

BISHOP MULE DAYS CELEBRATION

Contestant Premium Book

———— **May 21-26, 2024** ————

Bishop, CA

www.MuleDays.org | FB: Bishop Mule Days Contestant Group

“ If there is a National Finals in the mule business, it's in Bishop, California every Memorial Day Weekend. There is nothing bigger, nothing better and no place to have it like Bishop! ”

-BOB TALLMAN

World-Famous, Professional Rodeo Announcer
Mule Days Celebration Host





Welcome to Bishop Mule Days 2024! We are all very excited about this year as we continue to improve the shows and overall event experience. We will once again be partnering with KM Productions, who provided quality service in our 2023 Show Office, and the Mule Days Show Committee is hard at work fine tuning the schedule as well as creating fun, new competitive classes.

Our Manager, Donna Bird, is leading the team of staff and volunteers preparing for a great show. We are very happy to have Sherry Lee back working with Vendors to provide you with a quality and diverse shopping experience. Also returning this year is D.J. Loyd, our highly-valued right-hand Administrative Assistant who handles ticket ordering, magazine advertising, and all else that is thrown her way. We could not be more pleased than to announce that Marlo Morgan has rejoined the team, and in her role of Administrative Assistant brings years of experience and knowledge. Rounding out the staff is Show Secretary Patti Williams who will be coordinating all your stall, corral and contestant camping needs.

We feel very fortunate to have such a talented group working for Bishop Mule Days!

This year we have expanded our Board which had previously consisted of Bobby Tanner-20 Mule Team/Treasurer, Lee Roeser-Packer Coordinator/Hay Chairman, Amy Cutright-Entertainment Chairman/Vice-President, John Raede-Interscholastic Chairman/Secretary, Andy Richard and myself, Amanda Tallman-Schuler-English Event Chairman/Show Chairman/President. New to this year's Executive Board are Jose Garcia, Gary Hampton, Frosty Mathieu, Curtis Moore and Gerrit Schilder. Each of these individuals bring a diverse background and knowledge to the table.

This year we have our eyes toward the future as we work diligently to continually improve Bishop Mule Days and ensure that we "Keep Calm and Mule On" for decades to come!

Thank you for being a part of the Mule Days family! It's going to be a great year!

Amanda Tallman-Schuler
2024 Bishop Mule Days President

"Mule Capital of the World"

1141 North Main Street • Bishop, CA 93514
(760) 872-4263 • Fax: (760) 872-2328 • www.muledays.org

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MISSION

To extend and promote trade and commerce through organizing, promoting, advertising, managing and participating in this annual event for the civic betterment and general welfare of the City of Bishop , its' surrounding community, and its' residents.

Bishop Mule Days is a world class equestrian event promoting the legacy, heritage and talents of the mule. This six-day spectacle began as a way to celebrate and test the skills of outfitters and packers and has grown to draw over 30,000 annual visitors from as far as Alaska, Hawaii and multiple countries.

Bishop Mule Days is a proud 501(c)3.

Donate Now



BOARD & OFFICIALS

In presenting the following classification and prize lists, Bishop Mule Days Management retains the right to make such changes in the classes as it may deem necessary for the success of the exhibition.

BISHOP MULE DAYS

BMD BOARD

Amanda Tallman-Schuler, Pres, English & Show Chairman
Amy Cutright, Vice President & Entertainment Chairman
John Raede, Secretary & Intercollegiate Chairman
Bobby Tanner, CFO & 20 Mule Team
Lee Roeser, Packing Coordinator & Hay Chairman
Gary Hampton, Vendor Chairman
Jose Garcia, Board Member
Frosty Matheiu, Board Member
Curtis Moore, Board Member
Andy Richard, Board Member
Gerrit Schilder, Board Member

BMD STAFF

Donna Bird, Executive Director
D. J. Loyd, Administrative Assistant
Sherry Lee, Administrative Assistant
Marlo Morgan, Administrative Assistant
Patti Williams, Show Secretary

BMD leadership strives to produce the highest level of equestrian events and competitions each May. Every judge selected is done so with the utmost ethical and honorable standards, only placing ribbons upon the equines as seen in the ring, without regard to previous records of performance of such equines. Show Management and staff handle each exhibitor equitably and, in return, ask for exhibitors' cooperation and support to make the show a continued success.

OFFICIALS

Division-specific officials who have been invited to officiate the 2024 Bishop Mule Days are listed. BMD Management reserves the right to change or substitute as necessary.

BISHOP MULE DAYS OFFICE

1141 North Main Street
Bishop, California 93514
info@muledays.org
(760) 872-4263
(760) 872-2328 fax

EVENT LOCATION

Tri-County Fairgrounds
475 Sierra Street
Bishop, California 93514

OFFICIAL PHOTOGRAPHER

Laura Adcock - lauraadcockphotography.com

OFFICIAL VETERINARIAN

Bishop Veterinary Hospital - 760-873-5901

MEDIC

Located behind the Show Office

FARRIER

Tyler Knowles - 720-935-0685

SHOW OFFICE

KM Productions will manage the Show Office and all business pertaining to classes, entries, fees, patterns, results, payouts and judges during the following times:

Sunday 12 - 5 p.m.

Monday 8 a.m. - 5 p.m.

Tuesday 6:30 a.m. - 30 minutes after last class

Wednesday 6:30 a.m. - 30 minutes after last class

Thursday 6:30 a.m. - 30 minutes after last class

Friday 6:30 a.m. - 30 minutes after last class

Saturday 12 p.m. - 30 minutes after last class

Sunday 6:30 a.m. - 30 minutes after last class

JUDGES

Dressage - David Schmutz, CA

English/Hunter/Jumper - Raizy Goffman, CA

Halter, Showmanship, Western, Ranch - Butch Watson, AR

Western, Reining & Trail - Kelley Reames, AR

Racing - Bill Carter, CA

Driving - Raymond Helmuth, IA

Gymkhana - Blanche Wemple, CA

Packing - Brian Kaiser, CA

Roping - Shawn Stephey, CA

ARRIVALS & DEPARTURES

ARRIVALS

The Tri-County Fairgrounds will open to equines and exhibitors at 12 p.m. on Sunday, May 19, 2024. The Fairgrounds is located at 475 Sierra Street in Bishop. From 395, turn west on Sierra Street then right into the Fairgrounds entrance. Avoid the BMD Office as trailers will not fit in that lot or be able to turn around.

Upon arrival at the fairgrounds, competitors should unload their equines in the assigned stall or corral then proceed to their assigned camping or parking spaces. There will be no long-term parking in the barn area. Please display the assigned parking pass on your dashboard at all times.

HOUSING

All equines will need to reserve housing via the Equine Housing Reservation Form on the BMD website. The deadline for seniority consideration is March 14, 2024. Reservations will be filled on a first come, first served basis. Reservations must be received on the SAME form for consideration to be housed together. Multiple payments are accepted and must accompany for form.

Box stalls, unshaded corrals, and shaded corrals are available. Equines staying on site overnight at any time during the event must purchase weekly equine housing. Equines may NOT stay the night in a trailer. Equines may NOT be tied at any time to the pipe corrals or hobbled in the barn or corral area. Corrals are made of pipe, measure 12' x 12' and are connected without solid walls in between. Packer Pens are large metal corrals that will house multiple equines. Housing for Jacks must be a box stall. If box stalls become sold out, competitors shall forfeit a tack stall to accommodate. Tack stall may be requested for use but are limited. Multiple contestants could possibly have to share a tack stall. Priority will be given for the purpose of equine housing in these stalls. Specific stall/corrals may be requested using the Equine Housing Reservation form and are to be turned in by a specific date noted on the BMD website. All other housing requests will be determined by a first come first served basis by submitting the housing form. One person should submit group housing. Please list all equines that wish to stable together. Multiple payments will be accepted but all must be turned in at the same time as the housing form. BMD will provide big roll off containers for the disposal of manure and bedding.

HEALTH REQUIREMENTS

Exhibitors with equines entering the state of California are required to:

- Show a proof of certificate of veterinary inspection completed within 30 days
- Out-of-state arrivals must show a negative Coggins test performed in the last 12 months
- Sign and submit an Equine Health Declaration at the Show Office prior to picking up their show numbers

BMD requires the proper care handling and treatment of Animals while on the show grounds. Owners are responsible for their animals and always keeping them under control. All equines and livestock on the grounds are subject to examination by BMD designated staff or state official for determination of possible infection or inhumane treatment. Officials may examine the equine to see if it has been infected or exposed or are likely to be infected with an infectious or contagious disease. If after examination officials have reason to believe that the animals health condition places other animals at risk such officials at their own discretion may quarantine such animals or if appropriate require that such animals be transported off the grounds.

DEPARTURES

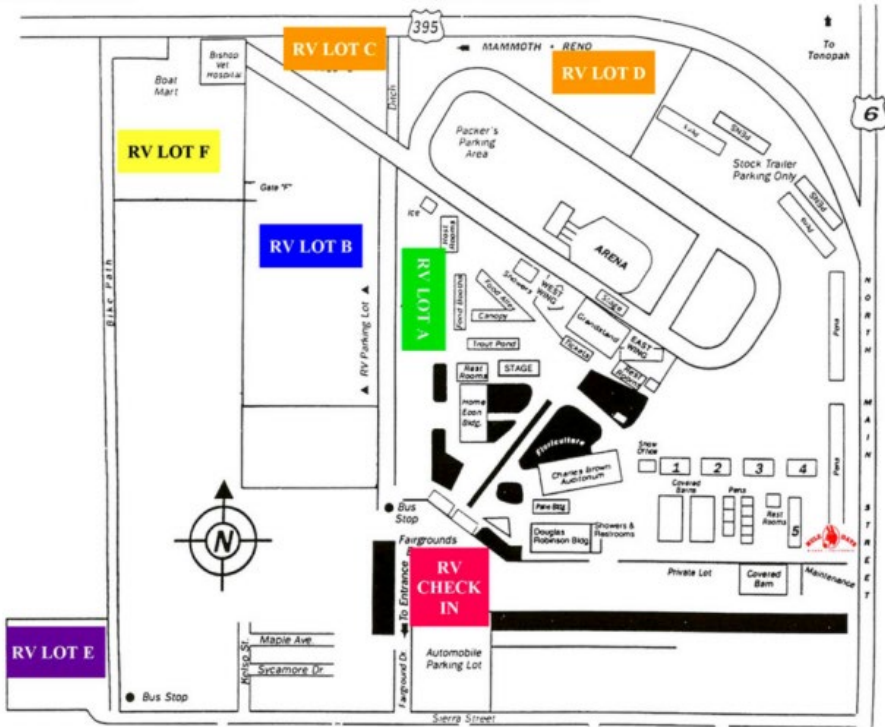
All equines and exhibitors must vacate the facility no later than 9 a.m. noon on Tuesday, May 28, 2024.

