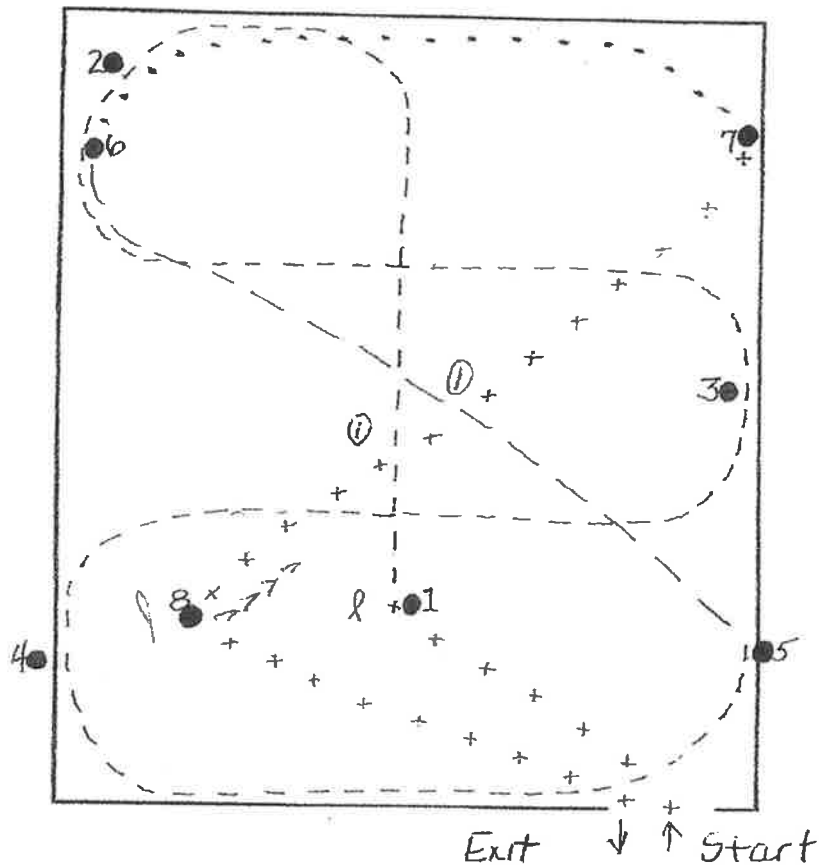


## SUPER REINSMANSHIP TEST BMD Test 1

1. Enter at **working walk**. At marker 1 – **Halt(rear axle at marker), salute**.
2. Proceed down centerline at **working trot**. Track left at rail.
3. At marker 2, continue **working trot** through markers 3 and 4.
4. After marker 5 develop **strong trot** to marker 6.
5. At marker 6 develop **slow trot** to marker 7.
6. At marker 7 **working walk** to marker 8.
7. **Rein in one hand** for a few steps between markers 7 and 8.
8. At marker 8, **halt, (rear axle at marker), rein back 4 steps, salute & leave arena at working walk**.
9. Overall impression of the turnout on the condition and fit of the harness and vehicle, neatness of attire.
10. General impression of the driver on posture, relaxation, confidence, and effective

