



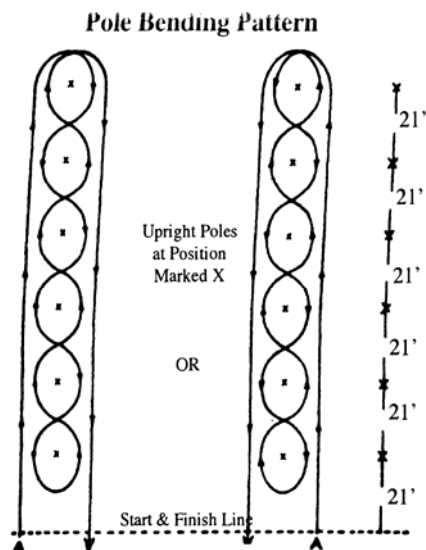
# Rule Changes & Justification

## Work Sheet GYMKHANA RULES

### 181-187

| <b>2007 -2008</b><br><b>HANDBOOK</b><br>Highlighted means <span style="background-color: yellow;">removed.</span><br>Highlighted means <span style="background-color: green;">removed for clarification/redundancy</span>  | <b>2009 HANDBOOK</b><br><b>Red Text means additions</b><br><b>Green means Clarification</b>  | <b>JUSTIFICATION FOR</b><br><b>CHANGES</b><br><b>BLUE</b> |
|--|--|---|
| <h3 style="text-align: center; margin-top: 0;">GYMKHANA EVENTS</h3> <p><b>181 General Rules for Timed Events</b></p> <p><b>A. Attire:</b> See Western Attire</p> <p><b>B. Equipment:</b> See Western Tack (NOTE: In Gymkhana events, Hackamore Gag bits i.e. Martha Josey or Lynn McKenzie type and tiedowns are a legal bit.</p> <p><b>C. . Hat:</b> The rider’s hat or helmet must be on his/her head when he or she enters the arena. The rider should be reminded that loosing a hat and taking the time to retrieve it is time consuming and may add significant and expensive time to a show. It is recommended the rider secure the hat or helmet in such a way that if it should be knocked off that it will not fall to the ground. .</p> <p><b>D. Timer:</b> An electronic timer will be used when available as first timing device and a stop watch will be used as back up. When there is a significant amount of difference between the two times (3 seconds), a re-ride should be given.</p> <p><b>E. Starting line:</b> In all speed events, mules and donkeys should be given a running start. A clearly marked starting line is required. It is recommended that there be at least 45 foot running start before the starting line. If the arena does not afford at least a 45 foot running start, it is recommended that the contestant be allowed to begin the run outside the arena from a point that is 45 feet from the starting line. Caution should be exercised to keep spectators and other exhibitors out of the way of a contestant who is beginning a running start outside the arena.</p> <p><b>F. Conduct:</b> Any unsportsmanlike conduct or animal abuse will be cause for disqualification.</p> <p><b>G. Gates:</b> All gates will remain closed until run is over.</p> <p><b>H. Ties:</b> Ties will be broken with a runoff or the flip of a coin if both contestants agree.</p> <p><b>I. Time limit:</b> In any of the timed classes, an animal will have no more than 1 minute to cross the starting line or engage the first obstacle before being disqualified.</p> <p><b>J. Abuse:</b> The judge will disqualify a contestant for any excessive use of a bat, crop, spurs, whip, rope or hand in front of the cinch.</p> <p><b>182 Pole Bending</b></p> <p><b>A.</b> Pole bending is a timed event. Each contestant will begin from a running start, and time shall begin and end as the mule’s nose crosses the line. (A clearly visible starting line shall be provided.) Electronic timer or at least two stop watches shall be used, with the time indicated by the electric timer or the average time of the watches used by official timers to be the official time.</p> <p><b>B.</b> When measuring the area for the poles, it is recommended that there is ample room for the mules to complete their turns and stop at the finish and to have a 45’ foot running start as outlined in General Rules.</p> <p><b>C.