

# BISHOP MULE DAYS CELEBRATION

## Class Descriptions, Rules, and Judging Criteria

**Green Mules:** may be shown in a rawhide bosal hackamore or in a bridle with a snaffle bit used with two hands on the reins. Exception for green roping/ cutting classes when riding with 1 hand will be excepted on the snaffle or bosal.

Snaffle must be a regulation snaffle that is either a smooth, mild twist or a single/double jointed mouthpiece that is 3/8" diameter or thicker. These snaffles shall have a full check, dee ring, egg butt, loose ring, or half cheek piece.

Green mule shall be defined as a mule that is within its 1<sup>st</sup> & 2<sup>nd</sup> consecutive year of showing anywhere in the United States using the yearly calendar of January 1<sup>st</sup> – December 31<sup>st</sup>. Mules may be shown in driving classes, packing classes or fun classes without affecting their "green" status. If a "green" mule is shown in a shank during the 2 year "green" mule time restriction it will then void all green status and be considered a bridled mule from then on.

**Bridled Mules** shall be shown in a bridle with a shank bit used with 1 hand on the reins. Any acceptable, humane bit shall be allowed at the judge's discretion. The port shall not exceed 3.5" in height and shank shall not exceed 8.5". Curb chains will be allowed if they are 1/2" in width minimum, lay flat against the jaw and are free of barbs, wire, or twists. If judged inhumane the mule will be eliminated from that class and asked to change their equipment.

## Western Division

**Attire:** Western attire and equipment unless otherwise directed by BMD Management. This includes, western hat, button down long sleeve with collar and tucked in unless the shirt/coat is designed to be worn out, long pants, belt, and boots.

**Tack:** Western saddle, pad, bridle, and western bit. Bit must be appropriate for the division entered. Tie-downs, martingales, cavessons, and draw reins are prohibited. Tie-downs, martingales and cavessons ONLY allowed in Roping, Gaming, Gymkhana and Penning classes

**1. Western Pleasure:** Equines to be shown at the walk, jog, lope.

a. Equines will be shown in both directions and may be asked to back up, judge may also ask for extensions at any of the gaits. Equines will be shown together in the arena on a reasonable loose rein without undue restraint.

**2. Western Trail:** Equines shall work individually to follow a predetermined course

a. Equines are required to work over, around, or through obstacles in a willing, quiet, and alert manner. Failure to negotiate the obstacles in the prescribed manner will result in a disqualification. 60 seconds per obstacle or 3 refusals are allowed prior to needing to move on.

b. A minimum of four and a maximum of eight obstacles will be used and will include: bridge, log step overs, gate and backing. Optional obstacles will include performing over any reasonable conditions found on the trail.

**3. In-Hand Trail:** Exhibitor shall lead equine individually to follow the predetermined course. Open to equines that are not entered in any riding classes.

a. Equines are required to work over, around, or through obstacles in a willing, quiet, and alert manner as found in Western Trail.

b. Equines that are 2 years and under are shown without a Western saddle or pack. Equines that are 3 years and over must be shown with western saddle or pack saddle.

**4. Gamblers Choice Trail:** Equines are to work over/ through a maximum of 8 obstacles individually on an unnumbered course with each obstacle having its own point value.

a. All equines have the same amount of time to earn points within the time allowed. Each obstacle may be ridden twice but not in succession, if ridden a third time no points will be awarded. If any obstacle is disturbed no points will be awarded and said obstacle shall not be re-ridden. If obstacle is not disturbed but equine steps off or out of the lines the points awarded will be zero, obstacle can be attempted again after proceeding to a different obstacle first. There shall not be partial points awarded.

b. The judge will declare obstacle "dead" by sounding whistle once. Time is finished when double whistle is sounded, rider may finish the current obstacle they are working if started prior to whistle blowing.

**5. Western Riding:** Exhibitor executes a predetermined pattern and will be judged on quality of gaits, change of leads, response to the rider, and disposition.

a. Exhibitors are to work a predetermined pattern individually, a rider going "off course" will result in elimination.

b. Spurs, reins, or Romal used in front of the cinch will cause disqualification.

c. Penalties will include but are not limited to the following: using freehand in instill fear into the mule, breaking gait at the lope (including simple lead changes), failure to change a designated lead, hitting the log at either the jog or lope, opening mouth, stumbling, petting, or jerking shall be judged accordingly.

**6. Mulemanship (equitation):** Exhibitors are to work a predetermined pattern individually. Exhibitors are to be judged on overall presence in the saddle, poise, confidence, and appearance of mule/ rider.

a. The pattern could consist of the following maneuvers but are not limited to the following: walk, jog, extended jog, lope or extended lope in straight line, serpentine, circle, figure 8, halt, back, side pass, leg yield, roll backs or ride without stirrups. Judges shall not ask the competitors to mount or dismount.

**7. Reining:** Exhibitors are to work a predetermined pattern individually including lead changes, loping circles, spins, rollbacks and stops. Exhibitors are to present a mule that is willingly guided or controlled with little or no apparent resistance.

a. Use of tack collars as well as any attachment which alters the movement of, or circulation of, the mule's tail is prohibited.

b. All mules will be judged immediately upon entering the arena and judging will cease after the last maneuver. All mules will be dismounted and drop the bridle for judges' inspection immediately after conclusion of the pattern.

c. Any entry that has failed to complete pattern will receive a score of zero.

