

Gymkhana Division

To be shown in western equipment and attire.

[General Rules\(Rule 251\)](#)
[Cloverleaf Barrels\(Rule 252\)](#)
[Pole Bending\(Rule 253\)](#)
[Keyhole\(Rule 254\)](#)
[Big T\(Rule 255\)](#)
[Birangle\(Rule 256\)](#)
[Single Stake\(Rule 257\)](#)
[Speed Barrels\(Rule 258\)](#)

250. Western Attire - Western hat, belt, western boots, long sleeve shirt with sleeves down and fastened. Authentic suspender pants shall be worn with suspenders. Shirts must be tucked in; unless they are designed to be worn out. No bare midriffs are to show. Long pants are required.

251. Gymkhana General Rules - Open and Youth - (Green mules may enter only with approved snaffles or bosal hackamores, mild-twisted wire or gag snaffles) Martingales, tie-downs and cavessons may be used. No draw reins may be used. (See [Rule 106](#)) The time line is NOT to be drawn on the ground. It is indicated by starting poles or automatic timer when referred to in this division.

- A. Line judge shall be the judge in gymkhana events.
 - 1. Line judge must disqualify contestants for hitting in front of the cinch with spurs, crops, bats, romal or hands, or for going off course.
- B. Starting order - Management shall draw for the position in which the entries shall compete. Post entries shall go first, in reverse order received. Not more than one mule shall be in the arena at one time. (Exception: Teams comprised of more than one and the flagman.)
- C. Start and Finish of Course - The course for all competitions shall be timing line, indicated by poles or automatic timer. NOT a line on the ground. See individual event for distances.
 - 1. Time shall begin as soon as the mule's nose reaches the starting line and stop when the mule's nose reaches the finish line.
 - 2. The start and finish line must be the same poles. It is not to be a line drawn on the ground.

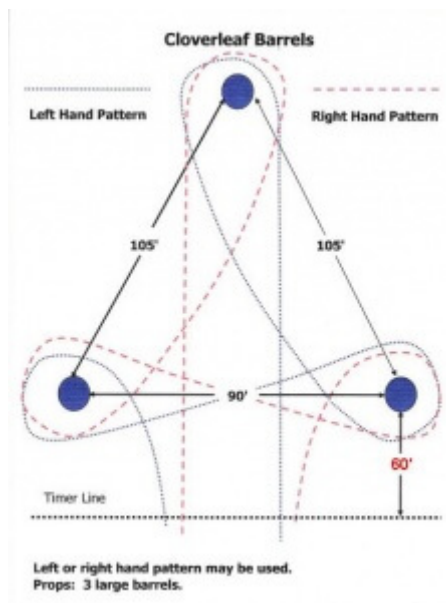
- D. Contestant will be disqualified for not following the pattern.
- E. No mule may enter more than once in any one class.
- F. Breakage of Equipment - If tack or equipment should break, and the difficulty prevents completion of the course, the entry shall be disqualified.
 - 1. Should the entry be able to continue the course, despite the difficulty and without cruelty to the mule, he may continue without penalty.
- G. If there is an excessive number of entries in any timed event, slack must be run and drawn for.
 - 1. It is requested that show management make every effort to avoid preliminary runs in Gymkhana events.
 - 2. AMA points will go to final official placing from total entries.
- H. Penalties - Any of the following infractions may disqualify an entry.
 - 1. Failure to begin or leave the arena mounted.
 - 2. Failure to begin course within one (1) minute after ready signal.
 - 3. Loss of course, including negotiating obstacles.
 - 4. Mule being out of control.
 - 5. Any kind of cruelty to mule, whether or not specifically mentioned.

252. Cloverleaf Barrels - Three barrels shall be placed to form an isosceles triangle. (See [Rule 251](#) and [251 C](#) for time line)

- A. Course shall be accurately measured with a tape. Show management should avoid running heats, if possible.
 - 1. The timing line shall be 60 ft. from both barrels #1 and #2.
 - 2. The distance from barrel #1 to barrel #2 shall be 90 feet.
 - 3. The distance from barrel #1 to barrel #3 shall be 105 feet and also from barrel #2 to barrel #3 shall be 105 feet.
- B. The timing line (poles or automatic timer) should be at least 45 feet from the end of the arena. They should be set at the width of barrel (s) # 1 and # 2 on the arena sides.
 - 1. If the arena does not allow the above measurements, barrels #1 and #2 must be 18 feet from the side of the arena.
 - 2. Barrel #3 must be at least 36 feet from end of the arena.
- C. The barrels shall be run, as in the diagram using Course #1 or #2.
 - 1. Course #1 - Entry shall cross the timing line, circle barrel #1 clockwise, circle barrel #2 counter-clockwise, circle barrel #3 counter-clockwise, and run back, between #1 and #2, across time line.
 - 2. Course #2 (reverse order) - entry shall cross the timing line, circle barrel #2 counter clockwise, circle barrel #1 clockwise, circle barrel #3 clockwise, and run