</b> The pole bending pattern is to be run around six poles. Each pole is to be 21’ feet apart, and the first pole is to be 21’ feet from the starting line. Poles shall be set on top of the ground, six (6’) feet in height, with no base more than fourteen (14”) inches in diameter.</p> <p><b>D.</b> A mule may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly. (see pattern).</p> <p><b>E.</b> Knocking over a pole shall carry a five (5) second penalty. Failure to follow the course shall cause disqualification. A contestant may touch a pole with his or her hand in pole bending without penalty.</p> | <h3 style="text-align: center; margin-top: 0;">GYMKHANA EVENTS</h3> <p><b>181 General Rules for Timed Events</b></p> <p><b>A. Attire:</b> See Western Attire</p> <p><b>B. Equipment:</b> See Western Tack (NOTE: In Gymkhana events, Hackamore Gag bits i.e. Martha Josey or Lynn McKenzie type and tiedowns are a legal bit.</p> <p><b>C. . Hat:</b> The rider’s hat or helmet must be on his/her head when he or she enters the arena. The rider should be reminded that loosing a hat and taking the time to retrieve it is time consuming and may add significant and expensive time to a show. It is recommended the rider secure the hat or helmet in such a way that if it should be knocked off that it will not fall to the ground. .</p> <p><b>D. Timer:</b> An electronic timer will be used when available as first timing device and a stop watch will be used as back up. When there is a significant amount of difference between the two times (3 seconds), a re-ride should be given.</p> <p><b>E. Starting line:</b> In all speed events, mules and donkeys should be given a running start. A clearly marked starting line is required. It is recommended that there be at least 45 foot running start before the starting line. If the arena does not afford at least a 45 foot running start, it is recommended that the contestant be allowed to begin the run outside the arena from a point that is 45 feet from the starting line. Caution should be exercised to keep spectators and other exhibitors out of the way of a contestant who is beginning a running start outside the arena.</p> <p><b>F. Conduct:</b> Any unsportsmanlike conduct or animal abuse will be cause for disqualification.</p> <p><b>G. 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Electronic timer or at least two stop watches shall be used, with the time indicated by the electric timer or the average time of the watches used by official timers to be the official time.</p> <p><b>B.</b> When measuring the area for the poles, it is recommended that there is ample room for the mules to complete their turns and stop at the finish and to have a 45’ foot running start as outlined in General Rules.</p> <p><b>C.</b> The pole bending pattern is to be run around six poles. Each pole is to be 21’ feet apart, and the first pole is to be 21’ feet from the starting line. Poles shall be set on top of the ground, six (6’) feet in height, with no base more than fourteen (14”) inches in diameter.</p> <p><b>D.</b> A mule may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly. (see pattern).</p> <p><b>E.</b> Knocking over a pole shall carry a five (5) second penalty. Failure to follow the course shall cause disqualification. A contestant may touch a pole with his or her hand in pole bending without penalty.</p> |   |

