

GENERAL RULES

1. Age: Age of individual youths on January 1st shall be maintained throughout the entire year. Person's greater age on that date. Show committee will determine individual age classifications.
2. Unsoundness or Injury: The judge shall not allow any animal to participate when unsoundness or injury is sufficient to be considered an act of cruelty. Any animal drugged will be disqualified.
3. Any protest shall be filed in writing within 48 hours of the event. The protest will be reviewed by the show administration and settled within sixty (60) days with notification going out to all parties concerned.
4. Judges decision will be final. A flagger may be designated as a judge during a timed event.
5. Judges may also excuse any entry that is not in control. Any animal whose behavior endangers another showman shall be excused from the arena by the judge.
6. The age of an animal shall be computed by the calendar year starting January 1st of the year the animal was foaled.
7. Unsportsmanlike Conduct: Any unsportsmanlike conduct by an owner and or/exhibitor, shall jeopardize their right to further exhibit in the show.
8. A minimum of three entries is required per class. If a class has less than three entries it may be combined or deleted at the show committee's discretion. If the class is deleted the entry fee will be reimbursed. One to three entries could constitute an exhibition class at the discretion of the show committee.
9. All contestants/Exhibitors must sign a release form. Any youth 18 or under must have a parent or guardian signature.

CLASS DIVISIONS

CATTLE PENNING...
CATTLE USE CLASSES...
CLOVERLEAF BARREL RACE...
COSTUME...
DRIVING...
ENGLISH HUNTER HACK...
ENGLISH PLEASURE...
GYMKHANA...
HALTER...
JUNIOR MULE (GENERAL RULES)...
KEY HOLE...
LADIES SIDE SADDLE...
LEADLINE...
PERFORMANCE...
PLEASURE...
POLE BENDING
PULL...
RANCH RIDING PATTERN...
RANCH RIDING...
REINING PATTERN #1...
REINING PATTERN #2...
REINING PATTERN #3...

REINING PATTERN #4...
REINING...
SENIOR MULE (GENERAL RULES)...
SHOWMANSHIP...
SPECIALTY...
STEER DAUBING...
STEER STOPPING...
TEAM ROPING...
TRAIL...
WESTERN PLEASURE...
WESTERN RIDING...
YOUTH (GENERAL RULES)...

HALTER

CLASS DISCRIPTION: The purpose of the halter class is to judge the animal's genetic potential to perform the work for which he was bred, based upon the evaluation and analysis of visible attributes. The resulting judgment provides an index which represents the expectations of the animal's utility and performance capability. Considerations in this judgment are overall balance; form and structure of the parts; trueness; elasticity; coordination of action; muscular development and health and disposition.

Class lists will be left to the discretion of the individual show committee to be divided by type, height, age, and/or gender.

JACKS: Exhibitors must be 18 years or older. Two handlers may be used.

SUGGESTED CLASSES:

DONKEYS –

- Gender Classifications
 - Jacks
 - Jennets
 - Geldings
 - Yearlings
 - Foals
- Size Classifications
 - 36" & under
 - 36.01" – 48"
 - 48.01" – 56"
 - 56.01" – over

MULES –

- Size Classifications
 - 40" & under
 - 40.01" – 48"
 - 48.01" – 52"
 - 52.01" – 56"
 - Saddle Mules 56.01" & over
 - Draft Mules
 - Foals
 - Yearlings
 - Many divisions by age and sex possible.

MATCHED PAIRS –

**Donkeys or mules

Judge on a conformation and suitability as a matched team.....50% conformation and 50% matched

COLOR CLASS –

****Donkeys or mules**

Judged by the most colorful animal...75% fancy color and 25% conformation.

BROODSTOCK –

****Mares and foals or Jennet and foals**

In this class the mare and foal are to be judged as a unit75% conformation, 25% on presentation (grooming etc).

PRODUCE OF DAM –

One entry fee, two or three foals allowed. Dam need not be present but is welcome. Judged as a standard halter class. Judging is 60% conformation, 20% soundness and way of going, 10% fittings and conditioning and 10% appointments and showmanship. Each 2 or 3 animals from one dam judged as one entry against other groups of produce.

GET OF SIRE –

Two or preferably 3 get for each sire. Sire need not be present, but may be paraded for the benefit of the audience. Judging is 60% conformation, 20% soundness and way of going, 10% fittings and conditioning and 10% appointments and showmanship. Each 2 or 3 animals from one dam judged as one entry against other groups of produce.

SHOWMANSHIP

These classes are judged on the exhibitor's ability to fit and show the mule or donkey. These classes have proven to be highly competitive and advocate that exhibitors learn the proper way to present their animals to the judge and the public. The use of markers helps standardize patterns and guide exhibitors, but they also increase the degree of difficulty somewhat, so their placement should be carefully planned and indicated in the posted pattern and their placement in the arena well supervised. All patterns must be posted by the judge at least one hour before the beginning of the class, or may be posted the first day of the multi-day show. It is permissible for a judge, if he or she so desires, to ask (in Showmanship Class) the contestants questions concerning horsemanship and conformation. Questions should be in accordance with the contestant's age and knowledge potential.