TRI-COUNTY FAIRGROUNDS

Bishop Mule Days is held annually at the Tri-County Fairgrounds in Bishop, California. The facility address is 475 Sierra Street. Trailers should go west from US 395 on Sierra Street before turning right into the Fairgrounds.



TRI-COUNTY FAIRGROUNDS BISHOP CALIFORNIA



CONTESTANT EVENTS

CONTESTANT MEETINGS

DRIVING - Monday 6 p.m.

ROPING - Wednesday 10 a.m.

GYMKHANA - Wednesday 4 p.m.

FUN - Friday 10 a.m.

PACKING - Friday 3 p.m.

All meetings located in the Tallman Pavilion

PRACTICE

Practice Jumping - Monday 2 p.m. - MUST enter in the Show Office prior

2-2:45 p.m. Green height

3-3:45 p.m. Bridled height

4-4:45 Youth & Donkey height

Practice Roping - Tuesday following main arena classes

HOSPITALITY

CONTINENTAL BREAKFAST

in the Tallman Pavilion

Tuesday-Friday & Sunday 6:45 a.m. - 2 p.m.

BOTTLED WATER & CONTESTANT HOSPITALITY
provided by Crystal Geysers at the back gate

WINE & BEER TASTING

in the Tallman Pavilion

Wednesday 5:30-7 p.m.

OTHER EVENTS

CHAYCE BECKHAM

in the Charles Brown Auditorium

Thursday 7:15 p.m.

PARADE

on Main Street

Saturday 10 a.m.

JUSTIN LAWRENCE & THE DOUBLE AVERAGE BAND

in the Charles Brown Auditorium

Saturday 9:30 p.m.

COWBOY CHURCH

in the Charles Brown Auditorium

Sunday 10a

CONTESTANT APPRECIATION DRAWINGS

In appreciation of your loyalty and support, each contestant will have their name entered into a drawing. Drawings will take place daily at 3 p.m. beginning Wednesday at the Show Office.

RULES & REGULATIONS

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

READ THESE RULES AND REGULATIONS CAREFULLY BEFORE SUBMITTING ENTRIES.

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 who 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.

All participants, owners and trainers agree to abide by the rules and regulations regarding the class descriptions as well as the information herein.

Upon entry, ever exhibitor, owner, trainer, person in care, custody or control of an equine and all other Bishop Mule Days participants accept the facility and grounds including but not limited to the arenas, barns, stalls and track areas on an “as is” basis.

Amateur Division Eligibility

To compete in amateur classes, exhibitors must fill out and submit the amateur declaration form found on the BMD website. The amateur division is a one mule, one rider combination for the points to go towards the World Championship Amateur. An amateur exhibitor may show in non-Amateur classes if specific class requirements are met with the equipment.

Arrival

Upon arrival at the fairgrounds, competitors should unload their equines in the assigned stall or corral then proceed to their assigned camping or parking spaces. There will be no long-term parking in the barn area. Please display your assigned parking pass on your dashboard at all times.

Classes and Schedule

A tentative schedule of classes and events are listed in this premium and on the website www.muledays.org and Show Management reserves the right to change the schedule of classes before or during the show for the purpose of benefitting the overall operation of the event. Every effort will be made to maintain the schedule of classes as published. Should it become necessary to make any changes the show office will make every effort to notify exhibitors promptly. Classes with three or less entries may be canceled or combined with another class at the discretion of show management. Entry fees will be reimbursed if management cancels a class. It is the responsibility of the exhibitor to check in with gate officials on class start times and possible conflicts with other arenas. Some classes will have a drawn order of go while others will have an open order of go established by the gate official as the class proceeds. Any rail classes will take precedence over any drawn order of go or a class with a pattern. Show Management can exclude any equine from a class should there be any unnecessary delay on the part of the exhibitor to bring their equine to the arena. Show management or the Judge reserves the right to excuse any exhibitor from a class that the equine appears to be unruly, unsafe, or injured.

Code of Conduct

BMD reserves the right to refuse entry to any contestant 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 businesslike 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.

Intentional or negligent treatment of any animal deemed by BMD officials as inhumane or abusive may result in that person being removed from the show grounds for a period of time determined by the executive board committee including but not limited to a permanent ban from all future Mule Days events. All participants agree fully to cooperate with the officials and abide by their decisions and instructions. Failing to do so shall be grounds for the participants immediate expulsion from the grounds, disciplinary action by BMD and or possible action by local state or federal officials and agencies.

Conflict of Interest

BMD Board members, staff and volunteers are not prohibited from owning, showing, training or otherwise being involved in competitive events. The BMD board of Directors will only become involved in protests or problem solving that the Show Management, Show Chairman is not able to resolve. If the BMD Board service is requested it will be done so in the form of selecting one or more Board Member that has no personal interest in the outcome of the dispute.

Entries

Entry forms can be found in the “contestant” section of [www. muledays.org](http://www.muledays.org) website. Please check the website for closing date of entries as well as the publishing deadline for entries. Entries may be submitted online through the link on the website.

Late entries will be accepted and will incur a \$50 late fee penalty. Any classes with designated show or ride times might not be available for late entry. If a certain class is sold out, a waiting list will be created on a first come first served basis. BMD Management will be accepting class entries, scratches or changes during show for equines currently entered prior to 4 p.m. the day prior to the class (exception: Pack teams, Individual Packers and Roping classes that may be entered during the division meetings.)

Equines that are entered prior to May 10, 2024 will be able to scratch or add classes, pending availability. Waiting lists will be started for classes that reach the maximum entry number. Roping and packing entries will be accepted during the show.

Equines and Dogs Management

No equines should be turned loose in any arena on the grounds at any time. Round Pens are available for exhibitor use in the barn area. Equines may be turned loose therein but should not be left unattended. Please be considerate and limit your time so others can use it.

Dogs are not permitted on the fairgrounds unless they are under leash control 100% of the time or they are with the owner in a confined area in their assigned camping space. Dogs are prohibited at all times around any of the arenas during the competition.

Equine Health Requirements

Equines entering the state of California are required to show a proof of certificate of veterinary inspection completed within 30 days. All equines from out of state must show a negative Coggins test performed in the last 12 months.

All competitors will be asked to sign an Equine Health Declaration at the show office prior to picking up their show numbers.

BMD requires the proper care handling and treatment of Animals while on the show grounds. Owners are responsible for their animals and always keeping them under control. All equines and livestock on the grounds are subject to examination by BMD designated staff or state official for determination of possible infection or inhumane treatment. Officials may examine the equine to see if it has been infected or exposed or are likely to be infected with an infectious or contagious disease. If after examination officials have reason to believe that the animals health condition places other animals at risk such officials at their own discretion may quarantine such animals or if appropriate require that such animals be transported off the grounds.

Equine Housing

Box stalls, unshaded corrals, and shaded corrals are available. Requests for weekly equine housing must be submitted using the Equine Housing Reservation form found in the “contestant” section of the website. A stall map is available as well. Equines staying on site overnight at any time during the event must purchase weekly equine housing. Equines may NOT stay the night in a trailer. Equines may NOT be tied at any time to the pipe corrals or hobbled in the barn or corral area. Corrals are made of pipe, measure 12’ x 12’ and are connected without solid walls in between. Packer Pens are large metal corrals that will house multiple equines. Housing for Jacks must be a box stall. If box stalls become sold out, competitors shall forfeit a tack stall to accommodate. Tack stall may be requested for use but are limited. Multiple contestants could possibly have to share a tack stall. Priority will be given for the purpose of equine housing in these stalls. Specific stall/corrals may be requested using the Equine Housing Reservation form and are to be turned in by a specific date noted on the BMD website. All other housing requests will be determined by a first come first served basis by submitting the housing form. One person should submit group housing. Please list all equines that wish to stable together. Multiple payments will be accepted but all must be turned in at the same time as the housing form. BMD will provide big roll off containers for the disposal of manure and bedding. Please do not put trash in the manure bins. BMD does not provide muck buckets, pitch forks or water hoses.

Feed and Bedding

Alfalfa/grass mix will be provided throughout the stall/corral area and is included in the housing cost. Hay is to be used to feed only the equines on site and not to be used as bedding. All hay on the show grounds is the property of BMD and is not to be removed at any time from the grounds.

Box stalls and shaded corrals will have bagged shaving provided. Shaded corrals on the asphalt will have rubber as well. Additional shavings will be available for purchase. Shavings on dirt or grass areas corrals is not permitted.

Fees

An office fee of \$50 will be charged for each equine entered. Office fees will also include one wristband per mule or two wristbands if it is a driving entry that requires a swamper. Office fees are non-refundable, no exceptions.

The wristbands are intended for people who will be physically interacting with the equines on the show grounds. Every person receiving a wristband must provide a signed liability release to the show office. These wristbands must be worn at all times by any person seeking access to the arenas or who is working with or around the equines. A wristband also serves as a general admission ticket to all arena seating during the entire event. A maximum of two additional wristbands may be pre purchased by owner or exhibitor prior to the start of our event at a reduced fee of \$55.

A State of California drug fee will be charged to each equine entry. Driving teams will be charged two fees.

Cattle fees will be an additional charge to each entry and will be charged each time a class is entered involving cattle. Cattle fees are \$50 per class.

Jackpot fees are mandatory for each entry in a jackpot class. All jackpots are 100% payback. Jackpot payouts will be issued to the equine owner on record at the time of entry deadline. The show office will need a filled out IRS W9 form for all parties winning over \$650 before payouts will be issued.

FEE	AMOUNT PRIOR TO DEADLINE	AMOUNT AFTER DEADLINE
All Show Pass	\$55	\$55
Cattle	\$50 per class	\$50 per class
Class Entry	See Class List	See Class List
Drug Fee	\$14 per equine	\$14 per equine
Haul In Week Pass	\$50 per equine	\$50 per equine
Jackpot	See Class List	See Class List
Late Entry	\$0 if submitted by May 10	\$50 per entry after May 10
Online Entry Discount	\$10 per entry	\$10 per entry
Office	\$60 per entry	\$60 per entry
Premium Book with Patterns	available during show	\$10 during show
Official BMD Buckle	\$32	\$32
Official BMD Program	\$5	\$5
Practice Fees	See Class List	See Class List
Wristband	\$55	\$55

Operation of Vehicles

Vehicles must be operated by licensed drivers within a safe and reasonable speed limit on the fairgrounds. Fire lanes and access roads must always remain clear, along with any marked areas in which vehicle traffic is prohibited or controlled.