F. Breaking the time line on the return pass shall be a disqualification.



## 183 Barrel Racing

A. Barrel racing is a timed event. The course must be measured exactly.

B. When measuring the area for the barrel course, it is imperative to leave ample room for mules and donkeys to complete their turns and stop at the finish. It is recommended that there be at least 45' foot running start before the starting line as outlined in General Rules, at least 18' feet from barrels 1 and 2 to the fence, and 36' feet from barrel 3 to the end of the arena.

1. If the course is too large for the available space, the pattern should be reduced (5) yards at a time until the pattern fits the arena. It is recommended that adequate space be left between barrels and any obstacle. The distance from the barrel number 3 to the finish line need not be reduced 5 yards at a time if there is sufficient room for the mule to stop. Brightly colored 55 gallon steel drums with both ends intact are recommended. Rubber pads, plastic barrels, or rubber barrels may be used.

C. All starting line marker or electric timers shall be placed when at all possible against the arena fence. An electric timer or at least two stop watches shall be used, with the time indicated by the electric timer or average time of the watches used by official timers to be the official time.

D. The contestant is allowed a running start. Timing shall begin as soon as the mule's nose reaches the starting line and will be stopped when the mule's nose passes over the finish line.

E. At a signal from the starter, the contestant will run to barrel number 1, pass to the left of it and complete an approximately 360 degree turn around it; then to barrel number 2, pass to the right of it, and complete a slightly more than 360 degree turn around it; then to barrel number 3, pass to the right of it, and sprint to the finish line, passing between barrel number 1 and 2.

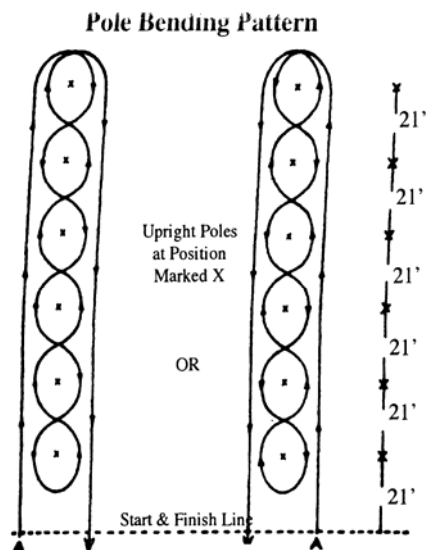
F. This barrel course may also be run to the left.

G. Knocking over a barrel shall carry a five (5) second penalty.

H. Failure to follow the course shall cause disqualification. A contestant may touch the barrel with his/her hands in barrel racing.

I. In the event of a tie, there will be a run off or flip of the coin if both contestants agree.

F. Breaking the time line on the return pass shall be a disqualification.



## 183 Barrel Racing

A. Barrel racing is a timed event. The course must be measured exactly.

B. When measuring the area for the barrel course, it is imperative to leave ample room for mules and donkeys to complete their turns and stop at the finish. It is recommended that there be at least 45' foot running start before the starting line as outlined in General Rules, at least 18' feet from barrels 1 and 2 to the fence, and 36' feet from barrel 3 to the end of the arena.

1. If the course is too large for the available space, the pattern should be reduced (5) yards at a time until the pattern fits the arena. It is recommended that adequate space be left between barrels and any obstacle. The distance from the barrel number 3 to the finish line need not be reduced 5 yards at a time if there is sufficient room for the mule to stop. Brightly colored 55 gallon steel drums with both ends intact are recommended. Rubber pads, plastic barrels, or rubber barrels may be used.

C. All starting line marker or electric timers shall be placed when at all possible against the arena fence. An electric timer or at least two stop watches shall be used, with the time indicated by the electric timer or average time of the watches used by official timers to be the official time.

D. The contestant is allowed a running start. Timing shall begin as soon as the mule's nose reaches the starting line and will be stopped when the mule's nose passes over the finish line.

E. At a signal from the starter, the contestant will run to barrel number 1, pass to the left of it and complete an approximately 360 degree turn around it; then to barrel number 2, pass to the right of it, and complete a slightly more than 360 degree turn around it; then to barrel number 3, pass to the right of it, and sprint to the finish line, passing between barrel number 1 and 2.