JUNIOR MULE GENERAL RULES

A junior mule is 5 years or younger as determined by January 1st after its fifth birthday. Junior mules may be shown only in snaffle, hackamore, or legal shanked bit and cannot be shown in any training equipment. When shown in snaffle or hackamore, two hands may be used. When shown in a legal shanked bit only one hand may be used.

SENIOR MULE GENERAL RULES

A senior mule is any mule six (6) years and older as determined by January 1st after its fifth birthday. Senior Mules must be shown with a regulation curb, half-breed, or spade bit with the use of one hand. EXCEPTION: Gaited mules, gymkhana events, English events and cattle classes.

YOUTH GENERAL RULES

1. Youth are welcome to compete in open classes.

2. Youth must be in control of animal he/she is handling at all times. The judge should excuse any entry that is not in control.
3. Youth division rules will follow open class rules. Any youth driver must be accompanied by an adult while in the vehicle.
4. No Jacks will be allowed in the youth classes.

LEADLINE

TACK AND ATTIRE:

*Exhibitor may choose English or Western, please see appropriate general rules. The class will enter the ring at a flat-footed walk turning to the right and proceeding in a counter-clockwise direction on the rail at the judge's discretion. This class may be worked at a walk and trot, or just a walk at the judge's discretion, both directions of the arena. In the line-up the judge may ask the riders to back up their animals to help him or her to judge the extent of the rider's abilities. Suggestions and compliments may be given by the judge to contestants regarding basic riding skills. The animal must be led by an adult with a halter and lead line underneath the bridle. No contestant in the Leadline Class will be allowed to be tied, buckled, or fastened in the saddle in any manner.

ENGLISH PLEASURE

EQUIPMENT – Animals must be shown in appropriate English tack. Bridle shall be a light show type, with regulation snaffle (no smaller than 3/8 inch in diameter) and must not have shanks, pelhams or full bridles. The English bridle must include a cavesson noseband. A judge, at his/her discretion, may penalize a mule with a non conventional type of bit or noseband. Dropped nosebands, hackamores, tie downs, martingales and draw reins are prohibited. **CLOTHING** – Traditional English riding attire, jacket, breeches, and English boots are required. A helmet is required. Spurs of un-roweled type, crops and bats are optional.

ENGLISH HUNTER HACK

TACK AND ATTIRE:

*See English Pleasure
The hunter hack should move in the same style as a working hunter. Mules to be shown at a walk trot and canter both ways of the ring with light contact. Mules are first required to jump two fences from 2' to 2'6" in height. If jumps are set on a line they must be set at 12' increments, but not more than 36'. At the discretion of the judge, contestants may be asked to hand gallop, pull up, then back up and stand quietly. The class will be judged on flat work, manners, way of going, style over fences and even hunting pace. Faults over fences will be scored as in working hunter class.

DRIVING

GENERAL RULES:

One or more mules to be shown in harness hitched to a vehicle. The type of vehicle and harness shall be optional, providing both are in safe working order.

Drivers and their passengers should be dressed according to the type of event presentation. Ladies wearing a short skirt or dress must wear a lap robe or apron. Pant suites are acceptable. An appropriate hat of choice, gloves and whip are mandatory for competition. Individual show management has the right to adjust these requirements.

Equipment to be used shall include a whip suitable to the hitch, a collar or breast collar harness appropriate to the vehicle a standard bridle and a snaffle or curb bit. If a curb bit is used the chain must be at least ½ inch in width and must be flat against the jaw of the mule. Side check reins, blinkers, breeching, and nose bands can be used during competition. Wire checks, wire curbs and any other inhumane devices are prohibited.

To be shown at a flat footed walk, a slow trot and a fast trot. Animals will be shown both directions of the ring, to stand quietly and back readily.

Driving Terminology:

1. Walk
2. Park Trot or Park Gait
3. Road Gait or Road Trot
4. Rein Back
5. Reverse & Halt

WESTERN PLEASURE

The western pleasure class is an event judged on the rail designed to show an animal's quality of movement, manners, and ability with both leads and transitions. The animals are to be shown at a walk, jog and lope both directions of the arena. At the option of the judge, animals may be asked to extend the walk, jog or lope, one or both ways of the arena. Animals are required to back easily and stand quietly either on the rail or in the line up. Animals are to be reversed to the inside of the arena at the walk or jog, but shall not be asked to reverse at the lope.

EQUIPMENT – Animals shall be shown with a western style saddle, but silver equipment will not count over a good working outfit. No tie downs or martingales will be permitted. No wire or iron curb straps are permissible regardless of how padded or tapped. No curb strap narrower than ½ inch will be permitted. Chain curbs must be at least ½ inch in width and must lie flat against the jaw of the animal. No mechanical hackamores or easy stop bits are allowed. Animals 5 years and younger may be shown in either hackamore or snaffle bit. Whenever this manual refers to a romal it means an extension of braided material attached to closed reins. This extension is to be allowed to be carried in the hand with 16 inch spacing between the reining hand and the free hand holding the romal. The romal shall not be used to signal or cue the animal in any way. Any infraction of the rule shall be penalized severely by the judge. Hands should be around the reins. Index fingers between the reins are not permitted.