There shall be no personal golf carts, recreational vehicles, rhinos, etc. operated on the property, unless written permission is given by the Barns Stalls Manager. Mobility devices for handicapped persons must be operated at a walking speed only.

Overnight Camping

There are designated areas for RV parking, camping, parking close to the barns and corral areas specifically for competitors, owners, and trainers within the fairgrounds. Spaces are sold once for the entire length of the event and the site opens at noon on the Sunday prior to the event starting. Showers are available on site. Please check the BMD website for types of dry camping or priority overnight camping spaces available. Generators will only be allowed to run between the hours of 6:00 AM to 10:00 PM.

Parking

Daily Haul-In Parking: Exhibitors who plan to enter fairgrounds daily with their equines in a trailer, must obtain a designated parking location and permit from the show office at a one-time \$50 fee. They should be requested in advance of the event starting using the exhibitor class entry form. No overnight parking allowed with this type of parking pass.

Tack-Up Trailer: A limited number of parking spaces exist close to the barn and corral area for equine trailers intended for contestants who "tack up" from their trailer. These spaces must be requested using the exhibitor housing trailering form. They are assigned by BMD office staff based on need, availability and size. Overnight camping in the "tack up" area is not allowed at any time.

Trailer Storage: Free parking for horse trailers is available on the grassy parking lot at the entrance to the fairgrounds. Equines are not allowed in this parking area or tied to the trailers in the free parking area.

Points

Ribbons will be given to 1st through 10th place. Prizes will be awarded to the 1st place winner in each class.

Point system is as follows: 1st place equals 20 points, 2nd place equals 18 points, 3rd place equals 16 points, 4th place equals 14 points, 5th place equals 12 points, 6th equals 10 points, 7th place equals 8 points, 8th place equals 6 points, 9th place equals 4 points, 10th place equals 2 points.

Protests

A formal protest must be initiated in the Show Office during the event. A form will be provided and must be completed, submitted as soon as possible but no later than 10:00 AM on the day after the conclusion of the show as well as \$100 must accompany any protest. If the issue cannot be resolved by the show management and show committee chairman then a committee of three or more with the Mule Days Board will convene to review and render decision of the protest submission. BMD will refund the protest fee only if the protest is successful.

Refunds

All sales are considered final. In cases of injury, illness, emergencies that prevent participation at BMD a partial refund may be considered. A written request needs to be sent to the BMD Office. Requests must be specific as to the circumstances and include any pertinent documents on the lack of attendance. The BMD Board of Directors will review the request at the next available meeting and make a decision. All decisions of the board are final and will be delivered within 30 days of their decision. Administrative fees are non-refundable, no exceptions.

Results

Class results will be posted in a timely fashion at the show office and online. There will also be a binder where the Judges' sheets will be available. Please do not remove the pages. You may take pictures of the Judges' sheets. All Judges' decisions are final. Do not approach any of the Judges regarding their decisions or with questions without the approval from the Show Management or Show Chairman or Arena Steward during the event.

Class Descriptions, Rules and Judging Criteria

GREEN MULES

1. Green mules shall be shown in a rawhide bosal hackamore or in a bridle with a snaffle bit used with two hands on the reins. Exception: green roping/cutting classes when riding with one hand will be accepted on the snaffle or bosal.

2. 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. Snaffles shall have a full check, dee ring, egg butt, loose ring, or half cheek piece.
3. Green mule shall be defined as a mule that is within its first and second consecutive year of showing anywhere in the United States using the yearly calendar of January 1st – December 31st. Mules may be shown in driving classes, packing classes or fun classes without affecting their green status. A green mule must be shown in a snaffle during BMD. If found not complying, then all green status for that show will be voided and the mule will be considered a bridled mule from then on.

BRIDLED MULES

1. Bridled Mules shall be shown in a bridle with a shank bit used with one 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 minimum 1/2" in width, 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. Bridled mules in English classes may use any humane, acceptable bit with two hands on the reins. See Dressage Division for other exceptions.

WESTERN DIVISION

Attire: Western attire and equipment shall be used and worn unless otherwise directed by BMD Management. This includes western hat or helmet, button down long sleeve shirt 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 are ONLY allowed in Roping, Gaming, Gymkhana and Penning classes

1. Western Pleasure: Equines shall be shown at the walk, jog, lope.
 - a. Equines shall be shown in both directions and may be asked to back up. Judge may ask for extensions at any of the gaits. Equines shall 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 three 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.
 - c. Trail will not follow an order of go but run in an open order to minimize conflicts. Sign up for your time slot at the back gate.
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 two years and under are shown without a Western saddle or pack saddle. Equines that are three years and over must be shown with a Western saddle or pack saddle.
 - c. Trail will not follow an order of go but run in an open order to minimize conflicts. Sign up for your time slot at the back gate.
4. Gamblers Choice Trail: Equines shall work over/ through a maximum of eight 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 a 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.
 - c. Trail will not follow an order of go but run in an open order to minimize conflicts. Sign up for your time slot at the back gate.
5. Western Riding: Exhibitor shall execute 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 to 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 shall work a predetermined pattern individually
 - a. Exhibitors are to be judged on overall presence in the saddle, poise, confidence, and appearance of mule/rider.
 - b. The pattern could consist of, but not limited to, the following maneuvers: 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 shall 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 the bridle dropped for judges' inspection immediately after conclusion of the pattern.
 - c. Any entry that has failed to complete the pattern will receive a score of zero.
- 8. Western Dressage: Exhibitors shall follow a predetermined WDAA test to execute a series of gaits and transitions using light hands and 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. Dressage divisions will follow the United States Equestrian Federation rule book.
 - b. Scored tests will be made available to the exhibitors after all tests have been completed, tabulated, and confirmed.
 - c. 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.
 - d. Illegal Equipment: Martingales, tie downs, mechanical hackamores, kimberwick bits, and flash, figure eight and drop nosebands. Dressage whips shall not be longer than 47.2" including the lash.
 - e. 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 shall 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. Patterns 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") is required.

RANCH DIVISION

Attire: Western hat or helmet, 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 shall 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 shall work a pattern individually to execute with precision and smoothness while exhibiting poise and confidence.
 - a. The mule's 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, trot, and lope in both directions, with the extended trot and lope in at least one direction, as well as stops, turn to change directions, and back.
3. Using Ranch Mule or Donkey: Exhibitors shall 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 the start line and will be given five 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 five 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 shall enter the herd of cattle, separate (cut) at least two cows from the herd with one of the cuts needing to come from deep in the herd. The exhibitor must set the cow and hold it in a working position as close to the center of the arena as possible. Time will start when the starting line is crossed. Two minutes and thirty seconds will be allowed for each exhibitor and they will be given a thirty-second warning to finish their cow work. Exhibitors are to choose four riders to assist in the competition; two to hold the herd and two for 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, a 5-point penalty 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 for each time the mule is visibly cued in any manner and 1 point for each time the reins are too tight and bump the bit.
2. Cow Working: Exhibitor shall individually execute 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 shall then 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 two minutes thirty seconds.
 - b. Exhibitors shall receive one score for the pattern work and one 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 the reins in a bridled class, fingers between the reins in a bridled class, or balking.
 - e. An automatic score of zero shall be awarded 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.

- f. The Bridled Working Cow Shoot Out will feature the top two combined scores from classes 51 and 52. There will be no fee as it is entered via qualification only.
3. Intro-To-Boxing: Exhibitor shall individually execute a predetermined pattern that includes loping circles, spins, stops and lead changes.
 - a. Mules entered in Bridled Cutting or Bridled Cow Working are not eligible for this class. Jacks and donkeys may compete.
 - b. 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 fifty seconds.
 - c. Exhibitors receive one score for the pattern work and one score for their cow work. Scores are combined for the overall score.

GYMKHANA DIVISION

Attire and tack are the same as the Western Division. Same bit/bridle restrictions apply for green/bridled mules. Martingales, tie-downs, and cavessons may be used. The use of draw or side reins is 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, for going off course or breaking the pattern, for any breakage of tack and for any dismount or fall or horse or equine. Equines must enter the arena gate at a walk, then proceed for their competition. Youth may ride mules or donkeys in youth classes.

1. Cloverleaf Barrels: Exhibitors shall 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 five-second penalty. Going off course will result in elimination, including not going between the start and finish markers. 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/markers. Exhibitors shall run a predetermined pattern and receive their time with the addition of penalties if occurred. The 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 across the start line and between the start markers 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 thru the finish line along side of the pole line. Going off pattern, including not going between the start and finish cones, will result in a disqualification.
3. Keyhole: Exhibitors shall cross the start/finish line to the chalk lined keyhole and complete the pattern then race back to cross the 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. The chalk line will be checked after each competitor for faults.

ENGLISH DIVISION

Attire: Approved hunt cap with chin strap for jumping, 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 shall not exceed 30" for hunt seat and 47" including the lash for dressage. Maximum spur length is 1.5" and no rowels are allowed except in Dressage classes.

1. English Pleasure: Exhibitors shall show in the arena at the same time at a walk, trot, and canter. Equines are to be shown with light contact with emphasis on manners, disposition, and performance. Judge will ask for a back on a straight line and could ask to demonstrate an extended trot.
2. Hunter Hack: Equines shall be 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' maximum of verticals or cross rails. Bridled mules will jump 2'6" maximum and Donkeys will jump 18" maximum cross rails.
3. Warm Up Hunters/Working Hunters: Exhibitors shall show individually over a predetermined

course with a minimum of eight jumps. Green mules and amateur shall 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 shall show individually over a predetermined course over a minimum of eight obstacles. This is a timed event that will be scored by penalties for jumping efforts knocked down. Disqualification will happen after the third refusal or going off course, resulting in no score.
 - a. Table II, section 1: This is a timed first round event where the winner is decided by time and faults incurred of the course. Four faults for a rail down or refusal.
 - b. Table II, section 2b: First round and jump off competition. If an entry jumps a clear first 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 of faults in the shorter course will be the winner.
5. English Dressage
 - a. Dressage divisions will follow the United State Equestrian Federation rule book.
 - b. Attire: A short riding coat of a conservative color with a tie, choker, or stock tie, breeches or jodhpurs, boots, and properly fastened helmet.
 - c. 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.
 - d. Exhibitors are to follow a predetermined USEF/USDF test to execute a series of gaits and transitions using light hands and subtle cues while demonstrating a true partnership between mule and rider.
 - e. Show management will draw ride times and announce the test to be used prior to the show date that 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.
 - f. Scored tests will be made available to the exhibitor after all tests have been completed, tabulated, and confirmed.
 - g. 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.