**8. Western Dressage:** Exhibitors are to follow a predetermined WDAA test to execute a series of gaits and transitions using light hands, subtle cues while demonstrating a true partnership between equine and rider. Riders will be given their specific ride times and the tests will be made available prior to competition.

a. Scored tests will be made available to the exhibitors after all tests have been completed, tabulated, and confirmed.

b. All tests may be "read" during the competition, it will be the responsibility of each competitor to arrange said person. Readers will be allowed to "call" the instruction once; they are not allowed a directive or communication with the rider.

c. Illegal Equipment: Martingales, tie downs, mechanical hackamore, kimberwick bit, flash, figure 8 and drop nosebands. Dressage whips shall not be longer than 47.2" including the lash.

d. A standard Western or Stock Saddle, National Working Saddle, Aussie, Native or Western Side Saddle is to be used but silver embellishment on equipment will not count over a good working outfit. A horn is not required but western style fenders are required.

**9. Showmanship:** Exhibitors in the Amateur and Youth Divisions are to show in hand demonstrating the ability to execute in concert with a well-groomed and conditioned mule. The partnership will maneuver with precision, smoothness, poise, and confidence through their pattern. Pattern will be made available prior to the show day.

a. Showmanship whips (dressage whips), war bridles, or similar devices or any type of wire or rope over a mule's head are not permitted for showmanship purposes. A minimum chain gauge link of 4.0mm (about 0.16 in) is required.

## **RANCH DIVISION**

**Attire:** Western hat, belt, shirt, jeans, and boots are required. Chinks, chaps, and scarves are optional. Bling and pleasure horse type show shirts are highly discouraged and may incur penalty points.

**Tack:** Ranch tack is preferred; it should be clean and in good repair. Silver is highly discouraged; hoof polish and banded manes are not allowed. A back cinch is preferred but not mandatory. Same bit/ bridle restrictions apply for all western classes. Equipment must be proper for Green Mule and Bridled Mules.

**1. Ranch Pleasure:** Exhibitors are to show together in the arena at a walk, jog, and lope in both directions. The Judge may ask for an extended jog or lope in at least one direction.

**2. Ranch Riding:** Exhibitors work a pattern individually to execute with precision and smoothness while exhibiting poise and confidence.

a. The mules, head and neck should be carried in a relaxed, natural position, with the poll level or slightly above the withers.

b. The required maneuvers will include walk, jog, and loping in both directions. The extended jog and lope in at least one direction; as well as stops, turn to change directions, and back.

**3. Using Ranch Mule or Donkey:** Exhibitors will work a predetermined pattern highlighting a sensible, well-mannered, relaxed moving ranch mule or donkey that can manage several ranch type chores. The Mule and Donkey class will be awarded separately.

a. Obstacles may include but are not limited to, a gate, bridge, trailer, catch pen, slicker, cattle, side pass pole, sack of cans, jump not to exceed 24", pack animal lead, saddling or bridling.

b. Time will start when rider crosses start line and will be given 5 min to complete as many of the obstacles as possible. Each obstacle is scored accordingly with deductions given for faults. The exhibitor with the highest point total in 5 minutes will be the winner. If a tie occurs, the total time taken to cross the start/ finish marker will determine the winner.

## **REINED COW DIVISION**

**Attire and Tack** is the same as the Western Division. Same bit/ bridle restrictions apply for all western classes. Equipment must be proper for Green/ Bridled Mules.

**1. Cutting:** Exhibitor will enter the herd of cattle, separate (cut) at least two cows from the herd, one of the cuts need to come from deep in the herd. Exhibitor must set the cow and hold it in a

working position close to the center of the arena as possible for the two minutes and thirty second allowed time. There shall be a thirty second warning given for the exhibitors to finish their cow work. Cutters are allowed to have turn back help. Failure to satisfy this requirement will result in a 3-point penalty.

a. Credit shall be given for riding on a loose rein throughout the performance. The mule must be released as soon as the desired animal is clear of the other cattle. Any additional reining, cueing, or positioning will result in a penalty. Spurring behind the shoulder shall result in a 3-point penalty for each occurrence. Additional credits will be given for setting a cow and holding it in a working position as near to the center of the arena as possible.

b. If the rider changes cattle after visibly committing to a specific cow, 5-penalty points shall occur. If the cutting mule or rider creates a disturbance at any time throughout the working period, he will be penalized 3 points for each of the following per disturbance: into the herd, scatters the herd while working or picks up cattle through fault of mule. If the mule goes past the animal being worked to the degree of losing the working advantage, there will be a 1-point penalty for each occurrence.

c. A mule will be penalized 3 points each time the back fence stops or turns the animal being worked within three feet of fence. An automatic score of 60 shall be given if the mule turns the wrong way with the tail facing the animal being worked. While working, a mule shall be penalized 1 point for each time the reins are used to direct the mule, 1 point penalty for any mule that is visible cued in any manner. If the reins are too tight and bump the bit at any time 1 penalty point will be given for each occurrence.

**2. Cow Working:** Exhibitor individually executes a predetermined pattern including loping circles, spins, stops and lead changes. Immediately following pattern work one cow is turned loose in the arena and exhibitor shall hold the cow at the prescribed end long enough to indicate that the mule is watching and is able to hold the cow at that end of arena.

a. Cow then should be taken down the fence and exhibitors are to attempt to turn the cow at least one way on the fence. Then the cow should be directed to the center of the arena and taken in a circle once in each direction. Time limit is 2 minutes 30 seconds.

b. Exhibitors receive 1 score for the pattern work and 1 score for their cow work, scores are combined for the overall score. Credits shall be given for always maintaining control of the cow and exhibiting superior cow sense and natural ability without excess rein use or spurring.

c. Penalty points shall be as follows:

½-3 points for general bad manners.