CLOTHING – Riders shall wear western attire, western boots and a long sleeve shirt with the sleeves being fastened around the wrist. The use of spurs, chaps, plus the carrying of the rope or reata is optional.

PERFORMANCE

The following performance classes are neither a stunt nor a race. It is a competition in the performance of a sensible, well

mannered, free and easy moving animal, which can get its rider over the trails and give a quiet, comfortable and pleasant ride in open country through and over obstacles.

The contesting animals' will be judged on riding qualities of gaits, change of leads (preference shall be given to flying changes of leads midway between the makers), response to the rider, manners, disposition.

All patterns must be posted by the judge at least one hour before the beginning of the class, or may be posted the first day of the multi-day show. .

WESTERN RIDING

TACK AND ATTIRE:

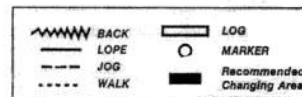
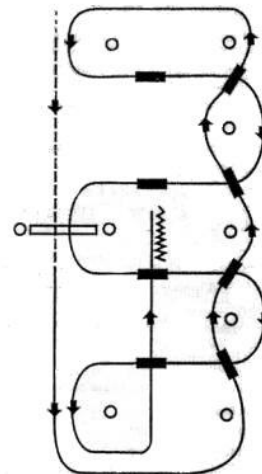
*See Western Pleasure

The exhibitor will put the animal through the gate and then proceed on the route as indicated by the pattern. Any mule not following the exact pattern will be disqualified, which includes knocking down the markers or obstacles.

Only one hand should be used on the reins, except for junior or green mules that are ridden in a snaffle bit or hackamore with two hands, hands must not be changed, except where it is permissible to change hands when opening a gate.

The following pattern will be used:

WESTERN RIDING PATTERN I



1. Walk & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change & lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

There needs to be a uniform distance of 30' to 50' between cones.

RANCH RIDING

TACK AND ATTIRE:

*See Western Pleasure

Ranch riding is a judged event demonstrating the abilities of the animals while working over obstacles found in everyday ranch work.

A. Judging Considerations: Ranch riding is neither a stunt nor a race, but it should be performed at a reasonable speed. The mule should be judged on the quality of gaits, change of leads, and the ability to maneuver through and over the obstacles in a smooth and obedient manner.

1. Credit shall be given for the emphasis placed on a cooperative and obedient attitude in the mule as well as smoothness and even cadence of gaits. All gaits to be performed as described in western terminology.
2. Except for the Junior Mules shown with a hackamore or snaffle bit, one hand only is allowed on the reins unless when opening the gate justified the change of hands.

B. Scoring: Scoring guidelines are the same as Western Riding, Reining or the Trail class when applicable.

C. Penalties: A contestant shall be penalized for:

1. Releasing the gate due to the mule's disobedience, unable to complete gate: 5 points.
2. Use of free hand to instill fear in the mule: 5 points

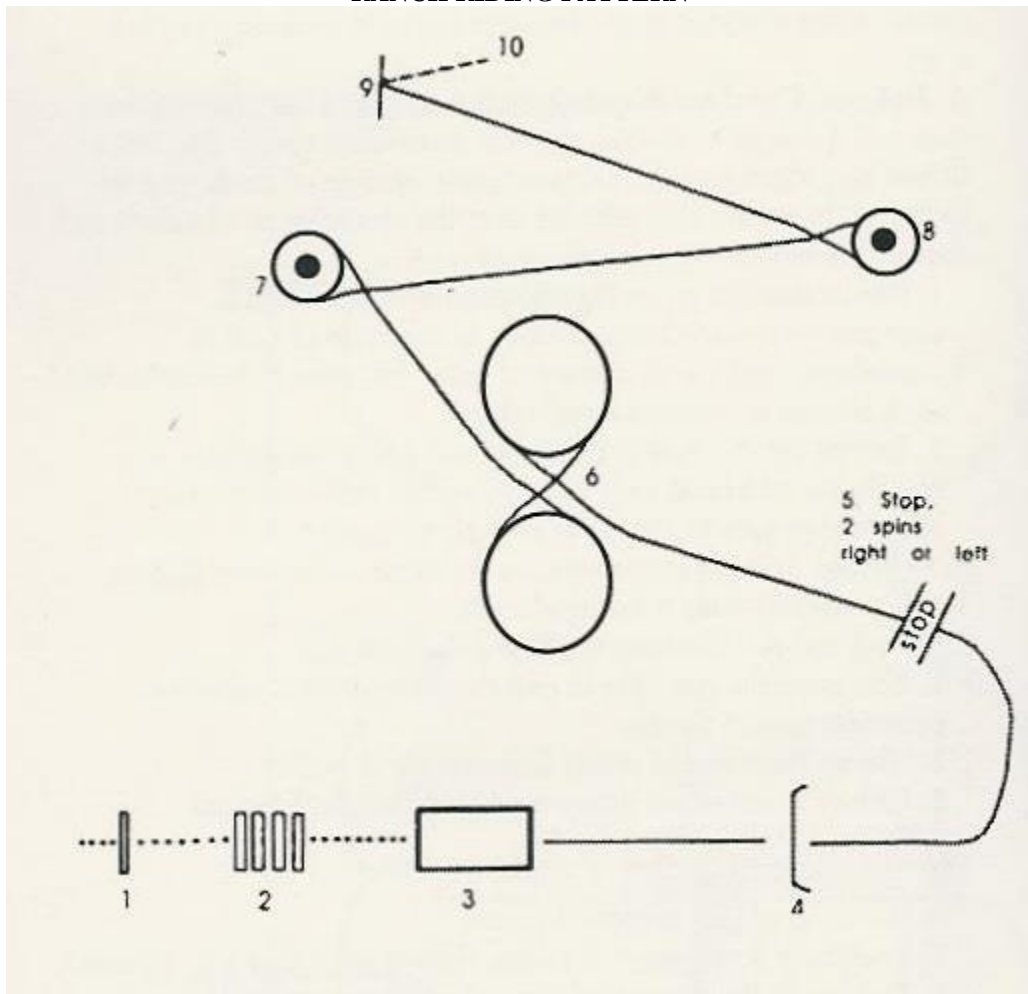
3. Failure to complete a designated lead change: 5 points
4. Refusal at the obstacles: 10 points
5. Blatant disobedience: 5 points
6. Breaking of gait at a lope: 3 points
7. Knocking down a jump: 5 points
8. Hitting or rolling a log: 1 point
9. Ticking or light touch of a log: ½ point