BEGINNING AMATEUR WESTERN WALK/JOG DIVISION

Attire: Same as described in Western Division.

Tack: Same as described in the Western Division. Same bit and bridle restrictions apply for green/bridled mules in this division.

Mules and donkeys 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.**

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

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 shall 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 shall 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 extended walk.
2. Walk-Jog Showmanship: Open to exhibitors over the age of 18.
 - a. Exhibitors shall show in hand demonstrating the ability to execute in concert with a well-groomed and conditioned mule or donkey. The partnership will maneuver with precision, smoothness, poise and confidence through their pattern. Patterns will be made available prior to the show day.

BEGINNING YOUTH DIVISION

Attire: Same as corresponding Western, English, Driving or Dressage Divisions. Youth ages are determined by their current age on January 1st of the current calendar year. All youth equestrians 17 and under are required to wear an approved helmet with a chin strap any time mounted, while

competing in all non-mounted classes, or driving/riding 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. Mules and donkeys are allowed to compete in this division and all will be judged at the same time in the arena. Jacks are not allowed. **The equine may cross enter into other classes but the rider is restricted to classes where a lope is not required.**

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

1. Lead Line Equitation and Pleasure: Exhibitors must be seven 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.
 - a. 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 who have not competed in classes where loping is required in the current calendar show year.
 - a. Cross entry by riders during BMD is prohibited in 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 extended walk.
 - c. Championship for this division will include Pleasure, Equitation and Showmanship for their overall points.
3. Walk-Jog Showmanship: Open to exhibitors aged 17 and under.
 - a. Exhibitors shall show in hand demonstrating the ability to execute in concert with a well-groomed and conditioned mule or donkey. The partnership will maneuver with precision, smoothness, poise and confidence through their pattern. Patterns will be made available prior to the show day.

** All other Youth Divisions are split into age groups of 6-13 and 14-17 years of age if there are more than three exhibitors entered in each age group. The Western, English, Gymkhana, Fun, 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. Each entry has three attempts total at each height.
 - a. The handler may not feed any treats before or after any jump, use a chain, choke rope across the nose, or whip the equine. 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 or helmet, belt, long sleeve button down shirt tucked in, boots, and long pants.

Tack: Same as Western Divisions. Same bit/bridle restrictions apply for Green/Bridled mules.

1. Team Roping and Steer Stopping: These events each will consist of a three-steer (three go) format. Breakdown for payouts will be as follows: BMD will pay the fastest time in each go and the top three in the average of the three go's. The top ten Team Ropers/Steer Stoppers will rerun for the finals shoot out in the "Big Show" starting with a clean slate. BMD will pay the three fastest times in the final shootouts.

- a. Disputes must be settled prior to the next roper.
- b. Cattle have a head start. The barrier must be a minimum of 5' and a maximum of 15', which will be a rope or an invisible line. Cattle must pass the barrier before they may be roped or the roper will receive a 10-second penalty. The roper may not throw from behind the barrier.
- c. An illegal head catch will result in a disqualification.
- d. Team Roping: Ropers may enter a maximum of five times total. Ropers must switch head or heel position if with the same partner on their second entry and may not team up with the same roper more than twice. Each roping team will be considered one entry. There will be a maximum time limit of one minute and three loops, whichever comes first, before no time will be given and disqualification happens.
 1. Team Roping will follow the USTRC rulebook unless otherwise noted.
 2. 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.
 3. Male ropers aged 55 and older may tie on. Female ropers of any age may tie on. Age is determined as of January 1st of the current year.
- e. Steer Stopping: Ropers may only enter once for this timed event. 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 stop the time. One minute or two loops will be allowed, whichever comes first, before no time will be given and disqualification happens. Ropers may carry two ropes.

FUN DIVISION

Attire: Must show in Western attire and equipment, unless otherwise directed by BMD Management. Long sleeve button down shirts are to be tucked in, Western hat or helmet, 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 the 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 the 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 that 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. Bed Roll Race (18 & over): This is a two-person event where one team member is mounted and standing behind the starting line and the other is positioned at the opposite end of the arena. When the buzzer is sounded, all riders are to race to the opposite end of the arena around their partner. The partner will grab the bed roll main rider and race back to the starting line. The rider must be mounted when crossing the finish line and partner must be on the bed roll and/or holding the drag line. If not mounted either on mule or bed roll, the team will be disqualified. The partner must be wearing a helmet during the entire competition or the team will be disqualified.
5. Big Balls in Mule Town: All riders shall be mounted and are to stand behind the starting line. When the 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 that shall be 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 and wearing their helmet or they will be disqualified. Any excess whipping, spurring or abuse will result in a disqualification.
 7. Chicken Pluckin’ Race (17 & under): All riders shall be mounted and are to stand behind the starting line. When the buzzer is sounded, all riders are to race to the opposite end of the arena and must grab one of the rubber chickens while staying mounted and race back to the finish line. They must be mounted with the rubber chicken in hand or they will be disqualified.

DRIVING DIVISION

American Driving Society will be the primary rule book unless class is not listed under their rules whereas the following rules will take effect.

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 are 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 single classes and optional in hitch classes. 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 for 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 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 (youth only): Exhibitors compete together in the arena at a walk, slow trot, working trot in both directions as well as stand quietly and rein back when asked. Youth drivers shall not be asked to demonstrate a strong trot. All drivers chosen for a workout may be worked at any gaits requested by the judge and may be asked to execute appropriate tests. The driver should be seated comfortably on the box to be relaxed and effective. Either the one-handed or two-handed driving method of driving is acceptable. Common to both methods, the elbows and arms should be close to the body with an allowing but steady hand enabling a consistent feel with the equine’s mouth. Drivers should be penalized or rewarded for using one general style over another.
 - 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 and neatness of attire.
2. Reverse Psychology Obstacles Singles and Hitch: Shall be driven over a prescribed course of obstacles paired with markers. After passing through the start markers, all obstacles must be driven in the correct sequence with the red cone on the right. After completing the highest numbered obstacle, the driver will then turn and drive that obstacle in the reverse direction with the white number on the right and continue to drive all the remaining obstacles in reverse order. Time will stop when they cross through the finish markers. Two minutes and thirty seconds will be the maximum time allowed.
3. Pleasure Driving Working Singles and Hitch: Exhibitors compete together in the arena at walk, slow trot, working trot, and a strong trot in both directions. Judge will be looking for equines to stand quietly on the rail and in the lineup and rein back when asked. Youth drivers will 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 of the harness fit and vehicle and 10% on neatness of attire.
4. Super Reinsmanship Singles and Hitch: Exhibitors shall compete individually and drive a short course of defined elements in order at a prescribed pace without deviation. This will be judged on the driver's skill, use of aids, control of mule, accuracy, quality of transitions and gaits with additional consideration of the impressions of the turnout and driver.
 - a. All entries will complete between eight and ten prescribed elements from memory in a specific order.
 - b. Penalties are as follows: Off course, failure of the turnout, to pass on the correct side of a marker or dislodging any parts of a marked gate. Penalties are in 5-point increments.
 - c. Eliminations are as follows: Outside assistance, failure to carry a whip in hand, failure to start test within one minute of the signal or starting before the signal. More information is available in the American Driving Society rule book section PD page 12-13.
5. Gambler's Choice-No Choice Singles: Shall be driven over a course of numbered obstacles each carrying a specific point value. Each driver will draw a starting number before entering the arena. For example, if your number is four, you start at obstacle #4 and continue in the numerical order (4, 5, 6, 1, 2, 3). Once you have completed your sequence, the driver then may choose any obstacles in any order to complete. The maximum time allowed is two and a half minutes (150 seconds). A whistle will be blown to signal thirty seconds remaining. The competitor with the most points will be the winner. Ties will be broken by time. There is no limit to how many times and obstacle may be used. If an obstacle is knocked down or dislodged, it may no longer be used.
6. 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.
7. 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. Time starts when the mule's nose crosses the starting line and continues until the end of the log crosses the finish line. This event must be held in a closed arena. Singles and split teams will go first followed by teams and youth. A western hat or helmet and long sleeved shirt, tucked in, are required.
 - a. The driver is allowed to talk, yell, whistle, or slap mules with the lines from hands forward with no penalty. Drivers may not whip or hit the mule with the end of the lines or any whip, bat or other object. Doing so will cause automatic disqualification. The drivers' lines must always remain in the driver's hands. Failure to do so will cause automatic disqualification.
 - b. Faults will be converted into penalty seconds. The team who has the quickest time including any penalty seconds will be determined the winner.
 - c. Each disturbance is a ten second penalty.
 - d. There will be two officials observing each contestant's run and will determine disturbance of pylons, lines or markers.
 - e. Contestants may start the course on either side of the first pylon, weave in a serpentine pattern to the last pylon, go around the end and weave back down the side in the same serpentine pattern and out the start finish markers. If the course is not driven correctly the contestant will be disqualified.
 - f. Logs shall be 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.
 - g. Youth Log Skidding distance between cones shall be lengthened by minimum for an extra 3' between the cones.
 - h. Contestant must come to a complete stop after log crosses finish line and acknowledge judge.
 - i. Contestants who tie mule(s) to panels will incur a five-second penalty.
 - j. Only log skidder and swampers are only in the skidding area.
8. 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.
 - a. 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.

9. 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 5th 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.
 - d. The team with the fastest time including any penalties will be declared the winner.
10. Dee Shepard Memorial Drive: The top five placements from pleasure driving working singles will return to the arena for a final drive off. The judge will design the class pattern. This class will be judged on 40% rail work, 40% obstacle work and 20% on dress. This class will not count towards overall driving championship points.
11. Bean Bag Toss: Drivers are to drop a bean bag in each of the buckets spread around the arena. The driver must follow buckets in numerical order one through eight. When the eighth bucket is completed, turn and then deposit bean bags in reverse order from eight through one. Drivers must cross the finish line to stop time. The driver with the most bean bags in the buckets will be the winner, ties will be broken by time. The drivers must remain seated in the vehicle and reins must always remain in their hands. Youth drivers may have a groom/adult tossing the bean bags. There is a two-minute maximum time.