1-point for loss of working advantage for every length that the mule runs past the cow, using the corner to turn the cow, hanging up on the fence, or exhausting the cow.

2-points for going past the corner before turning the cow.

3-points for knocking down the cow without having working advantage; biting or striking the cow, hanging up on the fence, or exhausting the cow.

5-points for not getting one turn each way.

d. There will be an automatic score of 60 for turn tail, two hands on reins in a bridled class, fingers between the reins in a bridled class, or balking.

Automatic score of zero for spurring or hitting the mule at any time in front of the cinch, out of control while working the cow, running over the cow and causing the mule to fall, illegal equipment, bloody mouth, fall of rider, or leaving the arena before completing the pattern.

**3. Intro-To-Boxing:** Exhibitor individually executes a predetermined pattern that includes loping circles, spins, stops and lead changes.

a. Immediately following pattern work, one cow is turned loose in the arena and exhibitor shall hold it at the predetermined end of the arena long enough to indicate that the mule is watching the cow and is able to hold it at that end of the arena for the total of 50 seconds.

b. Exhibitors receive 1 score for the pattern work and 1 score for their cow work. Scores are combined for the overall score.

## **GYMKHANA DIVISION**

**Attire and tack** are the same as the western divisions. Same bit/bridle restrictions apply for green/bridled mules. Martingales, tie-downs, and cavessons may be used. The use of draw or side reins are not permitted. These classes will be run with one exhibitor at a time. Line judge shall judge the events and must disqualify exhibitors hitting in front of the cinch with spurs, crops, bats, whips, Romal, or hands, or for going off course. Equines must enter the arena gate at a walk, then proceed for their competition.

**1. Cloverleaf Barrels:** Exhibitors will run a predetermined pattern in either direction.

Three barrels are placed to form an isosceles triangle. Barrels #1 and #2 will be set 90' apart. Barrels #1 and #3, and barrels #2 and #3 will be set 105' apart. Knocking a barrel over will result in a 5 second penalty. Going off course will result in elimination. Exhibitors will receive their time with the addition of penalties if occurred, the top ten exhibitors will return for the shootout finals.

**2. Pole bending:** Six poles at the distance of 21' apart will be set in a straight line, with the first pole 21' from the starting line. Exhibitors will run a predetermined pattern and receive their time with the addition of penalties if occurred, top ten exhibitors will return for the shootout finals. There will be a two second penalty for each pole knocked down

a. Exhibitors will race along either side of the pole line to the far end and then serpentine each pole back toward the start line, turn 180 at the end, repeat the serpentine pattern heading back towards the far end and then race back to finish line along side of the of the pole line. Going off pattern will result in a disqualification.

**3. Keyhole:** Exhibitors will cross the start/finish line to the chalk lined keyhole and complete the pattern then race back to cross start/finish line.

a. The throat of the keyhole pattern will be 4' in width and the semi-circle will be 20' in diameter. Stepping on or over the line will result in a disqualification, top ten exhibitors will return for the shootout. The chalk line will be checked after each competitor for faults.

## ENGLISH DIVISION

**Attire:** Approved hunt cap, hunt coat, breeches, hunt shirt, English boots, or jodhpur boots with half chaps.

**Tack:** Must be shown in appropriate English tack, same bit/bridle restrictions apply for green/bridled mules. Light show bridle or double bridle with a cavesson. Dropped, flash, and figure eight nosebands, draw reins and side reins are prohibited in hunt seat and hunter/jumper divisions. Tie-downs and martingales are prohibited in any dressage divisions. Whips are allowed in all English classes but not to exceed 30" for hunt seat and 47" including the lash for dressage. Maximum spur length is 1.5", no rowels allowed except in the Dressage classes.

**1. English Pleasure:** Exhibitors show in the arena at the same time at a walk, trot, and canter. Equines are to be shown with light contact, emphasis on manners, disposition, and performance. Judge will ask for a back on a straight line and could be asked to demonstrate an extended trot.

**2. Hunter Hack:** Equines are shown in the arena at the same time at a walk, trot, and canter with light contact. At the completion of the rail work, exhibitors will be asked to jump two consecutive jumps individually. Exhibitors may be asked to hand gallop, halt, and back then return to the lineup. Green/Amateur mules will jump 2', Bridled mules will jump 2'6" and Donkeys will jump cross rails.

**3. Warm Up Hunters/Working Hunters:** Exhibitors show individually over a predetermined pattern with a minimum of eight jumps. Green mules and Amateur to be shown at 2'3"-2'6" in height, bridled mules to be shown at 2'6"-3' in height.

a. Course will contain at least two changes in direction and could contain obstacles found in the hunting field, such as post and rail, brush, stone walls, chicken coop, and gates. Mules will be judged on performance, style, and manners. The judge will penalize unsafe jumping, incorrect leads around corners, or cross cantering. A disqualification will happen after the third refusal or going off course, resulting in no score.