D. Disqualification: A contestant is disqualified for going off a pattern. Off pattern is any of the following:

1. Incorrect order of maneuvers
2. Knocking over barrels
3. Passing on wrong side of markers or obstacles
4. Missing the log
5. Knocking over the gate.

E. Pattern Specifics: The long or serpentine line indicates the direction of travel and the gaits at which the mule is to move. The dotted line (.....) indicates a walk and the solid line (_____) indicates lope. It is mandatory to walk over the bridge. No trotting or loping may be required over the bridge.

RANCH RIDING PATTERN



2. Walk over logs 20" -30" apart
3. Walk over bridge
4. Slow lope to and over 12" jump (distance between bridge and jump minimum 48' feet. Jump must be a minimum of 10' wide and no PVC is allowed.)
5. Stop and perform 2 spins, right or left
6. Proceed at medium lope to figure eight, showing change of lead from right to left circle.
7. Proceed with speed to barrel. Tight fast turn around barrel on left lead.
8. Proceed with speed to barrel showing change of lead from left to right. Tight fast turn around barrel on right lead.
9. Slide stop and back 10'

*The following may be added to the Junior and Senior Pattern:

10. Dismount, hobble mule and walk a sufficient distance from animal to show ground tie. Reins should not be dropped. Unhobble and remount to exit.

TRAIL

TACK AND ATTIRE:

* Exhibitor may choose English or Western, please see appropriate general rules.

Trail animals are required to work over, around, or through obstacles. Failure to negotiate obstacles in the prescribed order will result in disqualification.

Suggested Obstacles:

1. Logs
2. Gate
3. Wooden Bridge
4. Back Through

Optional obstacles: May include performing over any reasonable conditions encountered along the trail.

1. Water Feature
2. Serpentine
3. Slicker
4. Drag or Pull
5. Jump
6. Side Pass
7. Mail Box

REINING

CLOTHING AND EQUIPMENT

*See Western Pleasure Rules

Scoring will be on the basis of 60 – 80 point, with 70 points denoting an average performance. Each animal will be judged on the neatness, dispatch, ease, and calmness with which it performs the pattern.

Animals to be worked individually on one of the RMLEA approved reining patterns.

Each animal shall rein and handle easily, fluently, effortlessly, and with reasonable speed throughout the pattern. Any animal not following exact pattern will be disqualified. Only one hand should be used on the reins if shown in a bit and hands must not be changed. In the junior mule division, two hands are allowed. Hands to be around reins, index finger between reins permitted.

Faults against the animal to be scored accordingly, but not to cause disqualification:

1. Opening mouth excessively

2. Breaking gaits
3. Refusing to change leads
4. Anticipating signals
5. Stumbling
6. Switching or wringing of tail
7. Bouncing or sideways stops
8. Backing sideways
9. Nervous throwing of the head
10. Excessive jawing
11. Halting or hesitating while being shown
12. Knocking over stakes or markers

Faults against the rider (to be scored accordingly, but will not cause disqualification).