SPEED DRIVING DIVISION

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.
6. Chariot Campfire Race: The campfire race will be run with two teams in the arena at a time. There will be a draw for heats prior to the event. If there are an odd number of contestants, the racer with the fastest time from all the heats will be the winner. The chariot must be able to carry the fire starter safely and all team's equipment will be inspected for safety and stability prior to the race.
 - a. Drivers will position their Chariots at the starting line and markers. When either a buzzer or whistle is sounded, the fire starter will load up on the chariot and when fully mounted the driver may begin.
 - b. The racers will complete the set course and then at the finish line the Chariots are to come to a complete stop and the fire starter will dismount and start their campfire. The fire bucket shall be a small metal container with material to be able to start the fire. The fire must be seen from the top of the bucket and at this point the racers time will finish by the signal of a flagger.
 - c. Protective headgear is mandatory for all the participants including the fire starter. The loss of the protective headgear, clothing or any material causing interference or distraction to other teams will result in disqualification. Going off course or running into other racers course will result in disqualification. Hitting a cone shall be a 10 second penalty per hit. All contestants must be over the age of 18 and have a current waiver signed for BMD. The racers will be supplied a small metal bucket, fire starter and fire making material.

HALTER DIVISION

Attire: Exhibitors shall show in Western attire. This includes western hat or helmet, button down long sleeve shirt with collar and tucked in unless the shirt/coat is designed to be worn out, long pants, belt, and boots. Youth are to wear an approved helmet.

Tack: A Western or other type halter with a lead shall be used. Protective boots, leg wraps and bandages are prohibited in halter classes.

1. 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:
 1. Overall balance, form and structure of their parts, trueness, elasticity, coordination of action - 70%
 2. Muscular development and conditioning - 20%
 3. Disposition and manners - 10%
 - 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.

Mules and donkeys may enter one halter class for which they are eligible. To be eligible for the World Championship, the same mule or donkey should be entered in the corresponding in-hand trail class.

PACKING DIVISION

Attire: Western attire is required for all packing divisions.

The Packers for all packing divisions meeting will be on Friday at 3 p.m. 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 - 18 & Over, BMD Non-Pro - All Ages, Youth Packing - age group specific, Interscholastic Packing and Open Team Packing Divisions - 18 & Over.

All Pack Teams must enter the parade Saturday morning. Each team will compete in the following contest and the final details will be provided at the Friday Packer's meeting.

Youth packing division shall be divided into two 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 1st on the current competition year.

Ties for the World Championship shall be broken by placing in the Scramble class.

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 load must have a tarp that must be a minimum of 5’ x 7’.
 4. 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.
 5. 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.
 6. Neither packer nor team member can touch the packed load or hitch after the packer or team signals “finished” or before the judge’s inspection.
 7. 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.
 8. Complete outfit shall be used on the pack mules, double rigged pack saddles with britchens and breast collars as well as pads. Pads cannot be attached to the saddles, and breast collars and latigos must be done up. No tackaberry buckles or gimmicks may be used on pack saddles. Western saddles and pads must be used for packer’s riding animals along with proper bridles or hackamores.
 9. 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.
 10. 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.
 11. Identification markers or catching aids of any type shall not be allowed for the Team Scramble contests.
 12. The use of hobbles as well as tying animals to the fence is illegal.
 13. 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.

The Intercollegiate Team Packing event descriptions are as follows:

1. Packer rules above shall be used for the Intercollegiate Team Packing Contests. Judge will review rules and answer any question during the Packers meeting in the Tallman Pavilion.
2. 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.
3. All four team members must compete with their team in all five intercollegiate events, Comedy Load, The BMD Parade, Team Scramble, Team Packing and Team Packing II.
 - a. 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.
 - b. 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.
 - c. 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.
 - d. 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.
 - e. 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.

Open Packing Divisions

1. Team pack scramble 1 & 2: The pack teams are to enter the arena packed with 5 mules, side loads, tarps, and lash ropes, and with 3 riding animals saddled and bridled. The stock is to be unpacked, unsaddled, and turned loose with no halters or identifying tags. On judge's signal, teams are to catch their stock, saddle and pack them. The loads are to be tarped and tied down with a legal box hitch and all 5 mules must be strung together in a single file. The teams are to exit the arenas Eastgate with their pack string and three riding animals. The first team to go around the track and cross the finish line with clean loads shall be determined as the winner.
2. Team Packing Contest: The pack teams are to enter the arena packed with 5 mules, side loads, tarps, and lash ropes, and with 1-3 riding animals saddled and bridled. The lash ropes and tarps are to be placed on the ground prior to starting the event. On the judge's signal, teams are to pack the provided items on their mules using a fully opened pack tarp and legal box or diamond hitch. All five mules must be packed; however, it is up to each team to determine how the items are packed. Once everything is packed the teams will either exit the east arena gate and go around the track or cross the arena to the finish line according to the judge's instructions. The first team to cross the finish line with clean loads shall be determined as the winner.
3. Team Mystery Packing Contest: The pack teams are to enter the arena packed with 5 mules, side loads, tarps, and lash ropes, and up to 3 riding animals saddled and bridled. On judges signal the teams are to pack the provided items on their mules using a fully open tarp and legal box hitch or diamond hitch. Once all 5 mules are packed, the teams will exit the east arena gate and go around the track or cross the arena to the finish line according to the judge's instructions. The first team to cross the finish line with clean loads shall be determined as the winner.
4. Packers Choice Contest: 1 Packer, 1 riding animal and 5 mules will make up a team. This is a working pack string class to showcase how well the pack string can negotiate over a combination of mandatory obstacles. The pattern, amount of time allowed, ad order of go will be determined by the judge and the packing chairman. The winner will be determined by the number of points accumulated from the time given, obstacles completed and appearance of pack string.
5. World Champion Team Pack Off: The judge and packing chairman will determine how many teams will compete in the pack off. The teams will enter the arena with one team member riding and leading the string of 5 mules packed with side loads, tarps, and lash ropes. Each team will have an assigned position and five groups of items to be packed which will be laid out in a single file line the length of the arena. On the judges signal the team member riding will lead the string of mules to the first group of items to be packed. The Packers on the ground could not touch the items until the first meal in the string reaches the first group of items. The items are to be packed with a fully opened tarp covering the load and a legal box or diamond hitch. Once the first meal is packed the rider will then lead the string to the next group of items. Again, the Packers on the ground could not touch the items until the second meal in the string reaches a second pile. This procedure will continue until all five mules are packed with all five piles of items. When the teams are finished packing the rider with the string leads them back across the arena to the finish line. The first team to cross the finish line with clean loads shall be determined as the winner.

Individual Packing Divisions

1. Diamond Hitch: This contest will consist of 1 pack animal, pack saddle, lash rope and side load boxes. Before starting the lash rope will be coiled on the ground and the Packer cannot touch the lash rope from the time that the packer signals "ready" until the judge signals "start". When the start queue has been given the Packer will tie a Diamond Hitch, the hitch can be thrown so it can be tied off on either front or behind the diamond, the hitch cannot be tied from one side and the Packer must go to the right side and put the lash rope under the right-side load before it is put under the left-side load. The lash rope must pass under lower ends and over the end of the side load. The ropes attached to the lash cinch must pass over the sides of the side loads. A line drawn over the top of the top load between the center of the front and rear forks must pass through the diamond regardless of its shape. Any part of the diamond cannot be below the top edge of the side load and diamond must stay on top of the load. The tail of the lash rope is to be thrown over the load and cannot be purposely pulled off.
2. Box Hitch: This contest will consist of 1 pack animal, pack saddle, lash rope and side load boxes. Before starting the lash rope will be coiled on the ground and the Packer cannot touch the lash rope from the time that the packer signals "ready" until the judge signals

“start”. When the start queue has been given the Packer will tie a Box Hitch by throwing lash cinch over the load and under the mule. Must take a complete wrap or half hitch on hook with lash rope then throw rope or take rope to the right side. Tie a box hitch on that side and then throw rope back to left side. Tie the remaining box and then tie off and above upper outer edge of left side load. The judge will inspect the following: box hitch and equipment ropes under tension and tie off securely. The rope must pass inside the lower inner corners of each side load and can pass inside the upper inner corners of each side load. The ropes attached to the left cinch must pass over the side of the side loads and the lash rope must make at least one complete wrap or half hitch on the lash cinch hook. The lash rope cannot pass through the lash cinch hook when making the near left side box. The bottom rope should not extend above the outside bottom edge of the box.

3. Individual Open Scramble: Individuals shall enter the arena with one riding animal, one pack mule, with side loads, tarps, and lash ropes. Stock is to be unpacked unsaddled and turned loose with no halters or identifying aids. On judges signal the individuals shall catch their stock saddle and pack them, tarp the load and tie it down with a legal box or diamond hitch. Individuals exit the arena through the east gate with a pack mule and mounted on their riding animal. The first individual to go around the track and cross the finish line with clean loads shall be the winner.
4. Youth Scramble: A youth and a swamper enter the arena with a riding animal, 1 pack mule, side loads, tarps, and lash ropes. Stock is to be unpacked unsaddled and held by their swamper. On judge’s signal, the youth shall saddle and pack the designated items, tarp the loads and tie down with a legal box or diamond hitch. The swamper may hold the mule, horse, and give vocal encouragement, the swamper shall not touch the load or hitch in any way. If anyone other than the Packer touches the load or the hitch it will result in a disqualification. The youth will mount their riding animal and lead their pack mule across the arena to the finish line at a walk. If they break gate into a trot for more than 2 steps it will result in 5 penalty points added to the overall time taken. Each Youth packer will have an individual timer provided by BMD. The youth with clean loads and the fastest time shall be the determined winner.