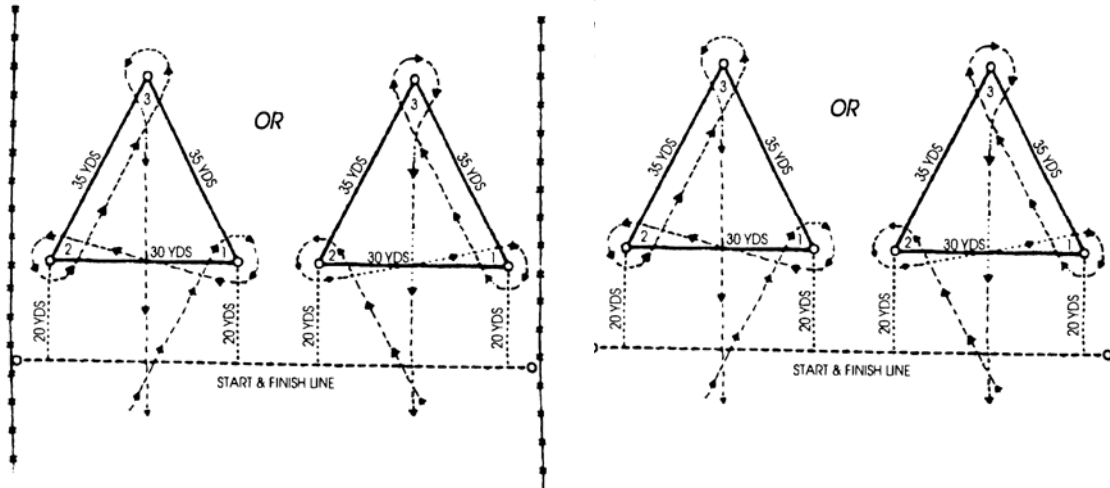
F. This barrel course may also be run to the left.

G. Knocking over a barrel shall carry a five (5) second penalty.

H. Failure to follow the course shall cause disqualification. A contestant may touch the barrel with his/her hands in barrel racing.

I. In the event of a tie, there will be a run off or flip of the coin if both contestants agree.

## BARREL RACING PATTERN



### 184 Keyhole Race

A. Keyhole is drawn on the ground with white lime in the following dimensions:

1. Lane - 4' foot wide and 8 feet long
2. Circle - 20' feet in diameter
3. Center of circle to be 150' feet from timing line.
4. The back of the circle should be at least 30' feet from the end of the arena.

B. Contestant is allowed a 45' foot running start as described in General Gymkhana rules.

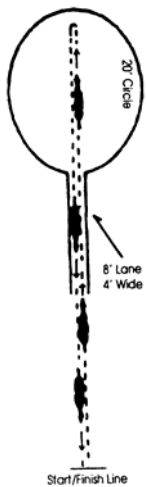
C. Contestant enters lane, turns animal around in the keyhole circle, and races back down the lane to the finish line.

D. Stepping on or out of any of the lines results in disqualification.

E. Timer starts as mule's nose crosses the starting line and stops as mule's nose crosses it on the return.

F. It is the show management's responsibility to see that the keyhole line is clearly visible at all times.

### Keyhole Pattern



### 185 Pylon Alley

A. An alley with the following dimensions is set up with pylons (traffic cones) 21' feet from timer line, 5' feet wide, 21' feet between side cones and end set of cones, 5' feet between the 3 cones set at the end with the center cone placed in the center of

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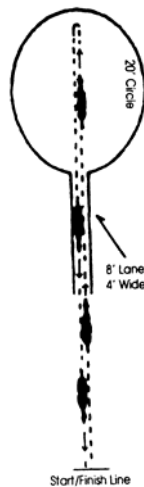
C. Contestant enters lane, turns animal around in the keyhole circle, and races back down the lane to the finish line.

D. Stepping on or out of any of the lines results in disqualification.

E. Timer starts as mule's nose crosses the starting line and stops as mule's nose crosses it on the return.

F. It is the show management's responsibility to see that the keyhole line is clearly visible at all times.

### Keyhole Pattern



### 185 Pylon Alley

A. An alley with the following dimensions is set up with pylons (traffic cones) 21' feet from timer line, 5' feet wide, 21' feet between side cones and end set of cones, 5' feet between the 3 cones set at the end with the center cone placed in the center of the alley.

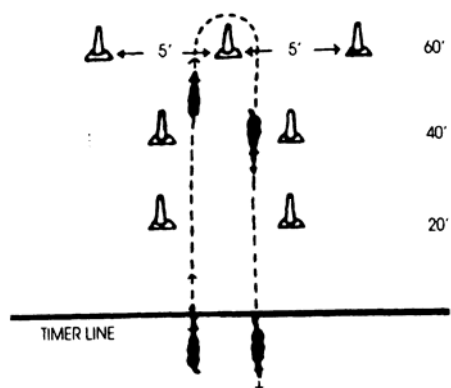
the alley.