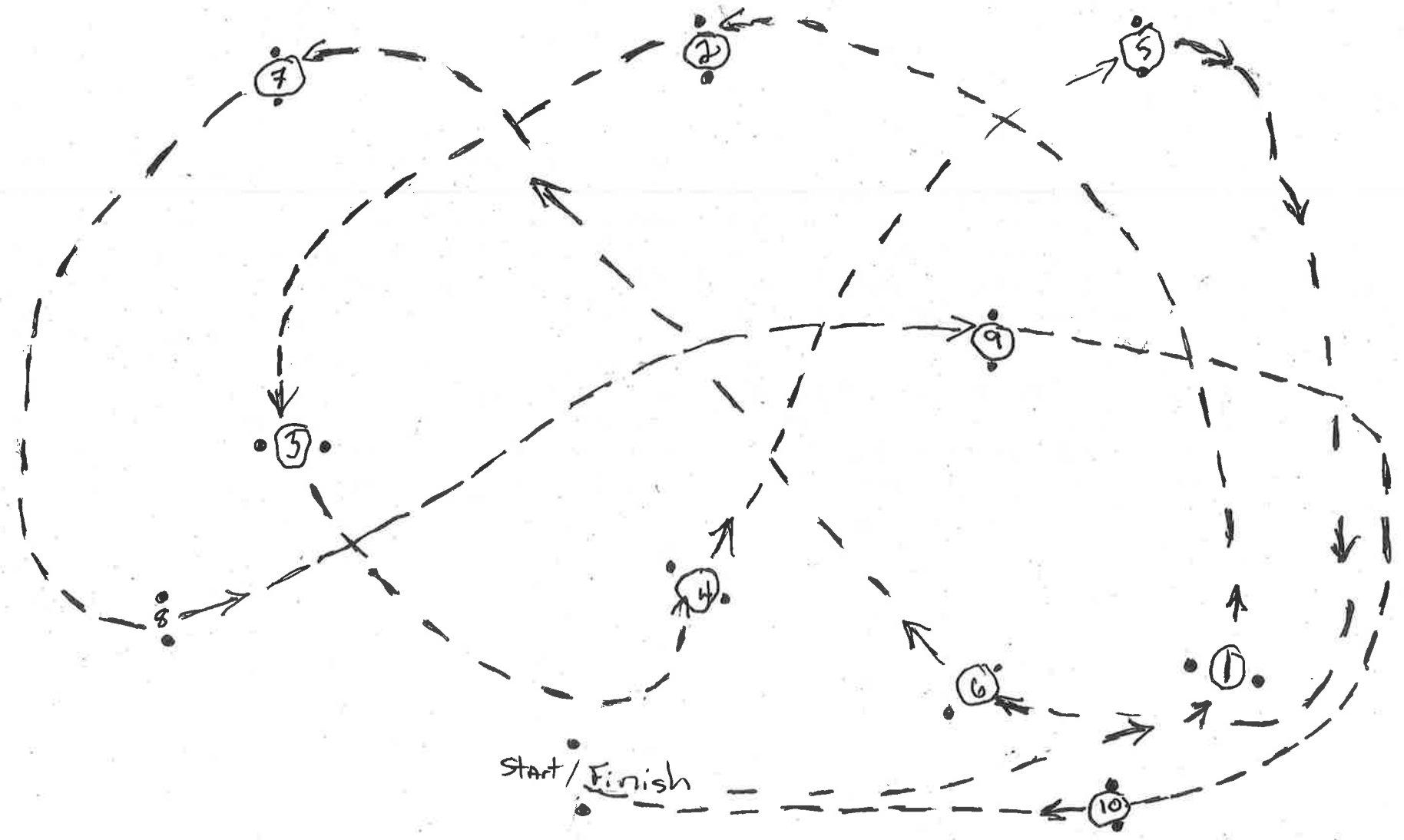


- +++ WORKING WALK
- ... SLOW TROT
- WORKING TROT
- STRONG TROT
- Ⓛ REINS IN ONE HAND
- LLLL REIN BACK
- ℓ HALT, SALUTE

Annoucer

# TIMED OBSTACLE DRIVING

- # 104
- # 143
- # 185



See RULES + PENALTIES  
on reverse side

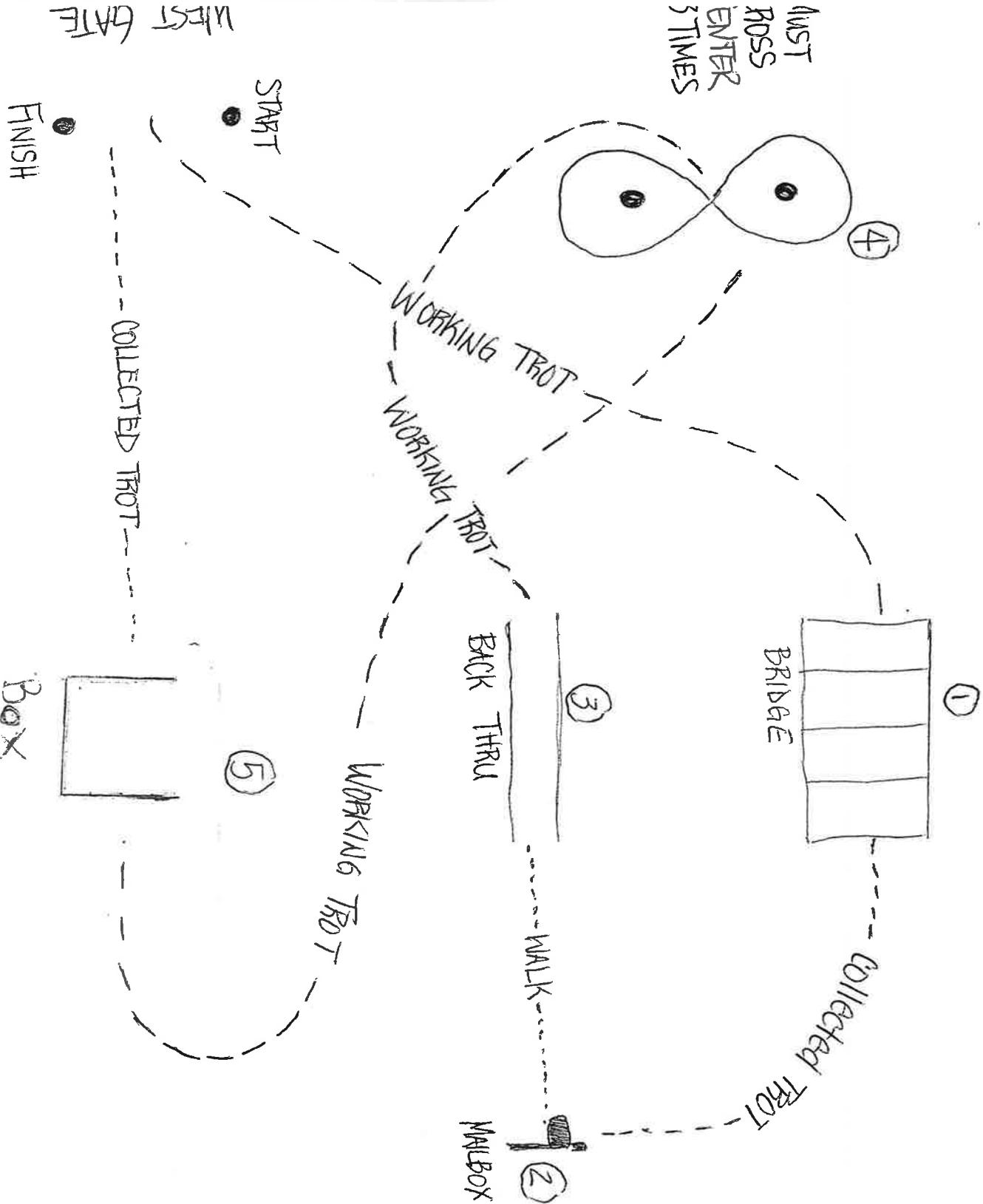
West gate

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 4th break in gait or prolonged walk or canter will result in elimination; disobedience or groom dismounting will be 5 seconds for the 1st incident, 10 seconds for the 2nd and elimination for the 3rd; off course or starting before the signal will result in elimination

# TRAIL DRIVING

144  
151  
184



### **361. Utility Driving or Trail Driving (AMA RULES)**

- A. The purpose of this class is to demonstrate the general utility of the mule or donkey as a driving animal in everyday working situations.
- B. Judging shall be judged 100% on the manners and performance of the mule or donkey through the course, response to the driver, intelligence and manner of travel at the walk, collected trot, and working trot.
  - 1. The three gaits should be performed as the mule moves from one obstacle to the next, giving the judge an opportunity to evaluate all three gaits somewhere within the course.
- C. Course shall consist of three mandatory obstacles and two additional obstacles selected from the optional list.
  - 1. Mailbox – Exhibitor must open box, remove letter for judge's approval and replace, then close box.
  - 2. Bridge – A flat 4'x8' plywood may be used.
  - 3. Back Thru – Two poles on ground placed parallel, one foot apart. Driver must keep one wheel between the poles for the entire length.
- D. Optional obstacles shall be two of the following:
  - 1. Straight and Narrow – Two 50' hoses placed parallel, one foot apart. Driver to keep one wheel between the hoses, driving forward for the entire length.