Specialty Pack Classes

1. Triple Scoop Team Class: The teams shall consist of 1 professional, 1 collegiate and 1 youth packer. The teams are required to tie one legal diamond hitch and one legal box hitch. The teams can decide which of the items will be their diamond and which will be their box hitches.
 - a. Teams shall enter the arena with one riding animal and their string of two pack mules, with side loads, tarps, and lash ropes. The professional Packer should be mounted and leading the string.
 - b. Two cones will be set on opposite sides of the arena, and each team will have an assigned position. There will be two groups of items to be packed, which will be spaced out in a line between the cones. The youth and collegiate team members will go to the opposite cone from the professional and string. On the judges signal the professional and string will advance the nearest load. The youth and collegiate will race to join them at the first pile of items. The Packers on the ground cannot touch the items until the first mule in the string reaches the first group of items. The items are to be packed on the first mule with a fully open tarp covering the load and a legal box or diamond hitch. The teams cannot move forward until all items in the pile are packed and the hitch is complete. Upon completion of the hitch, the professionals and string will advance to the next pile of items. The Packers on the ground again cannot touch the items until the 2nd mule on the string reaches the group of items to be packed. Items are to be packed with a fully open tarp, covering the load with either a legal box or diamond hitch. Again, teams cannot move forward until all items in the pile are packed and the hitch is complete. When each team is finished packing everything the rider with the string will lead them around the far cone and back across the arena to the finish line. The team to cross the finish line first with all clean loads shall be determined the winner.
2. Rusty Pack Class: The Packer and their swamper shall enter the arena with one riding animal and one pack animal with side loads, tarps, and lash ropes. The ropes and tarps from the packing equipment are to be placed on the ground at the North end of the Main arena. The riding equine will stay saddled and the Swamper shall hold them on the North side of the arena next to the loads that are to be packed.
 - a. The Packer will then stand on the Start/Finish line on the South side of the arena near the grandstands. When the starting signal has been given by the judge, packers are to run, walk or crawl to their team and pack their loads with a legal box or diamond hitch.
 - b. On completion of packing all the designated items. The Packer shall mount their riding equine and race back to the finish line. The first team to cross the finish line with clean loads shall be determined as the winner.

Bishop Mule Days is proud to be a WRHA approved show.

Bridled and Green Mule classes in the Ranch Pleasure,
Ranch Riding and Using Ranch classes will count for
WRHA points and WRHA year-end awards.



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TENTATIVE SCHEDULE

Tuesday, May 21, 2024

Main Arena

7 a.m.

- 8. Amateur Warm Up Hunters
- 9. Amateur Working Hunters
- 38. Green Warm Up Hunters
- 39. Green Working Hunters
- 40. Green Jumpers Table II, Sec. 1
- 32. Bridled Warm Up Hunters
- 33. Bridled Working Hunters
- 34. Bridled Jumpers Table II, Sec 1
- 97. Youth Warm Up Hunters
- 98. Youth Working Hunters
- 142. Super Reinsmanship-Singles
- 101. Pleasure Driving Reinsmanship-Youth Singles
- 149. Super Reinsmanship-Hitch

12:30 p.m.

- 140. Pleasure Driving Working-Singles
- 100. Pleasure Driving Working-Youth
- 182. Donkey Pleasure Driving-Working
- 183. Donkey Pleasure Driving-Turnout
- 185. Donkey Reverse Psychology Driving
- 143. Reverse Psychology Driving-Singles
- 104. Reverse Psychology Driving-Youth
- 151. Reverse Psychology Driving-Hitch
- 228. Dee Shepherd Memorial Drive Championship
- 68. Practice Roping

Main Arena

7 a.m.

- 144. Gambler's Choice-No Choice-Singles
- 147. Working Pleasure Driving-Hitch
- 105. Youth Working Pleasure Driving-Hitch
- 106. Youth Reinsmanship-Hitch
- 153. Bean Bag Toss-Hitch
- 141. Bean Bag Toss-Singles
- 184. Bean Bag Toss-Donkey
- 232. Bean Bag Toss 4-Up Hitch

1 p.m.

- 174. Donkey English Pleasure
- 175. Donkey Hunter Hack
- 78. Youth English Pleasure 6-13
- 79. Youth English Equitation 6-13
- 80. Youth Hunter Hack 6-13
- 90. Youth English Pleasure 14-17
- 91. Youth English Equitation 14-17
- 92. Youth Hunter Hack 14-17
- 30. Bridled English Pleasure
- 31. Bridled Hunter Hack
- 36. Green English Pleasure
- 37. Green Hunter Hack
- 6. Amateur English Pleasure
- 7. Amateur Hunter Hack

4:30 p.m.

- 60. Steer Stopping 1st Go
- 64. Team Roping 1st Go

East Arena 1

11:30 a.m.

- 35. Bridled English Dressage
- 41. Green English Dressage
- 12. Amateur English Dressage
- 99. Youth English Dressage
- 218. Donkey English Dressage

Wednesday, May 22, 2024

East Arena 1

7 a.m.

- 19. Bridled Western Dressage
- 25. Green Western Dressage
- 217. Youth Western Dressage 6-17
- 13. Amateur Western Dressage
- 177. Donkey Western Dressage Jackpot

Thursday, May 23, 2024

Main Arena

7 a.m.

- 83. Youth Pole Bending 6-13
- 95. Youth Pole Bending 14-17
- 57. Open Pole Bending 18 & Over
- 179. Donkey Pole Bending 18 & Over
- 81. Youth Cloverleaf Barrels 6-13
- 93. Youth Cloverleaf Barrels 14-17
- 55. Open Cloverleaf Barrels 18 & Over
- 180. Donkey Cloverleaf Barrels 18 & Over
- 84. Youth Keyhole 6-13
- 96. Youth Keyhole 14-17
- 59. Open Keyhole 18 & Over
- 178. Donkey Keyhole 18 & Over

10 a.m.

Kids School Program

11 a.m.

- 61. Steer Stopping 2nd Go
- 65. Team Roping 2nd Go

1 p.m.

- 150. Teamster Delivery Challenge
- 107. Youth Teamster Delivery Challenge
- 62. Steer Stopping 3rd Go
- 66. Team Roping 3rd Go
- 145. Farm Class-Singles
- 102. Farm Class Youth 6-17-Singles
- 152. Farm Class-Teams
- 108. Farm Class Youth 6-17-Teams

East Arena 1

7 a.m.

- 16. Bridled Gambler's Choice Western Trail
- 22. Green Gambler's Choice Western Trail

12 p.m.

- 171. Donkey Western Trail
- 172. Donkey In-Hand Trail 4 & Over
- 114. Donkey In-Hand Trail 3 & Under
- 27. Non-Riding Mule In-Hand Trail 3 & Under
- 28. Non-Riding Mule In-Hand Trail 4 & Over
- 125. Mule In-Hand Trail Open
- 118. Jack In-Hand Trail
- 77. Youth Western Trail 6-13
- 89. Youth Western Trail 14-17

Friday, May 24, 2024

Main Arena

7 a.m.

- 49. Bridled Cutting
- 50. Green Cutting
- 51. Bridled Cow Working
- 52. Green Cow Working
- 53. Mule & Donkey Intro to Boxing
- 23. Green Western Riding
- 17. Bridled Western Riding

1:30 p.m.

- 170. Dozer Beaver Western Pleasure Donkey
- 2. Amateur Western Pleasure
- 20. Green Western Pleasure
- 14. Bridled Western Pleasure
- 73. Youth Western Pleasure 6-13
- 74. Youth Western Equitation 6-13
- 85. Youth Western Pleasure 14-17
- 86. Youth Western Equitation 14-17

7 p.m. (*Ticketed)

- 26. Carl Lind Western Pleasure Stakes
- 56. Cloverleaf Barrel Finals
- 181. Donkey Barrel Finals
- 157. Chariot Barrel Race
- 63. Steer Stopping Finals
- 197. Intercollegiate Comedy Load
- 167./224. Big Balls in Mule Town
- 168./225. 200-Yard Mule Race
- 158. Chariot Straightaway Race I
- 223. Chicken Pluckin' Race
- 186. Individual Packing Scramble

East Arena 1

7 a.m.

- 5. Amateur Western Trail
- 21. Green Western Trail
- 15. Bridled Western Trail

4 p.m.

- 187. Box Hitch Open
- 188. Diamond Hitch Open
- 190. Box Hitch Non Pro
- 191. Diamond Hitch Non Pro
- 192. Packing Contest Non Pro
- 193./212. Packing Contest Youth 6-13/14-17
- 194./213. Diamond Hitch Youth 6-13/14-17
- 195./214. Box Hitch Youth 6-13/14-17
- 196./215. Scramble Contest Youth 6-13/14-17

Saturday, May 25, 2024

Main Street

10 a.m.

Parade

Main Arena

1 p.m. (*Ticketed)

- 111. Costume Class
- 159. Chariot Straightaway Race II
- 169. 300-Yard Mule Race
- 202. Team Packing Contest
- 82./94. Youth Barrel Finals
- 227. Triple Scoop Team Packing Relay
- 198. Intercollegiate Pack Team Contest
- 164./221. Cup O' Noodles
- 201. Team Packing Scramble I

7 p.m. (*Ticketed)

- 155./156. Americana Singles & Teams
- 173. Donkey 200-Yard Race
- 165./222. Dolly Parton Race
- 189. Individual Pack Contest
- 230. 4-Up Hitch Pleasure Driving Working
- 67. Team Roping Finals
- 199. Intercollegiate Pack Team Scramble
- 58. Pole Bending Finals
- 161. Chariot Pole Bending
- 163./220. Musical Tires
- 162. Chariot Flag Pole Race
- 203. Mystery Pack Teams Contest

East Arena 1

2 p.m.

- 4. Amateur Mulemanship
- 76. Mulemanship Youth 6-13
- 88. Mulemanship Youth 14-17

3:30 p.m.

- 43. Bridled Ranch Pleasure
- 46. Green Ranch Pleasure
- 10. Amateur Ranch Pleasure

Sunday, May 26, 2024

Main Arena

7 a.m.

- 48. Green Using Ranch
- 45. Bridled Using Ranch
- 176. Donkey Using Ranch

8 a.m. (Track)

- 146. Log Skidding-Singles
- 103. Log Skidding-Singles Youth 6-17
- 154. Log Skidding-Teams
- 109. Log Skidding-Teams Youth 6-17
- 110. Coon Jumping

4 p.m. (*Ticketed)

- 54. Bridled Reined Cow Finals
- 204. Team Pack Scramble II
- 226. Rusty Packer Class
- 231. Campfire Chariot Race
- 200. Intercollegiate Team Pack Off
- 160. Chariot Bean Bag Toss
- 166. Bedroll Race
- 205. Packer's Choice
- Parade of Champions

East Arena 1

7 a.m.

- 3. Amateur Reining
- 24. Green Reining
- 18. Bridled Reining

11 a.m.

