



TRADITIONAL CLASS

Performance

Teams perform a numbered course consisting of a variety of jumps, tunnels and contacts within the designated course time.

Course Time

60 Seconds (Teams will be asked to leave the ring if time elapses.)

Faults Allowed

- Novice – 2 Standard Faults are allowed
- Skilled – 1 Standard Fault is allowed
- Proficient – No Faults are allowed

Placements

- Placements will be based on number of faults then time. Example: Team with the least faults and best time place highest.
- Teams with the same time and faults will tie and be awarded the same placements.
- Teams must qualify to place.

Course Building Requirements

Equipment, Minimum – Maximum performances		
Novice – 10-14 Obstacles	Skilled – 12-16 Obstacles	Proficient – 14-20 Obstacles
Jumps* 5-9 Tunnels 2-3 Contacts 1-2	Jump 9-11 Tunnels 2-4 Contacts 1-3 Weave Poles 1 (set of 6 or 12)	Jumps 10-12 Tunnels 2-4 Contacts 1-3 Weave Poles 1 (set of 6 or 12)
Equipment may be used more than once. *A variety of jump styles will be included. A minimum of 15 feet will be allowed between obstacles.		



JUMPS AND TUNNELS

Performance

Teams perform a numbered course consisting of a variety of jumps and tunnels within the designated course time.

Course Time

60 Seconds (Teams will be asked to leave the ring if time elapses.)

Faults Allowed

- Novice – 2 Standard Faults are allowed
- Skilled – 1 Standard Fault is allowed
- Proficient – No Faults are allowed

Placements

- Placements will be based on number of faults then time. Example: Team with the least faults and best time place highest.
- Teams with the same time and faults will tie and be awarded the same placements.
- Teams must qualify to place.

Course Building Requirements

Equipment, Minimum – Maximum to be performed		
Novice – 10-14 Obstacles	Skilled – 12-16 Obstacles	Proficient – 14-20 Obstacles
Jumps* 8-10 Tunnels 2-4	Jump 9-11 Tunnels 3-4	Jumps 10-12 Tunnels 4-6
Equipment may be used more than once. *A variety of jump styles will be included. A minimum of 15 feet will be allowed between obstacles.		



FAST ON THE FLAT

Performance

Teams perform a numbered course consisting of a variety of tunnels, barrels and hoops within the designated course time.

Course Time – 60 Seconds (Teams will be asked to leave the ring if time elapses.)

Faults Allowed

- Novice – 2 Standard Faults are allowed
- Skilled – 1 Standard Fault is allowed
- Proficient – No Faults are allowed

Placements

- Placements will be based on number of faults then time. Example: Team with the least faults and best time place highest.
- Teams with the same time and faults will tie and be awarded the same placements.
- Even though this class does not include jumps the Placement Groupings apply.

Course Building Requirements

Equipment, Minimum – Maximum to be performed		
Novice – 10-14 Obstacles	Skilled – 12-16 Obstacles	Proficient – 14-20 Obstacles
Tunnels 3-4	Tunnels 4-5	Tunnels 4-6
Hoops 3-4	Hoops 4-5	Hoops 4-6
Barrels 3-4	Barrels 4-5	Barrels 4-6
Equipment may be used more than once. A minimum of 15 feet will be allowed between obstacles.		



POINTS CLASS

Gymkhana Class

Performance

The handler will choose their course earning as many points as possible within the course time.

Course Time

45 Seconds (Teams will be asked to leave the ring if time elapses.)

The end of course time will be announced. No points may be earned once course time has expired.

Point Class Requirements

- Teams must earn a minimum of 45 points to qualify.
- There is no limit to the number of times any obstacle may be used.
- No obstacle may be taken back to back.

Obstacle Point Values

1 Point	3 Points	5 Points	6 Points	12 Points
Jumps	Tunnels Hoops Barrels	Contacts	Weave Poles (6)	Weave Poles (12)

Placements

- Placements will be based on points.
- Teams with the same number of points will tie and be awarded the same placements.

One Walk/Levels Runs Together

This class may offer one walk through since the course set up remains the same for all levels. Placements are sorted after the class by level, points and requirements.

Course Building Requirements

Equipment, Minimum – Maximum on the course	
Jumps* 4-8	A minimum of 2 different obstacles from the list below.
Tunnels 2-4	A Frame and or Speed Bump 1-2
Hoops 2-4	Barrels, Maximum of 3
	Weave, Maximum of 1 (set of 6 or 12)
*A variety of jump styles will be included.	