**B.** Contestant is allowed a 45' foot running start as described in General Gymkhana rules.

**C.** Knocking over any cone, or stepping across the center cone results in disqualification.

**D.** Timer starts as the mule's nose crosses the timer line and stops as the mule's nose crosses on the return.

**E.** In the event of a tie, there will be a run off or flip of a coin if both contestants agree.



## 186 Hurdle Race

**A.** The Hurdle Race is a timed event. Contestants will be allowed a 45' foot running start before the starting line as outlined in General Gymkhana Rules.

**B.** The contestant will ride the pattern of 7 hurdles. Hurdles to be at least 8' feet in length and to be set off the ground no higher than 18" for Open or Amateur Hurdles and no more than 12" for Youth Hurdles.

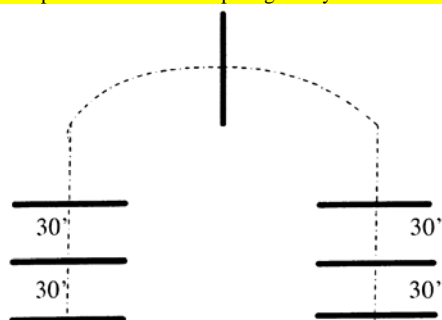
**C.** The first hurdle is to be a minimum of 30 ft. from the start line and 30' ft. between the hurdles on the side of the arena with a minimum of 40 ft between the 3rd. hurdle and the 4th and the 4th and the fifth.

**D.** A 5 second penalty will be added on for each hurdle knocked off or over.

**E.** Time starts as mule's nose crosses the starting line and stops as mule's nose crosses the finish line.

**F.** In the event of a tie, there will be a runoff or flip of a coin if both contestants agree.

**G.** All youth exhibitors must wear an approved safety helmet with chinstrap attached when competing in any Hurdle event.

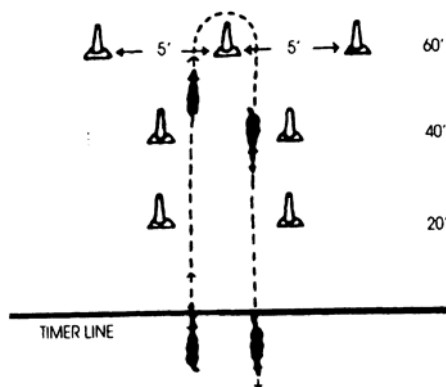


**B.** Contestant is allowed a 45' foot running start as described in General Gymkhana rules.

**C.** Knocking over any cone, or stepping across the center cone results in disqualification.

**D.** Timer starts as the mule's nose crosses the timer line and stops as the mule's nose crosses on the return.

**E.** In the event of a tie, there will be a run off or flip of a coin if both contestants agree.



## 186 Cones and Barrels

**A.** A timed event, in which the course is to be measured exactly.

**B.** The course will be set as follows

**C.** Three cones placed down the center of the arena at 21 feet intervals from the timer line.

**D.** Then the barrel pattern to be set as listed in class 183 Barrel Racing

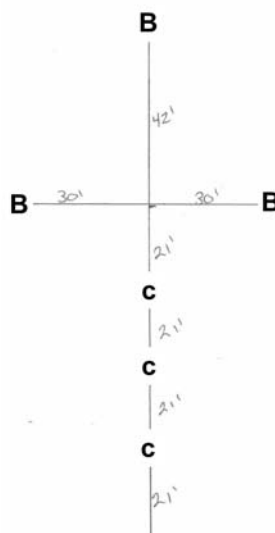
**E.** The contestant would start on either side of the cones weaving the cones then running a barrel pattern and then weaving the cones the opposite way back out when coming home from the third barrel

Example: if the contestant would wish to be turning the right barrel first the y would start the pattern by weaving the left side of the first cone the right side of the second cone then the left side of the third cone going on to the right barrel and running a barrel pattern when leaving the third barrel the contestant would weave the cones left right left and crossing the timer line to finish the pattern.

