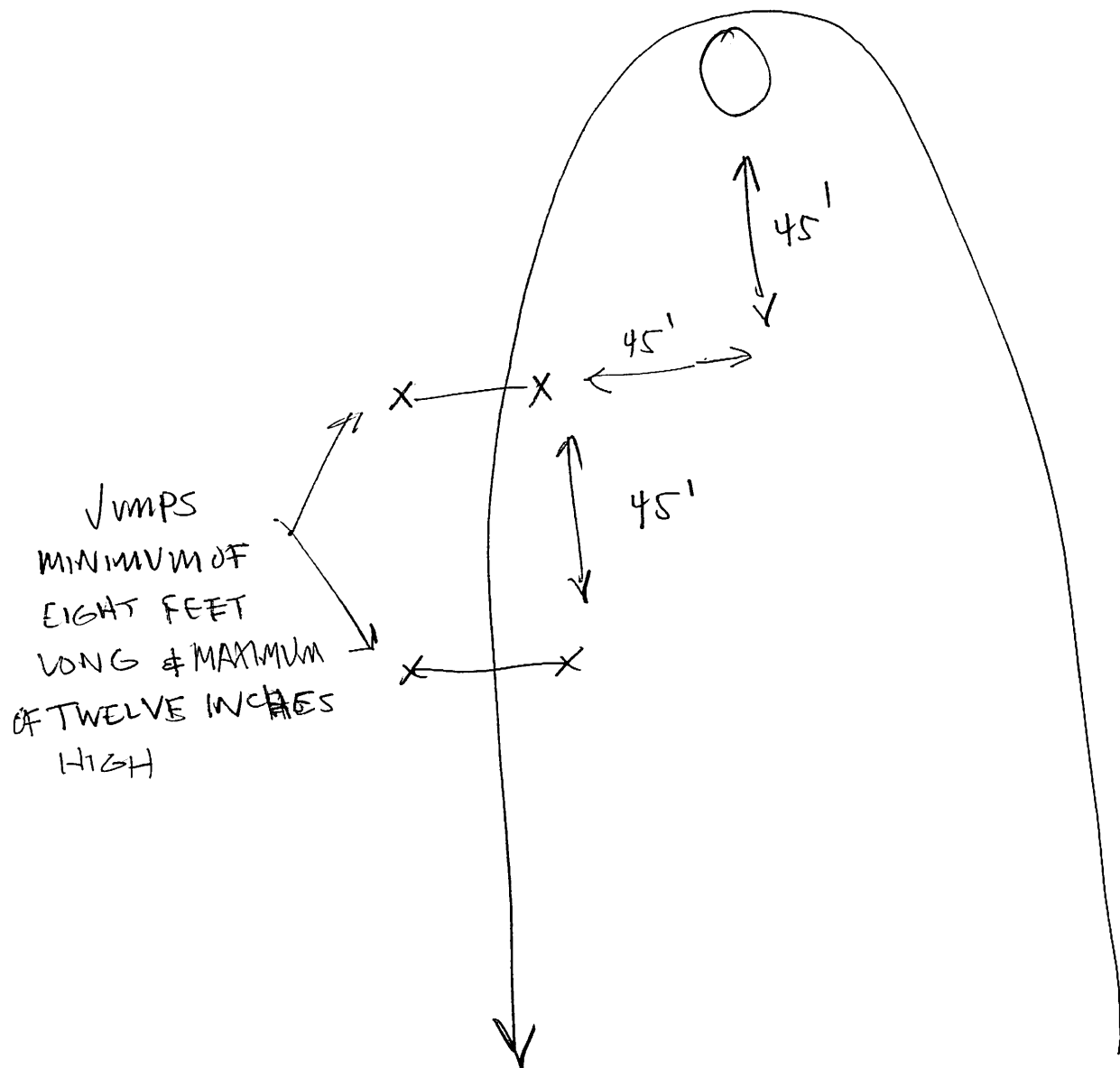
(AKA SCORPION)