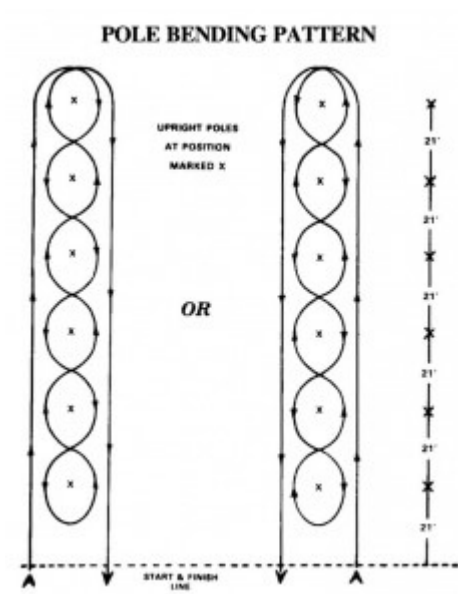
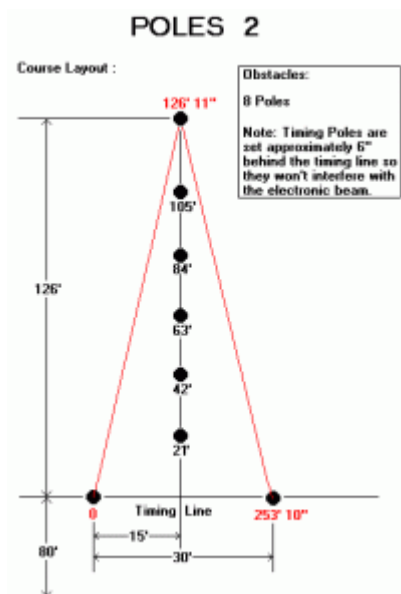
back across time line.

- D. Knocking over a barrel will constitute a five second penalty for each barrel knocked over. Touching a barrel is permitted.
- E. Contestants shall be disqualified for not following the pattern.



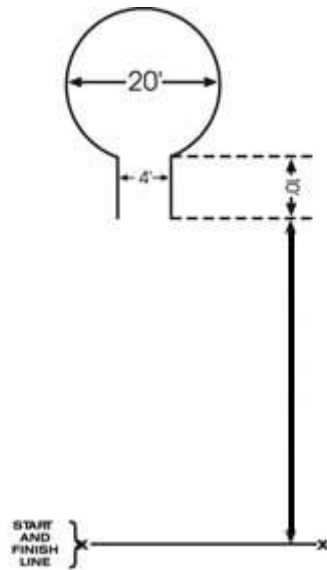
253. Pole Bending - Six (6) poles, two (2) inches in diameter, and six (6) foot high plus base set in a straight line shall be used.

- A. The poles shall be set 21 feet apart starting with the first pole 21 feet from the timing line. (See [Rule 251](#) and [251C](#) for time line)
- B. Entry shall cross the timing line, along either side of the poles to the last pole, turn around the last pole, weave around poles down and back, turn last pole again, and run straight back to the finish line.
- C. Two second penalty added for each pole knocked down.
- D. Going off prescribed course will result in disqualification. Crossing over timing line after start but before pattern is completed, shall also result in disqualification.