**C.** knocking over any of the obstacles would result in an five second penalty

**D.** Missing any part of the pattern loss of forward motion or weaving the cone s in the wrong order would result in a disqualified run.

## CONES AND BARRELS PATTERN



### JUSTIFICATION

Replace the Hurdle Race. It has not been run at a show for Three seasons and it is dangerous class, I will be submitting an replacement for this class

Use Cones & Barrels to replace 185 hurdle race and give us a class to show the speed and control of the mule or donkey

## 187 Flag Race Pattern 1

A. The Flag Race is a timed event. Contestants will be allowed a 45' foot running start before the starting line as described in the General Gymkhana Rules.

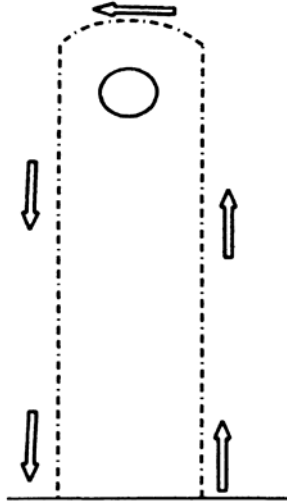
B. A barrel is set at the far end of the arena at least 18 feet from the end of the arena.

C. A can or bucket filled with sand or dirt of approximately five gallon size will be set on top of the barrel. A flag secured to a stick approximately 15" inches long is set in the can or bucket.

D. Contestant must circle barrel, pick up the flag and carry it across the finish line.

E. Failure to circle the barrel is disqualification. Timer starts as mule's nose crosses the starting line and stops as mule's nose crosses the finish line.

F. In the event of a tie, there will be a runoff or flip of the coin if both contestants agree.



## 187 Flag Race

### A. Pattern 1

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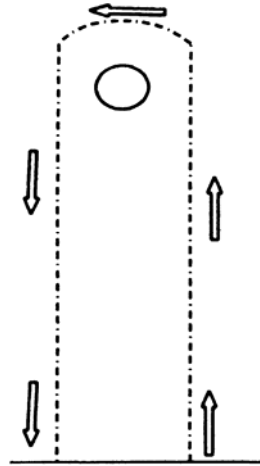
2. A barrel is set at the far end of the arena at least 18 feet from the end of the arena.

3. A can or bucket filled with sand or dirt of approximately five gallon size will be set on top of the barrel. A flag secured to a stick approximately 15" inches long is set in the can or bucket.

4. Contestant must circle barrel, pick up the flag and carry it across the finish line.

5. **Striking the animal with the flag, failure to circle the barrel or carry the flag across the finish line will result in disqualification.** Timer starts as mule's nose crosses the starting line and stops as mule's nose crosses the finish line.

6. In the event of a tie, there will be a runoff or flip of the coin if both contestants agree.



### B. Pattern 2

1. Use the standard Barrel Pattern

2. Set A Bucket of sand or dirt on top of the First and second barrel.

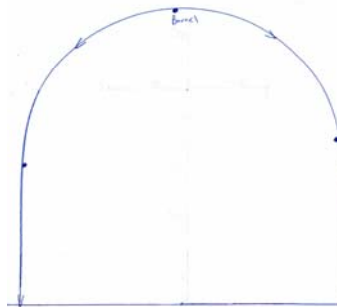
3. The rider would be able to decide what side of the arena to start on and run the pattern as follows around the outside of all barrels if going to the left barrel first the rider would pick up the flag from that barrel ride around the in barrel and then stick it in the right barrel. time would start when the rider cross the start finish line and end when they crossed it again.

4. Penalties

a. would include missing the pick or the stick of the flag for a penalty of five seconds each resulting in the maximum of ten seconds.

b. knocking over the obstacle would result in a no time or DQ

5. the flag should be a min. of 12 inches long with a point and 1/2" in diameter



Needed clarification of dq result of not carrying the flag across the line or striking the animal with the flag.

This make up of the class adds for more of a controlled run and accurate run making for more the an all out run to the line

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