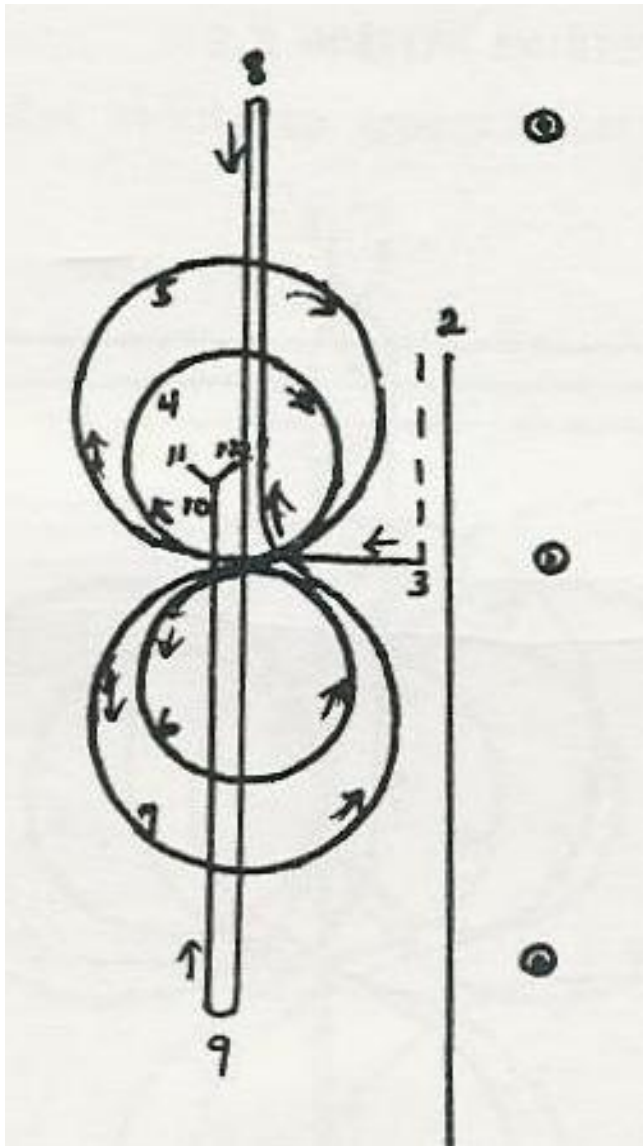
1. Losing stirrup
2. Two hands on reins at any time
3. Any unnecessary aid given by the rider to the animal (such as unnecessary talking, petting, spurring, quiring with reins or romal, jerking of reins, etc.) to induce the animal to perform
4. While the animal is in motion riders hands shall be clear of the animal and saddle.

DISQUALIFICATIONS: To be decided upon by the judge.

1. A fall of animal and/or rider
2. Off pattern
3. Use of prohibited appointments (see Western Pleasure)

REINING PATTERN #1

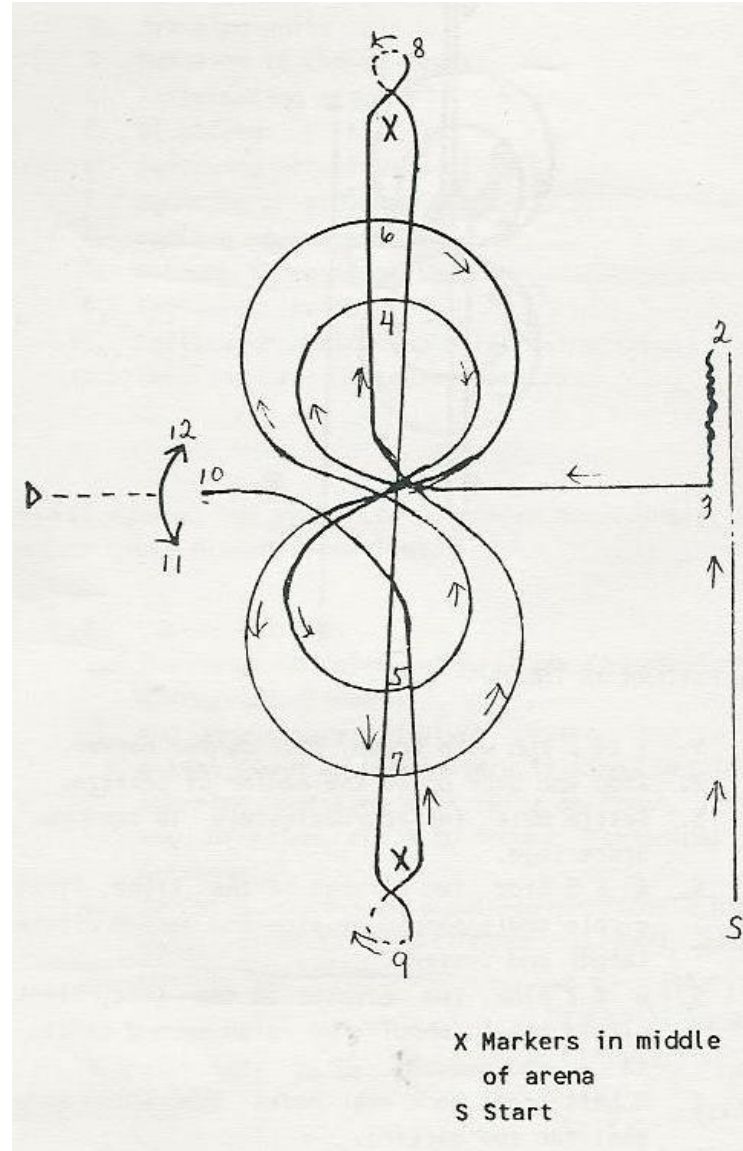
The arena or plot should be approximately 50 x 150 feet in size. The judge shall indicate with markers on the arena fence or wall the length of the pattern. Markers within the area of the pattern will not be used.