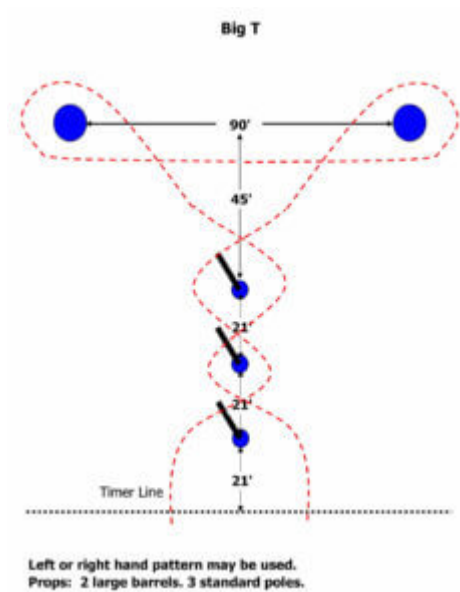
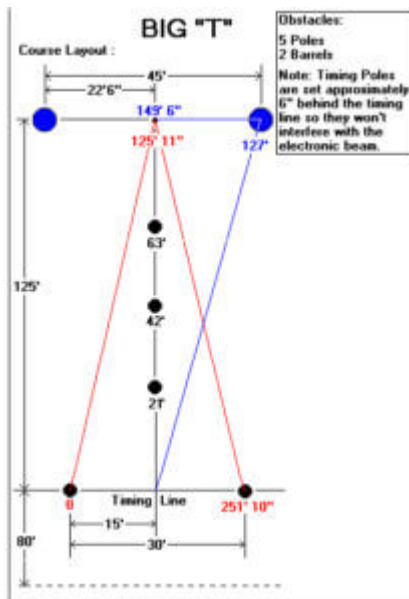
254. Keyhole - The course shall be laid out with a lined keyhole pattern on the ground. (See [Rule 251](#) and [251C](#) for time line)

- A. The throat of the keyhole shall be perpendicular to and facing the timing line, with the center of the circle 150 feet from the timing poles.
 1. The keyhole shall be in the form of a broken circle 20 feet in diameter, with a throat 4 feet wide inside the white line, and 10 feet long.
- B. Mule shall cross the timing line, enter the circle of the keyhole through the throat, turn around in either direction, entirely within the circle of the keyhole, exit through the throat, and re-cross the timing line.
- C. The mule shall be disqualified for stepping on or out of any line.
- D. It is show management's responsibility to keep all lined lines visible at all times. Course should be raked and relined where line has been fouled.
- E. After each run, line must be checked by foul judge. Judge and assistant will stand to the side of the keyhole and no closer than 20 feet. After each foul, line is to be repaired.

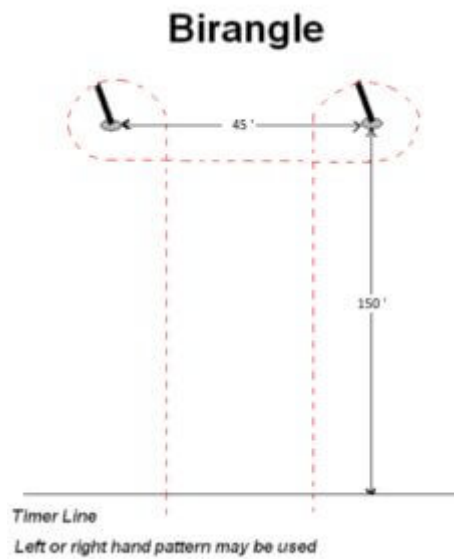
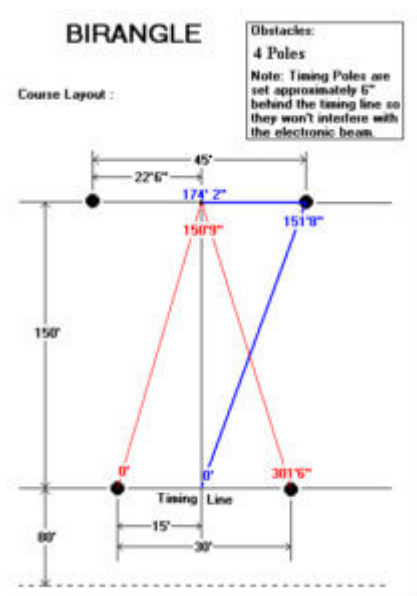


255. Big T - Can be started on either side of first pole.

- A. Go through the timing line, pass the first pole on either the left or the right, pass the next two poles on alternate sides.
- B. If the 3rd pole is passed on the right side, proceed to the barrel on your left, making a left turn and then a left turn around the other barrel.
- C. Then weave back through the three poles on opposite sides to pass through the timing line.
- D. If the first pole is passed on the right side, the two barrels will both be left turns. If the first pole is passed on the left side, the two barrels will both be right turns.
- E. Each of the three poles will be 21' apart and from the timing line, the two barrels at the top will be 45' apart and 125' from the timing line.