**4. Jumpers:** Exhibitors show individually over a predetermined pattern over a minimum of 8 obstacles. This is a timed event that will be scored by penalties for jumping efforts knocked down. Disqualification will happen after the third refusal to a jump or going off course, receiving no score.

a. Table II, section 1: This is timed first round event that the winner is decided by time and faults incurred of the course. 4 faults for a rail down or refusal.

b. Table II, section 2b: First round and jump off competition. If an entry jumps a clear 1st round, the exhibitor will move immediately into the jump off portion of the class over a shorter course. The mule with the fastest time and least amount faults in the shorter course will be the winner.

#### **5. English Dressage:**

**Attire:** A short riding coat of a conservative color with a tie, choker, or stock tie, breeches or jodhpurs, boots, and properly fastened helmet.

**Tack:** Dressage or English type saddle with stirrups are mandatory for all levels. The same bit restrictions apply for green/bridled mules. Kimberwick, Pelham, and twisted wire snaffles are not allowed in dressage.

a. Exhibitors are to follow a predetermined USEF/USDF test to execute a series of gaits and transitions using light hands, subtle cues, while demonstrating a true partnership between mule and rider.

b. Show management will draw ride times and announce the test to be used prior to the show date and will be made available to exhibitors. Exhibitors should be ready for their assigned time, if any conflicts arise exhibitors need to notify the back gate personal.

c. Scored tests will be made available to the exhibitor after all tests have been completed, tabulated, and confirmed.

d. All tests may be “read” during the competition. It will be the responsibility of the competitor to arrange said person. Readers will be allowed to “call” the instructions once; they are not allowed a directive or communication with the rider.

### **AMATEUR WESTERN WALK –JOG DIVISION**

**Attire:** Same as described in Western Divisions

**Tack:** Same as described in Western Divisions, same bit and bridle restrictions apply for green/bridled mules in this division. Donkeys and Mules are allowed to compete in this division, and all will be judged at the same time in the arena. The equine may cross enter into other classes but the rider is restricted to classes where a lope is not required.

**1.Walk-Jog Pleasure and Walk-Jog Equitation:** Open to riders over the age of 18.



- a. Cross entry by riders during BMD is prohibited to any class that requires a competitor to lope. Riders can cross enter in driving, halter and showmanship classes.
- b. Classes will be split into two sections if more than three exhibitors are entered in each age group. 18-35(long stirrup) and 36 and over (rusty stirrup).
- c. Exhibitors will be in the arena at the same time and be asked to show in both directions at a walk and jog. The judge may ask for a halt, back, or extending of stride at the walk.
- d. Championship for this division will include Pleasure, Equitation and Showmanship for their overall points.

## **BEGINING YOUTH DIVISION**

**Attire:** Same as corresponding Western, English, Driving or Dressage Divisions. Youth ages are determined by their current age on January 1<sup>st</sup> of the current Calendar year. All youth equestrians 17 & under are required to wear an approved helmet any time mounted, while competing in all non-mounted classes, or driving a wagon on the property.

**Tack:** Same as corresponding Western, English or Dressage Divisions, same bit/bridle restrictions apply if a youth is riding a green/bridled mule.

**1. Lead Line Equitation and Pleasure:** Exhibitors must be 7 years of age or younger. Lead line exhibitors may not compete in any other classes at BMD. Mules and Donkeys are allowed in the lead line classes and will compete all in the arena together.

b. Riders should be able to hold the reins with supervision provided by an adult over the age of 18.

**2. Walk-Jog Pleasure and Walk-Jog Equitation:** Open to riders aged 17 and under that have not competed in classes where loping is required in the current Calendar show year.

a. Cross entry by riders during BMD is prohibited to any classes that require a rider to lope. Classes will be split into two sections if more than three exhibitors are entered in each age group. 6-12(mini stirrup) and 13-17(short stirrup). Mules and Donkeys are allowed in the Youth Walk-Jog division and will compete all in the arena at the same time.

b. Exhibitors will compete together in the arena and will be asked to show in both directions at a walk and jog. The judge may ask for a halt, back, or extending of stride at the walk.

c. Championship for this division will include Pleasure, Equitation and Showmanship for their overall points.

**\*\* All other Youth Divisions** are split into age groups of 6-12 and 13-17 years of age if there are more than three exhibitors entered in each age group. The Western, English, Gymkhana, Fun Classes, and Driving Classes shall follow the corresponding rules per that division. Youth Gymkhana and Gaming exhibitors are allowed an adult helper who may enter the arena for verbal and safety support.

## **SPECIALTY DIVISION**

These classes are not associated with any division championships.

**1. Coon Jumping:** Open to mules or donkeys of any size. Exhibitor must be 18 years of age or older. The starting height is chest height of the smallest mule or donkey. Each entry has one minute to clear the jump; that time will begin when the equine has entered the box which has the diameter of 10' x 12'. The handler must remain in control of their equine, or it will result in elimination. A rub of the belly, or chest will be considered a clear jump, a rub with hind feet will result in a missed try and will receive another attempt and has three attempts total at each height.

a. The handler may not feed any treats before or after any jump, use of a chain, choke rope across the nose, or whipping of the equine will not be permitted. The handler may use a rope or chain under the chin of the equine

**2. Costume Class:** All exhibitors are in the arena at the same time and will be judged at the walk as a group or individual entry. Costumes are encouraged to follow the current year's theme. Exhibitors between the ages of 7-13 must have a handler walking with them who is 18 years of age or older. Exhibitors 14 years and older may walk/ride alone.