- 69. Leadline Equitation
- 70. Lead Line Pleasure
- 71. Walk/Jog Equitation 17 & Under
- 72. Walk/Jog Pleasure 17 & Under
- 208. Amateur Walk/Jog Equitation 18 & Over
- 209. Amateur Walk/Jog Pleasure 18 & Over
- 44. Bridled Ranch Riding
- 47. Green Ranch Riding
- 11. Amateur Ranch Riding

***Ticketed performances will contain additional production elements not listed**

CLASS LIST & FEES

AMATEUR DIVISION

\$25 class entry fee

1. Amateur Showmanship
2. Amateur Western Pleasure
3. Amateur Reining
4. Amateur Mulemanship
5. Amateur Western Trail
6. Amateur English Pleasure
7. Amateur Hunter Hack
8. Amateur Warm Up Hunters
9. Amateur Working Hunters
10. Amateur Ranch Pleasure
11. Amateur Ranch Riding
12. Amateur English Dressage
13. Amateur Western Dressage

BEGINNING AMATEUR DIVISION (mules or donkeys)

207. Amateur Walk/Jog Showmanship Rusty Stirrup 18+
208. Amateur Walk/Jog Equitation Rusty Stirrup 18+
209. Amateur Walk/Jog Pleasure Rusty Stirrup 18+

RANCH DIVISION

\$25 class entry fee (*+\$25 cattle fee)

43. Bridled Ranch Pleasure
44. Bridled Ranch Riding
45. Bridled Using Ranch*
46. Green Ranch Pleasure
47. Green Ranch Riding
48. Green Using Ranch*

REINED COW DIVISION

\$25 class entry fee + \$50 cattle fee

49. Bridled Cutting
50. Green Cutting
51. Bridled Working Cow
52. Green Working Cow
53. Intro to Boxing (mules or donkeys)
54. Bridled Working Cow Shoot Out (no fee)

ROPING DIVISION

\$50 jackpot fee + \$50 cattle fee

60. Steer Stopping 1st Go
61. Steer Stopping 2nd Go (no fee)
62. Steer Stopping 3rd Go (no fee)
63. Steer Stopping Shoot Out (no fee)
64. Team Roping 1st Go
65. Team Roping 2nd Go (no fee)
66. Team Roping 3rd Go (no fee)
67. Team Roping Shoot Out (no fee)
68. Practice Roping (\$15 practice fee)

SPECIALTY DIVISION

\$25 class entry fee

110. Coon Jumping
111. Costume Class

SPEED DRIVING DIVISION

\$25 class entry fee

157. Chariot Barrel Race
158. Chariot Straightaway Race 1
159. Chariot Straightaway Race 2
160. Chariot Bean Bag Toss
161. Chariot Pole Bending
162. Chariot Flagpole Race
231. Chariot Campfire Race

WESTERN PERFORMANCE DIVISION

\$25 class entry fee (*+\$50 jackpot fee)

14. Bridled Western Pleasure
15. Bridled Western Trail
16. Bridled Gambler's Choice Trail
17. Bridled Western Riding
18. Bridled Reining
19. Bridled Western Dressage
20. Green Western Pleasure
21. Green Western Trail
22. Green Gambler's Choice Trail
23. Green Western Riding
24. Green Reining
25. Green Western Dressage
26. Carl Lind Memorial Pleasure Stakes*

ENGLISH PERFORMANCE DIVISION

\$25 class entry fee

30. Bridled English Pleasure
31. Bridled Hunter Hack
32. Bridled Warm Up Hunters
33. Bridled Working Hunters
34. Bridled Jumpers (Table II Sec. 1)
35. Bridled English Dressage
36. Green English Pleasure
37. Green Hunter Hack
38. Green Warm Up Hunters
39. Green Working Hunters
40. Green Jumpers (Table II Sec. 1)
41. Green English Dressage
42. Practice Jumping (\$10, mules/donkeys)

GYMKHANA DIVISION

\$25 class entry fee + \$40 jackpot fee

55. Cloverleaf Barrels 18 & Over
56. Cloverleaf Barrels Shoot Out (no fee)
57. Pole Bending 18 & Over
58. Pole Bending Shoot Out (no fee)
59. Keyhole 18 & Over

FUN DIVISION

\$25 class entry fee

- 163./220. Musical Tires 18 & Over/8-17
- 164./221. Cup O' Noodles 18 & Over/8-17
- 165./222. Dolly Parton Race 18 & Over/8-17
166. Bedroll Race 18 & Over
- 167./224. Big Balls in Mule Town 18+/8-17
- 168./225. 200-Yard Race 18 & over/8-17
169. 300-Yard Race 18 & Over
223. Chicken Pluckin' Race

BEGINNING YOUTH DIVISION

\$25 class entry fee (*\$10 class entry fee)

69. Lead Line Equitation*
70. Lead Line Pleasure*
71. Walk/Jog Equitation Mini Stirrup 17-
72. Walk/Jog Pleasure Mini Stirrup 17-
210. Showmanship Short Stirrup 17-

HALTER & IN-HAND DIVISION

\$25 class entry fee

121. Non-Riding Mules Three & Under
27. Non-Riding Mules In-Hand Trail Three-
122. Non-Riding Mules Four & Older
28. Non-Riding Mules In-Hand Trail Four+
116. Jacks All Ages
118. Jacks In-Hand Trail All Ages

HALTER & IN-HAND DIVISION cont.

- 112. Donkeys Four Years & Older
- 172. Donkeys In-Hand Trail Four Years & Older
- 113. Donkeys Three Years & Under
- 114. Donkeys In-Hand Trail Three Years & Under
- 120. Yearling Mules
- 125. Mules In-Hand Trail All Ages
- 126. Mules All Ages
- 123. Mules Strength & Size Type for Driving Four+
- 130. Mules Quarter Horse Type Four & Older
- 133. Mules Thoroughbred Type Four & Older
- 132. Mules Color Type Four & Older

YOUTH DRIVING DIVISION

\$25 class entry fee

- 100. Youth Pleasure Driving-Working 6-17
- 101. Youth Pleasure Driving-Reinsmanship 6-17
- 102. Youth Farm Class 6-17
- 103. Youth Log Skidding 6-17
- 104. Youth Reverse Psychology-Singles 6-17
- 105. Youth Hitch Pleasure Driving-Working 6-17
- 106. Youth Hitch Pleasure Driving-Reinsmanship 6-17
- 107. Youth Hitch Teamster Delivery Challenge 6-17
- 108. Youth Hitch Farm Class 6-17
- 109. Youth Hitch Log Skidding 6-17

DRIVING DIVISION

\$25 class entry fee

- 140. Pleasure Driving-Working
- 141. Bean Bag Toss
- 142. Super Reinsmanship
- 143. Reverse Psychology
- 144. Gambler's Choice - No Choice
- 145. Farm Class
- 146. Log Skidding
- 155. Americana Singles
- 147. Hitch Pleasure Driving-Working
- 149. Hitch-Super Reinsmanship
- 228. Dee Shepherd Memorial Drive
- 150. Teamster Delivery Challenge
- 151. Hitch Reverse Psychology
- 152. Hitch Farm Class
- 153. Hitch Bean Bag Toss
- 154. Hitch Log Skidding
- 156. Americana Teams
- 230. 4-Up Hitch Pleasure Driving-Working
- 232. 4-Up Hitch Bean Bag Toss

DONKEY DIVISION

\$25 class entry fee (*+\$40 jackpot fee)

- 170. Dozer Beaver Memorial Donkey Western Pleasure
- 171. Donkey Western Trail
- 173. Donkey 200-Yard Race
- 174. Donkey English Pleasure
- 175. Donkey Hunter Hack
- 176. Using Ranch Donkey (+\$50 cattle fee)
- 177. \$500 Donkey Jackpot Western Dressage*
- 178. Donkey Keyhole
- 179. Donkey Pole Bending
- 180. Donkey Cloverleaf Barrels
- 181. Donkey Cloverleaf Barrels Shoot Out (no fee)
- 182. Donkey Pleasure Driving-Working Single
- 183. Donkey Pleasure Driving-Turnout Single
- 184. Donkey Bean Bag Toss
- 185. Donkey Reverse Psychology
- 218. Donkey English Dressage

YOUTH DIVISION (mules and donkeys)

\$25 class entry fee

- 73. Youth Western Equitation 6-13
- 74. Youth Western Pleasure 6-13
- 75. Youth Showmanship 6-13
- 76. Youth Mulemanship 6-13
- 77. Youth Western Trail 6-13
- 78. Youth English Equitation 6-13
- 79. Youth English Pleasure 6-13
- 80. English Hunter Hack 6-13-cross rails
- 81. Youth Cloverleaf Barrels 6-13
- 82. Cloverleaf Barrels 6-13 Shoot Out (NC)
- 83. Youth Pole Bending 6-13
- 84. Youth Keyhole 6-13
- 85. Youth Western Equitation 14-17
- 86. Youth Western Pleasure 14-17
- 87. Youth Showmanship 14-17
- 88. Youth Mulemanship 14-17
- 89. Youth Western Trail 14-17
- 90. Youth English Equitation 14-17
- 91. Youth English Pleasure 14-17
- 92. Youth Hunter Hack 14-17-cross rails
- 93. Youth Cloverleaf Barrels 14-17
- 94. Cloverleaf Barrels 14-17 Shoot Out (NC)
- 95. Youth Pole Bending 14-17
- 96. Youth Keyhole 14-17
- 97. Youth Warm Up Hunters 6-17-cross rails
- 98. Youth Working Hunters 6-17-cross rails
- 99. Youth English Dressage 6-17
- 217. Youth Western Dressage 6-17

PACKING DIVISION

\$15 class entry fee

- 186. Individual Scramble Contest 18 & Over
- 187. Individual Box Hitch Contest 18+
- 188. Individual Diamond Hitch Contest 18+
- 189. Individual Packing Contest 18 & Over
- 190. Non Pro Box Hitch Contest All Ages
- 191. Non Pro Diamond Hitch Contest AllAges
- 192. Non Pro Packing Contest All Ages
- 193. Non Pro Individual Packing Youth 6-13
- 194. Non Pro Diamond Hitch Youth 6-13
- 195. Non Pro Box Hitch Contest Youth 6-13
- 196. Non Pro Individual Scramble Youth6-13
- 212. Non Pro Individual Packing Youth 14-17
- 213. Non Pro Diamond Hitch Youth 14-17
- 214. Non Pro Box Hitch Contest Youth 14-17
- 215. Non Pro Individual Scramble Yth14-17
- 197. Intercollegiate Comedy Load
- 198. Intercollegiate Team Packing 1
- 199. Intercollegiate Pack Team Scramble
- 200. Intercollegiate Team Pack Off
- 201. Open Team Pack Scramble 1 18 & Over
- 202. Open Team Packing Contest 18 & Over
- 203. Open Mystery Pack Contest 18 & Over
- 204. Open Team Pack Scramble 2 18 & Over
- 205. Open Team Packers Choice 18 & Over
- 226. Rusty Packer 50 & Over
- 227. Triple Scoop Team Packing Relay

AWARDS & CHAMPIONSHIPS

All-Around Adult Amateur World Championship

The amateur earning the greatest number of points in the following classes will be awarded the Adult Amateur World Champion. Points will be compiled on a one mule, one amateur/rider basis. An amateur may exhibit more than one mule, however, points earned by the amateur with each mule will be compiled separately. These points will automatically get tallied for each rider mule combo. Prior to starting the BMD competition, the amateur must have completed the Amateur Declaration paperwork for the current show year, and it must be on file with the show office.