  - 2. Sheep Pen – Drive-by.
  - 3. Pylons – Driver makes figure eight, minimum of 10 feet.
  - 4. Box – A three rail box on the ground, the rails which are a minimum of ten feet long. Mule must be driven in, then pivoted out in either direction.
  - 5. Cowhide
  - 6. Simulated water hazard.
- E. Appropriate hat and dress should conform with the style of turnout. ([see rule 328](#)) No baseball type or floppy hats allowed. Single drivers will wear gloves and carry a whip in hand. Lap robe or knee rug is optional. Gloves are required for Hitch class; apron, lap robe or knee rug optional.



TEAMSTER DELIVERY CHALLENGE  
The driver and swamper must complete the course in the shortest amount of time.

Rules

1. Only 4-wheel vehicles can compete.
2. A strong trot is the fastest speed allowed. A break of gait above a strong trot of both animals is a 10 second penalty; 3 breaks of gait above a strong trot is disqualification.
3. The driver must stop at the end of the plywood as indicated on the pattern to pick up and make deliveries. Deliveries on any of the three other sides will be a break of pattern disqualification.
4. Deliveries not fully on the plywood are a 10 second penalty for each occurrence.
5. When the wagon is moving, the swamper be on the wagon and stay on until the wagon is fully stopped. Moving to the next location without the swamper on the wagon or the swamper departing the wagon too soon is a 10 second penalty for each occurrence.
6. Hitting any obstacle with the wagon or mules is a 10 second penalty each occurrence.
7. Losing any delivery item during the course from the wagon is disqualification.

Course:

Driver must stop at each location and swamper pick up delivery in order—A, B, And C. Then go through the cones at the east end of the arena in a figure 8 as indicated.

Then driver and swamper must deliver: item A goes to B, item B goes to C and item C goes to A following the route