## **ROPING DIVISION**

**Attire:** Western hat, belt, long sleeve button down shirt tucked in, boots, and long pants.

**Tack:** the same as the western division rules. Same bit/bridle restrictions apply for Green/Bridled mules.

**Team Roping and Steer Stopping:** These events each will consist of a 3-steer (3 Go's) format.

Breakdown for payouts will be as follows: BMD will be paying the fastest time in each go. BMD will be paying the top 3 in the average of the 3 goes. The top ten Team Ropers/Steer Stoppers will come back for a final shoot out in the "Big Show" starting with a clean slate. BMD will be paying all top ten competitors in each class in final shootouts.

**1. Team Roping:** Ropers may enter a maximum of five times total. Ropers must switch head or heel position if with same partner on second go and may not team up with the same roper more than twice. Each roping team will be considered one entry. Maximum time limit of 1 minute before no time will be given and disqualification happens.

a. This is a timed event where barrier must be a minimum of 5' and a maximum of 15', which will be a rope or an invisible line. Breaking the barrier is an automatic 10 second penalty and may not rope from behind the barrier. There shall also be a 5-second penalty for roping only one hind leg. A maximum of three loops and a dally or hard/fast stop is optional for the heeler.

**2. Steer Stopping:** Ropers may only enter once for this timed event. A maximum of two loops, dally or hard/fast stop is optional. After the steer is roped, he must be brought to a stop and faced before the flag is dropped to complete the time of one minute given.

## **FUN DIVISION**

**Attire:** Must show in Western attire and equipment, unless otherwise directed by BMD Management. Long sleeve button down shirts is to be tucked in, Western hat, belt, boots, and long pants are required.

**Tack:** Western saddle is required; breast collar and tie-downs are optional. Same bit/bridle restrictions apply for green/bridled mules.

Classes will run separately for youth and adults, apart from Musical Tires where the points will be awarded separately for youth (17 & under) and adults (18 & over). All other fun classes will run separately for the youth and adults.

**1. Musical Tires:** Flat, pool innertubes will be laid out in a circle in the middle of the arena. Exhibitors enter the arena mounted and will circle the tires in the announced direction. As the music plays riders will jog or lope around the outside of the innertubes, when music stops riders dismount and stand on the closest innertube without traveling backwards. Any rider not on an innertube will be dismissed. After dismissal of exhibitors, the remaining riders will mount their equines and the process will continue until there is only one rider remaining with an innertube.

a. Disqualifications: Not maintaining forward movement while music is playing, cutting across the circle, not holding your equine while on tire, or stopping on a tire prior to music stopping.

**2. Cup O' Noodles:** All riders are mounted and are to stand behind the starting line. When buzzer is sounded, all riders are to race to the opposite end of the arena and grab any of the pool noodles that are placed in multiple barrels, ride back to the center of the arena where they will throw it through an elevated hoop. Multiple attempts are encouraged, riders must be mounted when throwing the noodle and to cross the finish line or will be disqualified.

**3. Dolly Parton Race:** Each rider is given a bra to wear on the outside of their clothes and is to remain on during the class. All riders enter the arena mounted and are to stand behind the

starting line. When buzzer is sounded, all riders are to race to the opposite end of the arena, dismount and grab two water balloons from any of the multiple buckets. Riders are to place them in their bra, remount their equine and race back to the finish line. If balloons fall out or pop prior to crossing the line, they must return for a refill. Riders must cross the finish line mounted with two water balloons intact and in their bra or they will be disqualified.

**4. Rescue Race:** This is a two-person event where one team member is mounted and standing behind the starting line, and the other is positioned on a stand on the opposite end of the arena. When buzzer is sounded, all riders are to race to the opposite end of the arena around their partner, the partner will swing up behind the main rider and both must be mounted when crossing the finish line. If not mounted the team will be disqualified.

**5. Big Balls in Mule Town:** All riders are mounted and are to stand behind the starting line. When buzzer is sounded, all riders are to race to the opposite end of the arena and must grab one of the balls and race back to the finish line with ball in hand. The rider must cross the line mounted with ball in hand or will be disqualified.

**6. Races:** Riders must wear an approved helmet and a “colored” racing silk provided by BMD and returned at the end of the race. The silks will be located at the east end of the track and put on at the time of the race. Racing mules will parade down the racetrack towards the starting line. Riders will stand as best as possible behind a designated starting line at the west end of track, when the flag is dropped the race will commence. The race will end on the west end of the track at a designated 200-yard or 300-yard line. Riders must be mounted when crossing the finish line, wearing their silks, wearing their helmet, or they will be disqualified. Any excess whipping, spurring or abuse will result in a disqualification.

## Driving Division

**Single Driving Classes:** This is for one single mule or donkey pulling a vehicle or farm implement.

**Hitch Team Driving/Pairs Driving:** This is for a team of two mules pulling a vehicle or farm implement.

**Attire:** Driver and passengers/swampers should be dressed to conform with the type of vehicle and to the standards described in each class. The driver shall be wearing gloves and a hat that is appropriate to the class entered. Gentlemen wear long pants, long sleeved shirt, vest, or coat with a tie or neck scarf. Ladies are to wear conservative dress, tailored suit, or slacks. Ladies may wear a vest or jacket; floppy hats are discouraged. Lap robe, apron, or knee rugs are required in all classes unless otherwise specified by management.