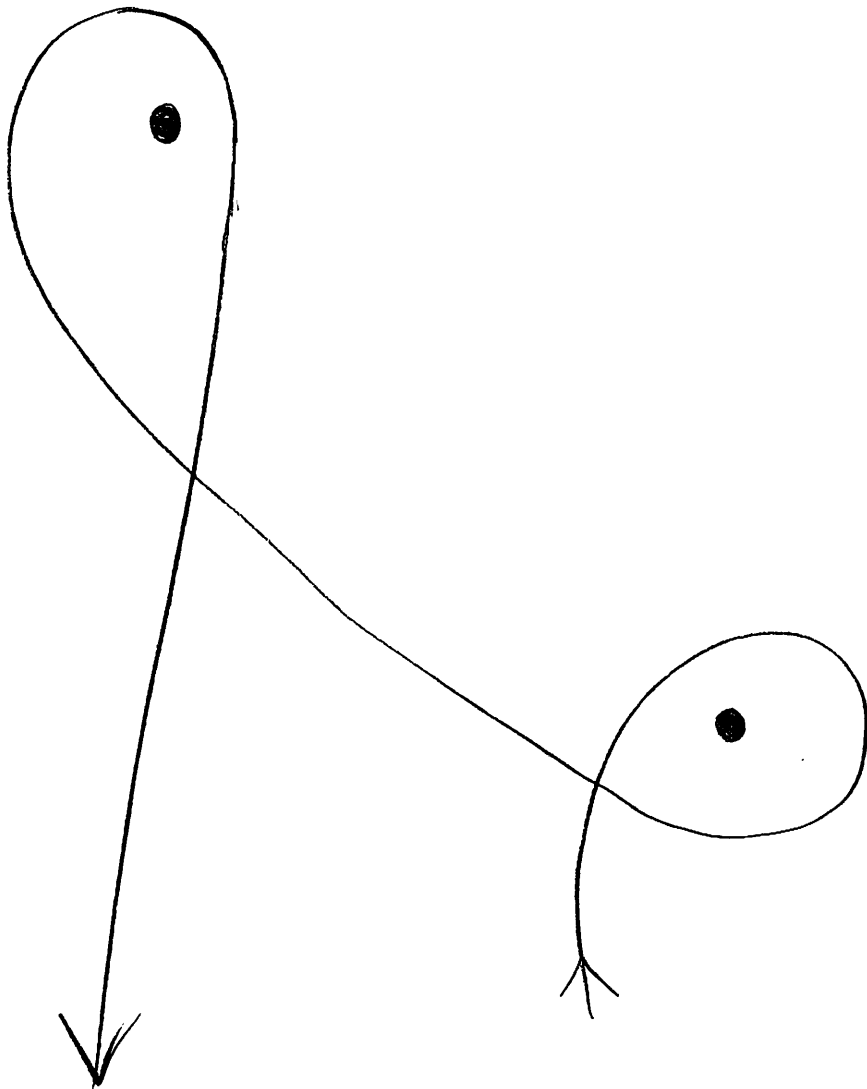
Two-Barrel Cowhorse/  
Book N' Hook



# TWO JUMP COWHORSE

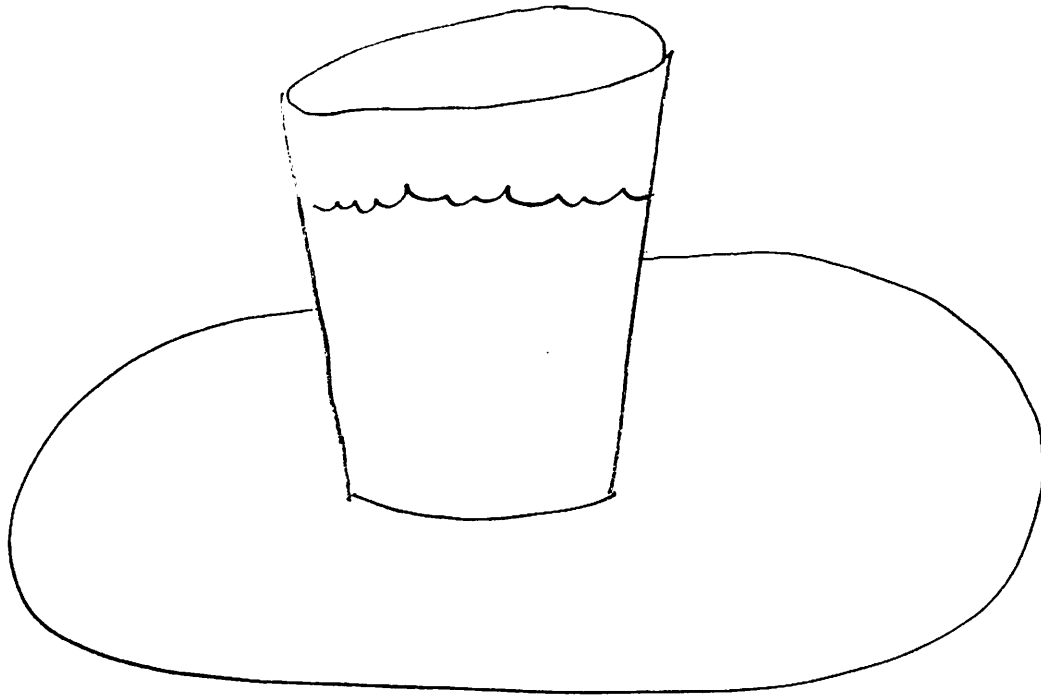


# Two Pole Run



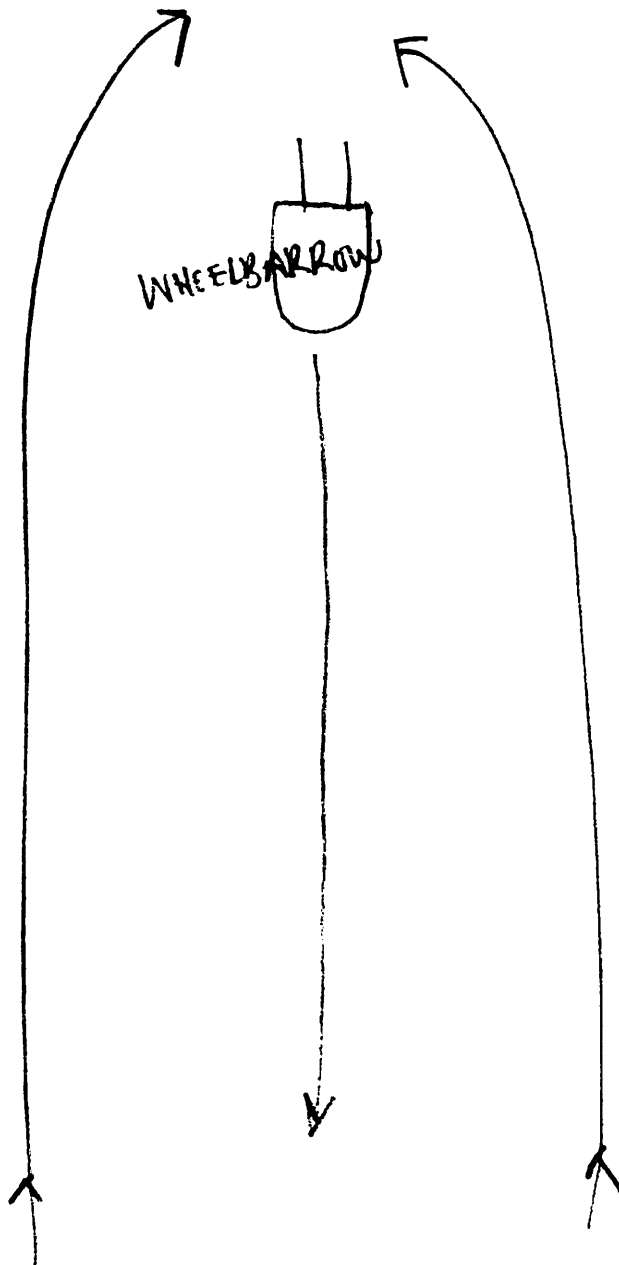


# Water Command



Group Event - Follow the  
announcer's commands - If  
you lose the cup you're out,

# Wheelbarrow Race (pairs)



- Ride to wheelbarrow
- Dismount and hand over horse to ring help
- one rider rides, one rider pushes past finish line