RIDE PATTERN AS FOLLOWS:

1. 1 to 2 run with speed, past center marker
2. Stop and back up to the center of pattern
3. Settle mule for approximately 10 second and start lope
4. 4 & 5 ride two circles to the right, two circles to the right, first circle should be small and slow; second circle should be larger and faster
5. 6 & 7 ride two circles to the left, first circle small should be slow second circle larger and faster
6. 8 left roll back over hocks (should be made past far end marker)
7. 9 right role back over hocks (should be made past near end marker)
8. 10 stop (should be made past center marker). Let animal settle, then do the pivots
9. 11 pivot right or left no more than 90 degrees
10. 12 pivot opposite direction no more than 180 degrees
11. Walk to judge and stop for inspection until dismissed
12. The bridle may be dropped at the judge's discretion

REINING PATTERN #2

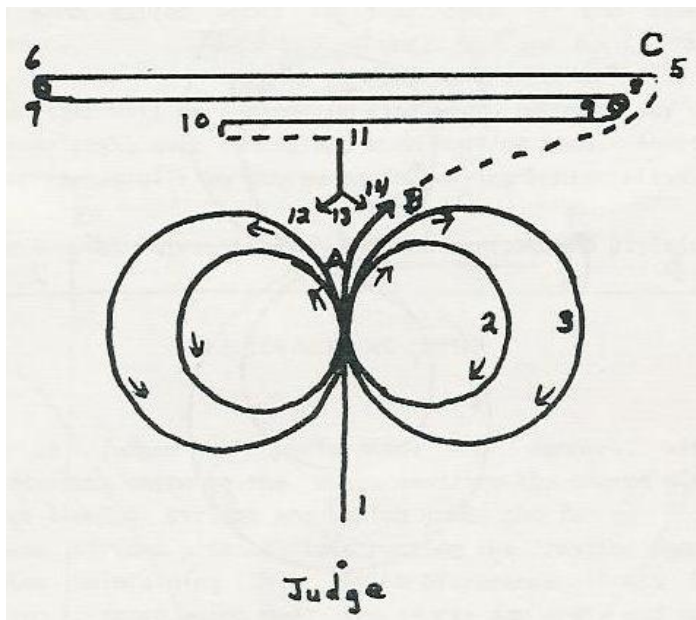


RIDE PATTERN AS FOLLOWS:

1. 1 to 2 run at full speed
2. 2 stop and back
3. 3 settle animal for approximately 10 seconds
4. 4 & 5 ride small figure 8 at slow lope
5. 6 & 7 ride large figure 8 fast
6. 8 left roll back over hocks
7. 9 right roll back over hocks
8. 10 stop
9. 11 pivot left
10. 12 pivot right
11. Ride to judge for inspection

REINING PATTERN #3

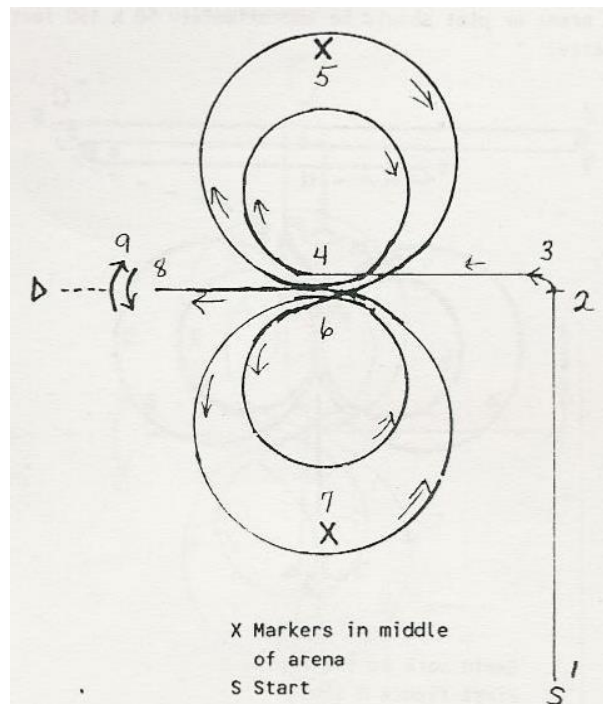
The arena or plot should be approximately 50 x 150 feet in size.