The classes counting towards the Adult Amateur World Championship are as follows:

- | | | |
|------------------------------|-------------------------------|------------------------------|
| 1. Amateur Showmanship | 2. Amateur Western Pleasure | 3. Amateur Reining |
| 4. Amateur Mulemanship | 5. Amateur Western Trail | 6. Amateur English Pleasure |
| 7. Amateur Hunter Hack | 8. Amateur Warm-Up Hunters | 9. Amateur Hunters |
| 10. Amateur Ranch Pleasure | 11. Amateur Ranch Riding | 12. Amateur English Dressage |
| 13. Amateur Western Dressage | 49. or 50. Cutting | 57. Pole Bending |
| 59. Keyhole | 140. Pleasure Driving-Working | |

All-Around Green World Champion Mule

The All-Around World Champion Green Mule is a special award to highlight the versatility of the mule that excels in showing in a variety of divisions and types of classes. The mule earning the greatest number of points in the following classes will be awarded the All-Around Green World Champion title. The points will reflect on the mule and not the rider for each of these classes. These points will automatically get tallied for each Green Mule.

The classes counting towards the All-Around Green World Champion Mule are as follows:

- | | | |
|-----------------------------------|----------------------------------|----------------------------|
| 21. Green Western Trail | 22. Green Gambler's Choice Trail | 23. Green Western Riding |
| 24. Green Reining | 25. Green Western Dressage | 36. Green English Pleasure |
| 37. Green Hunter Hack | 39. Green Working Hunter | 40. Green Jumpers |
| 41. Green English Dressage | 46. Green Ranch Pleasure | 47. Green Ranch Riding |
| 48. Green Using Ranch | 50. Green Cutting | 55. Cloverleaf Barrels |
| 57. Pole Bending | 140. Pleasure Driving Working | |
| 144. Gambler's Choice - No Choice | 167. Big Balls in Mule Town | 168. 200 Yard Race |

One of the Halter classes from #'s 126, 130, 133, 132 will count towards the points.

All-Around Bridled World Champion Mule

The All-Around World Champion Bridled Mule is a special award to highlight the versatility of the mule that excels in showing in a variety of divisions and types of classes. The mule earning the greatest number of points in the following classes will be awarded the All-Around Bridled World Champion title. The points will reflect on the mule and not the rider for each of these classes. These points will automatically get tallied for each Bridled Mule.

The classes counting towards the All-Around Bridled World Champion Mule are as follows:

- | | | |
|-----------------------------------|------------------------------------|------------------------------|
| 15. Bridled Western Trail | 16. Bridled Gambler's Choice Trail | 17. Bridled Western Riding |
| 18. Bridled Reining | 19. Bridled Western Dressage | 30. Bridled English Pleasure |
| 31. Bridled Hunter Hack | 33. Bridled Working Hunter | 34. Bridled Jumpers |
| 35. Bridled English Dressage | 43. Bridled Ranch Pleasure | 44. Bridled Ranch Riding |
| 45. Bridled Using Ranch | 49. Bridled Cutting | 56. Cloverleaf Barrels |
| 57. Pole Bending | 140. Pleasure Driving Working | 141. Bean Bag Toss |
| 144. Gambler's Choice - No Choice | 167. Big Balls in Mule Town | 168. 200 Yard Race |

One of the Halter classes from #'s 126, 130, 133, 132 will count towards the points.

All-Around World Champion Jack or Donkey

The All-Around World Champion Jack or Donkey is a special award to highlight the versatility of the Jack or Donkey that excels in showing in a variety of divisions and types of classes. The Jack or Donkey earning the greatest number of points in the following classes will be awarded the All-Around World Champion Jack or Donkey title. The points will reflect on the Jack or Donkey and not the rider for each of these classes. These points will automatically get tallied for each Jack or Donkey.

The classes counting towards the All-Around World Champion Jack or Donkey are as follows:

- | | | |
|---------------------------|----------------------------------|-------------------------------|
| 112. Donkeys Four & Older | 116. Jack All Ages | 118. Jack In-Hand Trail |
| 164./221. Cup O' Noodles | 167./224. Big Balls in Mule Town | 173. 200-Yard Race |
| 171. Western Trail | 172. Donkey In-Hand Trail 4+ | 174. English Pleasure |
| 175. Hunter Hack | 176. Using Ranch | 177. Western Dressage |
| 178. Keyhole | 179. Pole Bending | 183. Pleasure Driving Turnout |
| 184. Bean Bag Toss | 218. English Dressage | |

World Championships and Reserve World Champion awards will be given to the equine(s) earning the greatest cumulative number of points in the eligible classes listed within each division (unless otherwise noted):

Bridled Western Performance Mule – classes # 14–19

Green Western Performance Mule - classes # 20-25

Bridled English Performance Mule – classes # 30-35

Green English Performance Mule - classes # 36-41

Bridled Ranch Mule - classes # 43-45

Green Ranch Mule – classes # 46-48

Bridled Reined Cow Mule – classes # 49, 51, 54 (Not accumulation of points; champion to be named)

Green Reined Cow Mule – classes # 50, 52, 53

Gymkhana Mule 18 & over – classes # 56, 58, 59

Gymkhana Youth 6-13 years – classes # 82, 83, 84

Gymkhana Youth 14-17 years – classes # 94, 95, 96

Fun Mule 18 & over – classes # 163-169

Fun Mule 17 & under – classes # 220-222, 224-225

Driving – Singles – classes # 140-146

Teamster Driver – classes # 147, 149-154

Speed Team Driver – classes # 157-162, 231

Youth 6-13 years – classes # 73-80, 97-99, 217

Youth 14–17 years – classes # 85-92, 97-99, 217

Youth Driver Single – classes # 100-104

Youth Driver Hitch – classes # 105-109

Donkey Driver – classes # 182-185

Individual Packer – classes # 186-189

Pack Teams Open – classes # 201-205

Youth Packer 6-13 years – classes # 193-196

Youth Packer 14-17 years – classes # 212-215

Intercollegiate Pack Teams – classes # 197-200

Performance Donkey – classes # 170-179, 181, 218

Gymkhana Donkey – classes # 173, 178-180

Halter Donkey 4 & Over – classes # 112, 172

Halter Donkey 3 & Under – classes # 113, 114

Halter Jack – classes # 116, 118

Halter Mule 3 & Under Non-Riding – classes # 27, 121

Halter Mule 4 & Over Non-Riding – classes # 28, 122

Open Halter Mule – classes # 125, 126

Amateur Walk Jog Rusty Stirrup 18 & Over – classes # 207, 208, 209

Steer Stopping - classes # 60-63 (Not accumulation of points; champion to be named)

Team Roping - classes # 64-67 (Not accumulation of points; champion to be named)

Youth Walk/Jog Short Stirrup 17 & Under – classes # 71, 72, 210

Amateur English – classes # 6-9, 12

Amateur Western – classes # 1-5, 13

Bridled Mule Dressage High Point* - the mule and rider pair with the highest combined test scores in the Bridled English Dressage and Bridled Mule Western Dressage classes.

Amateur Mule Dressage High Point* - the mule and rider pair with the highest combined test scores in the Amateur Mule English Dressage and Amateur Mule Western Dressage classes.

Green Mule Dressage High Point* - the mule and rider pair with the highest combined test scores in the Green Mule English Dressage and Green Mule Western Dressage classes.

*Ties will be broken using the gaits collective mark followed by the impulsion collective mark then the submission collective mark.

All World Champions will be recognized during the Sunday 4 p.m. ticketed performance and are welcome to be presented in the main arena.

AWARDS SALOON

The Awards Saloon is located behind the Show Office and will be open during the following times to collect any awards not picked up in the Arena:

Tuesday-Friday 9 a.m. - 4 p.m.

Saturday 1 p.m. - 5 p.m.

Sunday 9 a.m. - 3:30 p.m. & 6 p.m. - 7 p.m.

SPECIALTY CLASSES

Rusty Packer Class

Triple Scoop Team Packing Relay (1 youth, 1 interscholastic & 1 open packer)

SPECIALTY AWARDS

Knock Down Drag Out Open Packer, sponsored by Rainbow Pack Station

Von Twitchell Award for amateur rider/equine pair, over 65 years of age in riding classes

DIVISION SPONSORSHIP OPPORTUNITIES

This important sponsorship will help provide Champion and Reserve Champion belt buckles, Champion prizes as well as Champion and Reserve Champion ribbons.

STANDARD DIVISION - \$500

Recognition in the premium book and class list. Arena announcements on the day(s) the division is competing. Sponsor's name on the Championship prize.

TEAM ROPING - \$800

Recognition in the premium book and class list. Arena announcements on the day(s) the division is competing. Sponsor's name on the Championship prize.

TEAM PACKING DIVISIONS - \$1,400

Recognition in the premium book and class list. Arena announcements on the day(s) the division is competing. Sponsor's name on the Championship prize.





Management
Secretarial
Show Execution
Strategic Planning

Vision

KM Productions is dedicated to delivering exceptional management, secretarial, and show execution services with an unwavering commitment to teamwork, vision, and mission alignment.

Mission

Our mission is to facilitate the realization of our clients' goals through:

- Strategic planning
- Innovative solutions
- Seamless execution

Values

We foster a culture of collaboration, creativity, and accountability to drive future planning and are dedicated to transforming visions into reality, ensuring every endeavor is executed with excellence and precision.

KM Productions
Kendra McConnell
(303) 956-2885
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Bishop Mule Days
1141 North Main Street
Bishop, CA 93514-2432
(760) 872-4263

Dated Material Enclosed

The Contestant Premium Book is published annually by Bishop Mule Days to share information for equine, agriculture and education.

Competition Schedule

May 21	Hunter/Jumper Halter & Showmanship
May 21-22	Dressage
May 21-26	Driving
May 22	English
May 22-25	Roping
May 23-26	Gymkhana & Fun
May 23-26	Western, Working Western & Ranch
May 24-26	Packing