**Equipment for Singles and Hitch Pairs:** Harness must be in good condition, clean, and fit properly. All metal furnishings should match, be secure and polished. A throatlatch and a noseband/cavesson are mandatory in the singles class but optional in hitch class. Harness may

be of Collar and Hames or Breast Collar type as it is appropriate for the vehicle. Vehicles for pleasure classes must have a seat and a floor, and vehicles for obstacle classes must have a seat.

Single drivers must carry a whip in hand except of log skidding or any ground driving event. Traditional driving bits are allowed. Twisted, burr, and wire bits are prohibited. For the single driving classes wired wheeled, wood and pneumatic tired vehicles are permitted if in good condition.

Hitch driving classes must have a four wheeled vehicle with rubber tires or wooden tires with iron or rubber on them. Fifth wheeled wagons are optional unless otherwise specified by management. Grooms are optional for all hitch classes except for the youth driving division where a groom is required.

**1. Pleasure Driving Reinsmanship Singles:** Exhibitors compete together in the arena at a walk, slow trot, working trot, and a strong trot in both directions as well as standing quietly and a rein back will be required. Youth drivers shall not be asked to demonstrate a strong trot.

a. This class will be judged on the performance of the driver: 75% on the handling of the whip/reins, posture, and overall appearance of the driver, 25% on the condition of the harness and vehicle.

**2. Pleasure Driving Turnout Singles and Hitch:** Exhibitors compete together in the arena at walk, slow trot, working trot, and a strong trot in both directions as well as standing quietly and a rein back will be required. Youth drivers shall not be asked to demonstrate a strong trot.

a. This class will be judged on the performance and quality of each turnout: 40% on the performance, 30% on the condition of equipment, 15% on the overall impression and 15% on the neatness and appropriateness.

**3. Pleasure Driving Working Singles and Hitch:** Exhibitors compete together in the arena at a walk, slow trot, working trot, and a strong trot in both directions of the arena as well as standing quietly and a rein back will be required. Youth drivers shall not be asked to demonstrate a strong trot.

a. This class will be judged on the suitability of the equine to provide a pleasant drive: 70% on performance, manners, and way of going, 20% on the condition and harness fit, and 10% on neatness of attire.

**4. Super Reinsmanship Singles and Hitch:** Exhibitors compete individually and drive a short course of defined elements in order at a prescribed pace without deviation. The driver is to be seated on the box in a relaxed and effective position. Drivers should not be penalized or rewarded for using one style over another. The use of voice and whip are important aids in driving and should be used effectively and discreetly.

a. This class will be judged with numerical scores 0-10 for each element, overall impression of the turnout, general impression of the drivers postures and confidence. Penalties will occur if the driver takes an element out of order or dislodges any marked parts of the course. If an element is driven out of sequence, the judge will signal the entry, the driver should resume the test from where the error occurred. 10 points will be subtracted from the total score per occurrence. The pattern will be made available prior to the competition.

**5. Timed Obstacle Driving Singles:** Exhibitors compete individually and drive a prescribed number of obstacles at a trot. After passing through the starting timer drivers shall proceed through each obstacle then crossing the finish line timer. Driver must cross finish the line or it will result in elimination Course faults will be scored by adding the penalty seconds to the time taken to finish the course.

a. Penalties will be as follows: exceeding time allowed 0.5 seconds; knocking over start or finish marker or knocking down or dislodging obstacle 5 seconds; Break in gait from the trot will be 5 seconds per time, the 4<sup>th</sup> break in gait or prolonged walk or canter will result in elimination; disobedience or groom dismounting will be 5 seconds for the 1<sup>st</sup> incident, 10 seconds for the 2<sup>nd</sup> and elimination for the 3<sup>rd</sup>; off course or starting before the signal will result in elimination.

**6. Trail Driving Singles and Hitch:** Exhibitors compete individually at 3 gaits in a course designed to demonstrate the general utility of the equine in everyday working situations.

a. This class will be judged 100% on the manners and performance of the equine through the course. Three mandatory obstacles on the course will be flat 4x8 plywood bridge, back through consisting of two parallel poles on the ground 12" apart, driver must keep one wheel between the poles for the entire length; a mailbox that must be opened, mail removed for the judge's approval, replaced and box closed. Two of the following obstacles will also be a part of the driving course; Sheep Pen drive by; pylons minimum of 10' apart to demonstrate a figure eight pattern; cowhide drive by; simulated water hazard; straight and narrow demonstration by driving forward through two 50' hoses 12" apart; pivot box will be 3 rails on the ground no shorter than 10' to be entered and to provide room for a pivot turn in either direction to exit.

**7. Farm Class Singles and Hitch:** Exhibitors compete together in the arena to demonstrate and explain the purpose of their farm implement. This class will be judged on the suitability of the equine to pull and work the specific vehicle or equipment with manners and responsiveness. Western attire, time period or bib overalls with button down shirts are required.

**8. Log Skidding Single and Teams:** Exhibitors individually execute a course laid out with four to six cones in a straight line. Exhibitors ground drive their equines through a predetermined course in this timed event. The cones are considered trees and the drivers'

entire body, hands, arms and legs must stay on the same side of the cone as the mule, or it will result in a disqualification.

a. Faults will be converted into penalty seconds. The team that has the quickest time including any penalty seconds will be determined the winner.

b. Logs will be shorter than 12' in length and the width of the cones shall be 5' farther than the log is in length. The start/finish line will be 15' from the first obstacle and the side lines will be 12' away from each side of the cones.

c. Youth Log Skidding distance between cones shall be lengthened by minimum for an extra 3' between the cones.