RIDE PATTERN AS FOLLOWS:

1. Begin work to the right
2. First figure 8 slow
3. Second figure 8 faster (lead change must take place at point A)
4. Proceed from point B to point C at walk or trot
5. Begin run
6. Sliding stop
7. Turn away from the rail, do a spin and a half with no hesitations
8. Sliding stop
9. Turn away from the rail, do a spin and a half, no hesitation
10. Sliding stop
11. Back over slide marks and turn to face judge, walk a few steps
12. Pivot right or left, no more than 90 degrees
13. Pivot opposite direction, no more than 180 degrees
14. Pivot in direction taken in 12, or more than 180 degrees
15. The bridle may be dropped at the judge's discretion

REINING PATTERN #4



RIDE PATTERN AS FOLLOWS:

1. Run with speed
2. Sliding stop, settle animal
3. Quarter turn to left
4. Ride small circle to right (slow)
5. Ride large circle to right (with speed)
6. Ride small circle to the left (slow)
7. Ride large circle to left (with speed)
8. Sliding stop – settle animal
9. Pivot left – Pivot right
10. Ride to judge for inspection

GYMKHANA

Start and finish of course: The course for all competitions shall include a timing line. In all cases, the timing line shall be a marked line.

Contestants will be disqualified for not following the pattern. Breakage of equipment: If tack or equipment should break, and the difficulty present completion of the course, the entry shall be disqualified. Should the entry be able to continue the course, despite the difficulty and without cruelty to the mule, he may continue without penalty.

Contestants will be disqualified for hitting in front of the cinch with spurs, crops, bats, or romals. Any kind of cruelty to the animal, weather or not specifically mentioned in this rule.

Tack: Western type equipment/tack must be used. Prohibited is a wire chin curb strap and a curb strap less than 1/2 inch wide. Additionally prohibited is any bit which has metal over the jaw. Any uses of a hackamore or other types of bridles are the optional choice of the contestant; however, the timer or judge may prohibit the use of bits or equipment that he/she may deem severe. Contestant has the option of using a tie-down and/or martingale.

Attire: For safety reasons, western attire must be worn, including a long sleeved shirt, with the sleeves fastened

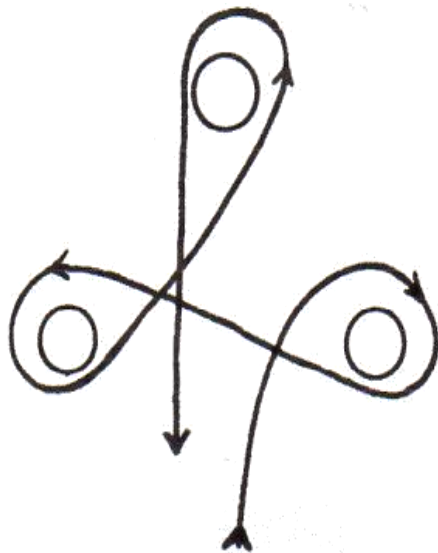
around the wrist, a western hat, and western boots. However, a safety helmet is permitted instead of the western hat.

CLOVERLEAF BARREL RACE

This barrel course may be run to the left or right. For example, the contestants will start to barrel #2, turn to the left around the barrel, then to barrel #1, turn to the right, then to barrel #3, turning again to the right, followed by the final sprint to the finish line.

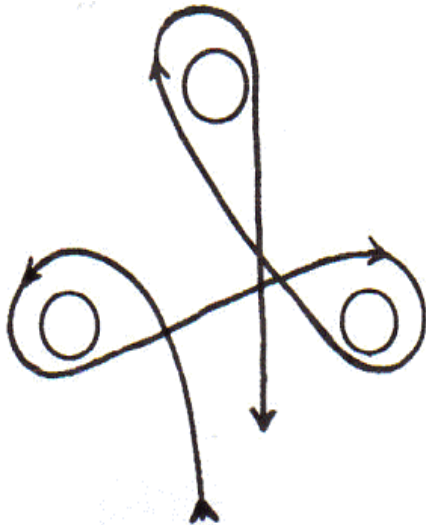
Tipping or knocking a barrel over shall carry a 5 second penalty. Failure to follow the course shall cause disqualification. A contestant may touch the barrel with his or her hands in barrel racing.

If the contestant should cross over the finish line before completing the race pattern, automatic disqualification will result.



Finish - Start

COURSE RUN TO THE RIGHT



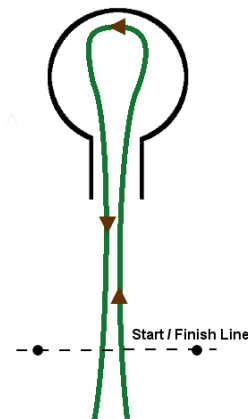
Finish - Start

COURSE RUN TO THE LEFT

KEY HOLE

The animal shall cross the timing line, enter the circle of the keyhole turn around in either direction, entirely within the circle of the key hole, exit through the throat, and re-cross the timing line. The entry is disqualified if it turns around in the throat of the key hole rather than in the circle, or if it steps on any line of the key hole.