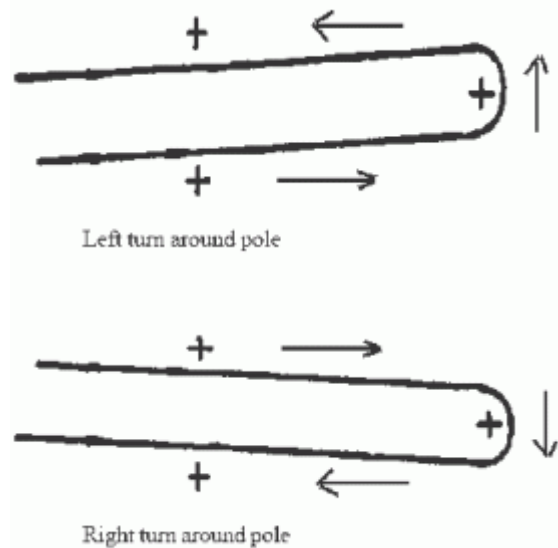
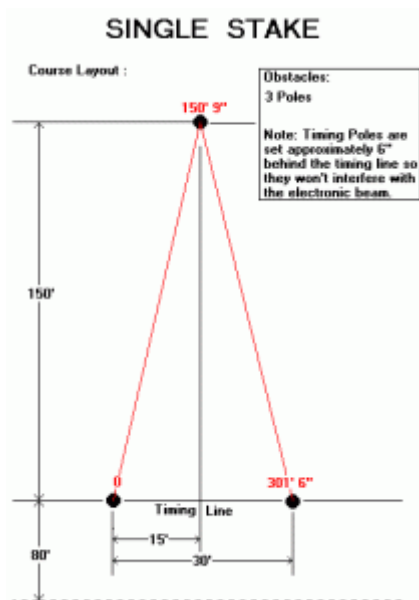


256. Birangle - Go through the timing line and run to the inside of either pole. Turn the pole and run to the second pole, turning in the same direction as the first pole. Return to timing line.



257. Single Stake

- A. Coarse Pattern: Go through the timing poles to the single pole, go around pole in either direction and go back through the timing poles.
1. Two second penalty for down pole.
 2. No time for failure to complete pattern.
- B. Coarse Layout:
1. Timing poles set at least 30 feet apart.
 2. 150 feet from time line to pole.

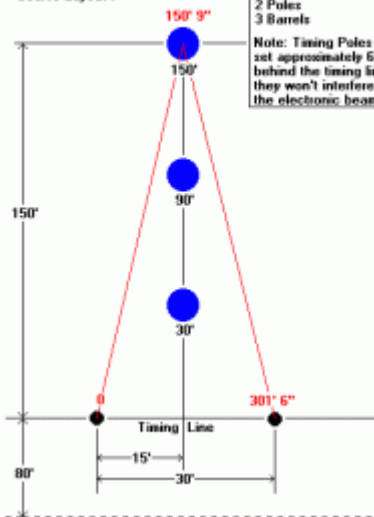


258. Speed Barrels

- A. Course Pattern: Go through the time line, pass the first barrel on either side, pass the succeeding barrels on alternate sides, turn around the third barrel, and return in the same manner through the time line.
1. Two second penalty for each downed barrel.
 2. No time for failure to complete pattern.
- B. Coarse Layout
1. Timing poles set at least 30 feet apart.
 2. First barrel 30 feet from time line, next two at 60 feet.

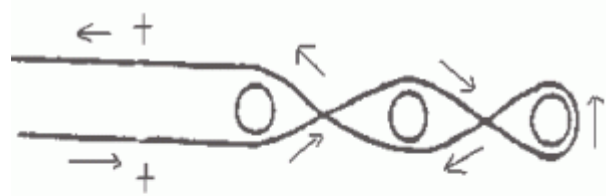
SPEED BARRELS

Course Layout :

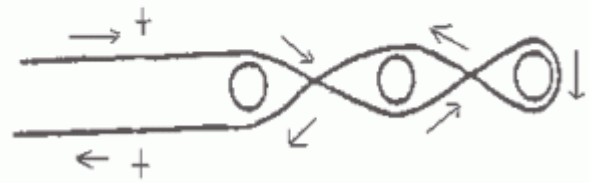


Obstacles:
2 Poles
3 Barrels

Note: Timing Poles are set approximately 6" behind the timing line so they won't interfere with the electronic beam.



Left turn around end barrel



Right turn around end barrel