**9. Americana Class Single and Hitch:** Exhibitors compete together in the arena to show their original equipment with the appropriate attire. This class is designed to highlight an era that has now passed. Hydraulic brakes are permitted but preference will be given to those without. Contestants should present authentic as possible with dress and rigging but also depict what "Americana" means in a historical sense. Swampers are optional for this class.

\*Narrative descriptions and history must be given to the show office no later than May 20th. Prize money will be awarded to the first and second placings.

**10. Teamster Delivery Challenge:** Exhibitors individually execute a predetermined course where the swamper must load and unload specific items at certain pick up and drop off locations. Western wear for the swamper/driver and four wheeled vehicles with a 5<sup>th</sup> wheel steering axle are required for this class, lap blankets and whips are optional in this class. The wagon must have a seat, floor, and cargo room for loading/transporting equipment. This is a timed event where penalties are converted into seconds and then added to the time taken to complete the course. Exhibitors must cross the starting timers at a walk and may not break their gate above a strong trot. The driver is to come to a complete stop prior to the swamper dismounting wagon and remain at a stop until the swamper is mounted back on the wagon with the cargo.

a. Cargo is to be loaded in the order of location A, B, and then C which will be noted on the course paperwork. The delivery order is as follows; Item A is to be dropped at B, Item B is to be dropped at C, Item C is to be dropped at A. The wagon may not proceed until the swamper is aboard.

b. 10 second Penalties: Not being at a complete stop and parallel to the loading dock when the swamper dismounts wagon or when is remounting the wagon at the loading/ drop off location, deliveries that are not fully placed on "loading dock", hitting obstacles, or both mules exceeding a strong trot at any time.

c. Disqualifications: Not entering/exiting through the start/finish cones, exceeding a strong trot with both mules more than 2 times, going off course or pick up/ deliveries made at the incorrect locations, or losing any of the cargo on course.

\*\*The team with the fastest time including any penalties will be declared the winner.

**11. Teamster Barrel Hoops:** Exhibitors individually execute a cloverleaf pattern in either direction around 3 barrels with cones placed 6' away from barrel. This is a timed event where penalties will be converted into seconds and then added to the time taken to complete the course. Exhibitors must cross the start/finish markers at a trot and remain in trot while attempting to toss 1 of the 3 balls given to the driver into each barrel as they pass it on course.

a. The overall time will improve by each ball made into the barrel with 5 seconds taken off the overall time.

b. For every ball that misses the barrel 5 seconds will be added to the to the overall time taken to complete the course. 5 seconds will also be added for hitting a cone or each time the team breaks their gait.

c. Disqualifications: Exceeding the strong trot more than 2 times, breaking pattern, stopping, or driver does not remain seated.

## Speed Driving Divisions

**Attire:** Helmet required with long sleeve button down shirt tucked in, belt, boots and long pants.

**Equipment:** Two wheeled chariot vehicle where the driver will be standing for driving.

**1. Chariot Barrel Race:** Exhibitors will compete individually in this cloverleaf patterned race in either direction. Teams with the fastest time will be determined the winner. Knocking down a barrel will be an additional 5 second penalty. Disqualifications for going off pattern.

**2. Chariot Straightaway Race:** Exhibitors will compete in pairs in this 200-yard timed race. Drivers will hold their teams still as possible while waiting for the starting flag to drop. Judges will be at the east end of the track at the finish line to determine the fastest time for the win.

**3. Chariot Barrel Hoops:** Exhibitors will compete individually in this cloverleaf patterned race where cones will be placed 6' away from each barrel. This is a timed event where penalties will be converted into seconds and then added to the time taken to complete the course. After drivers cross the starting markers, the drivers will attempt to throw one of the three balls given into each barrel as they pass it on course. Overall time will improve by each ball made into the barrel with 5 seconds taken off the overall time, but for each ball missed 5 seconds will be added to the overall time taken to complete the course. 5 seconds will also be added for each cone that is hit. Disqualifications for going off pattern or coming to a complete stop on course.



**4. Chariot Pole Bending:** Exhibitors will compete individually in this race where 6 poles at the distance of 21' apart will be set in a straight line with the first pole being 21' from the start/finish line. Drivers will run a predetermined pattern and receive their time with additional penalties if necessary. There will be a two second penalty for pole knocked down. The drivers will race along either side of the pole line to the far end and then serpentine each pole back towards the start line, turn 180 at the end repeat the serpentine pattern heading back towards the far end and then race back to the start/finish line along side of the pole line. Going off pattern will result in a disqualification.

**5. Chariot Around the Flag Race:** Exhibitors will compete individually in this race where there will be a freestanding pole with a flag place on it at the far end of arena. The drivers are to race down from the start/finish line, make a U-turn around the flag in either direction then race back to the start/finish line. Fastest time will win, there will be a two second penalty for knocking down the pole added to the time if necessary.

## **HALTER DIVISIONS**

**Attire:** Exhibitors shall show in Western attire. Youth are to wear an approved helmet.

Exhibitors shall be in the arena at the same time for their appropriate class. Entries will lead their equine in the arena at the walk, stand their equine and shall be asked to trot in hand to show action and way of going.

- a. Considerations for the judge are as follows: Overall balance, form and structure of their parts, trueness, elasticity, coordination of action, muscular development, disposition and manners.
- b. Touching the equine below the shoulder or stifle with either hand or foot will be considered a fault. Unruly or ill-mannered equines will be excused from the arena.
- c. Equines are to be shown by one handler, except for Jacks where an additional handler may be used.

## **PACKING DIVISIONS**

**Attire:** Western attire is required for all packing divisions.

**The Packers for all packing divisions meeting will be on Friday afternoon in the Tallman Pavilion. Please check with the show office to confirm time for the division entered.**

**Rules That Shall Apply to All Packing Divisions:**

**Individual Packing, Youth Packing, Inter-Scholastic Packing and Open Team Packing Divisions**

1. Jacks and Stallions cannot be used in any packing class. Hobbles cannot be used at any time. Each packer shall enter each class only once.

2. Packer or team members shall not touch the lash ropes between “ready” and the “starting” signal has been given. It is the responsibility of the contestant to use standard/legal equipment, if in doubt check with the judge prior to the start of the class.
3. Each packer or team shall be timed by a qualified timer that has been instructed by the judge. The packer with the fastest time without any penalties shall be the winner. Packers with clean goes shall place above packers or teams with penalties.
4. Minor infractions shall be given a 5 second penalty: larger infractions shall be given a larger penalty and that will be defined by the judge.
5. Neither packer or team member can touch the packed load or hitch after the packer or team signals “finished” or before the judge’s inspection.
6. All hitches must be started and completed on the left side/near side of the mule; all ropes must be under tension with a secure tie-off. Any extra rope or “tail” must not hang lower than the bottom of the load.
7. On all hitches the lash cinch must have the open side of the hook facing the rear of the animal and the rope cannot be in the lash hook. The lash cinch must be between the front cinch and the rear cinch shall lay flat with no twists.
8. Each team shall only be allowed to use five mules and three saddle horses for the Team packing Events. The stock chosen by each pack team must remain the same throughout all the events.
9. Identification markers or catching aids of any type shall not be allowed for the Team Scramble contests.
10. The entire pack string and outriders must all cross the finish line together. Final placing and time will not be determined until all members are across the finish line.
11. Youth packing division shall be divided into 2 age groups if there are more than three competitors in each age group. Ages 6-12 and ages 13-17, those ages will be defined on the age of the youth on January 1<sup>st</sup> on the current competition year.

### **The Inter-scholastic Team Packing Event Descriptions are as follows:**

- a. Packer rules above shall be used for the Inter-Scholastic Team Packing Contests. Judge will review rules and answer any question during the Packers meeting in the Tallman Pavilion.
- b. Two pack mules, two pack saddles with breast collars and britchens for each are required. Two lash ropes, two sets of boxes, two sets of bags, and two full size pack tarps are required. One riding horse or mule, western saddle, and a bridle with a throat latch is required.

c. All four team members must compete with their team in all five Inter-Scholastic events, Comedy Load, The BMD Parade, Team Scramble, Team Packing and Team Packing II.

**1. Comedy Load:** Using the Theme designated by BMD design your best description with some exuberance. This shall be judged on creative adherence to the theme. All Inter-scholastic teams competing will automatically receive 10 points to go towards the overall World Championship.

**2. BMD Parade:** Using the Theme designated by BMD design your best description with some exuberance. This shall be judged on creative adherence to the theme. All members of the team are required to walk/ride the entire Parade route. All Inter-scholastic teams competing will automatically receive 10 points to go towards the overall World Championship.

**3. Team Scramble:** The top loads, ropes and tarps from the packing equipment are to be placed on the ground at the East end of the main arena along with the tack from the riding stock. One of the team members shall hold the riding and pack stock at the West end of the arena with the three remaining members staged by their equipment. When the starting signal has been given by the judge the three team members on the East end will race on foot to retrieve their stock from the West end and take them back to their equipment. Team members must pack and saddle their horses or mules, once this is completed the lead rider shall mount and lead their team to the finish line at the West end of the arena where all members human and equine must cross for judging.

**4. Team Packing:** The top loads, ropes and tarps from the packing equipment are to be placed on the ground at the East end of the Main arena. The rider is dismounted but the equine will stay saddled. When the starting signal has been given by the judge, teams are to pack their loads with the hitches described at the Packers meeting. The Judge shall look at each team after completed, leave the loads untouched after completion for final judging.

**5. Team packing II:** The top loads, ropes and tarps from the packing equipment are to be placed on the ground at the East end of the Main arena. The rider is dismounted but the equine will stay saddled. When the starting signal has been given by the judge, teams are to pack their loads with the hitches described at the Packers meeting. The Judge shall look at each team after completed, leave the loads untouched after completion for final judging.

# WE ARE ALL LOOKING FORWARD TO MAKING IT A GREAT WEEK WITH MULES, DONKEYS AND FRIENDS!

## **OFFICIAL STATEMENT FROM BISHOP MULE DAYS:**

BMD reserves the right to refuse entry to any contestants or equines.

BMD reserves the right to disqualify any contestants or equines for not abiding by these rules or breaching the BMD code of conduct.

We request our exhibitors, trainers, families and staff behave in a business-like manner during their time at BMD. This is necessary for all that are attending, working, or viewing BMD. We are a live feed production and the abuse of any animals or humans on the property shall not be tolerated.