Keyhole



OTHER

Any gymkhana event that has the safety of animals and the individual taken as a consideration will be adopted with its accompanying rules.

CATTLE USE CLASSES

Riders shall wear western attire, including a western hat, western boots, and along sleeved shirt with the sleeves being fastened around the wrist. The use of spurs, chaps, or similar gear, and the carrying of the rope or reata are optional. The flagger is the judge in all timed events and their decisions are final. All timed events shall have two or more stop watches or an electric eye. If an electric eye is used, one backup watch is required. The show management will select the flagger. The available facility will govern the barrier procedure.

CATTLE PENNING

GOAL: To get three head of cattle in a pen, set up in the arena, in the shortest time. If no team gets three head in, the team with the fastest time on two head wins. If no team gets two head in, the team with the fastest time on one head wins. There will be a three minute time limit. The number of contestants and the distribution of cattle shall be left to the discretion of the show committee. Time shall end when one member of the team raises their hand and is guarding the gate with the cattle in the pen. Only one team member is allowed in the pen as to not crowd the cattle. A

flagger shall be used to start and end the time and it will be the decision of the flagger to distinguish whether or not the rider is guarding the gate. The show committee will decide the number of runs any one exhibitor is allowed.

TEAM ROPING

Any animal can run only once for points and shall be so designated to the timer before roping the steer.

There shall be three legal head catches; horns, half head, full head. A five (5) second penalty for catching one (1) hind leg, a ten (10) second penalty for breaking the barrier, will be applied to total time. Each team is limited to three (3) loops or three (3) minutes. For safety concerns, dally only.

A flagger is required.

STEER STOPPING

TIMED EVENT: There shall be three (3) legal head catches, horns, half head, full head.

All other catches will be disqualified. After the steer is roped, he must be brought to a stop and faced (steer and mule to face each other) before the flag is dropped. Each team is limited to two (2) loops or two (2) minutes. Dally or hard and fast, optional. The mule can compete only once in the steer stopping class.

A chute judge is required.

STEER DAUBING

This event is judged on time only. Fastest time wins. Cattle will be drawn for. Exhibitor may ride one or more animals. Time will start when the barrier is sprung and will stop when the contestant raises his lance aloft signaling that he has marked the animal.

The contestant will use a "lance" furnished by the show management, approximately 6 feet long, padded on one end and soaked in washable paint or white wash. A broken or dropped lance is cause for disqualification from the class. A target zone is from flank to flank, starting from a point just in front of the hip bone and below the back bone toward the rib cage, covering the rumen cavity.

The object of this even is for the rider to get to the steer and "daub" his lance into the target zone, the same as if he were actually spearing the animal. One touch allowed per steer. There will be one minute time limit on this event, to prevent needless chasing of the steer. If the rider misses the target zone and marks outside of it he will automatically be disqualified.

Mule may enter one once.

SPECIALTY

Classes will be governed by the individual class rules. All contestants will be made aware of the rules prior to entering the arena.

LADIES SIDE SADDLE

Tack and attire must be compatible. Period costumes are welcome as they are popular with the spectators, but no special consideration will be given to a flashy costume over a neat modest Western or English turnout.

A. Class Routine: Animals shall enter the ring counter clockwise at a trot or jog and work both directions at the walk,

trot or jog, and canter or lope. A good ground covering walk, a comfortable trot or jog, and easy flowing canter or lope are desired gaits. Animals are to be reversed at the walk or trot, but shall not be reversed at the lope or canter. Riders shall not be asked to dismount.

B. Judging Considerations: Transitions from one gait to another should be smooth and effortless. Riders with English tack and attire may sit or post the trot. Mules should stand quietly and back readily if requested by the judge.

1. The side saddle mule should have gaits that give the distinct impression that it is a comfortable mount to ride.
2. Manners and suitability of purpose shall be emphasized.
3. Class to be judged as 75% on performance, manners and way of going, 25% on appointments and overall appearance.

C. Appointments: Safety is of the utmost importance in both tack and attire. Judges should penalize exhibitors not conforming to good safety practices. All sidesaddles are required to be in safe rideable condition, whether in original condition or renovated. Leaping pommels are required for saddles. Balance straps are recommended on appropriate side saddles.

1. Tack- Mule should be tacked up in appropriate side saddle of either an English or Western style. Bridles should be appropriate to style of the saddle and only regulation bits may be used. No martingales or tie downs allowed. Appropriate whip or crop may be carried. A spur is optional. Formal hunt seat riders will need proper appointments.
2. Attire – English (formal or informal) hunt or saddle seat, or Western (Western consisting of a long sleeve blouse or shirt, a coat or vest, skirt or apron, hat and boots).

COSTUME

Costumes may be judged on authenticity and originality. Authentic/Americana - Animals may be shown in costume that is authentic

in some country, work of literature or art, or in some occupation or sport, past or present.

Comedy or Novelty - animals may be shown in costume that is humorous or entertaining for the audience.

PULL

1. The contest is open to any team of mules. Class weight restrictions may be added by individual show committees. Team weight will be taken with out harness.
2. Teams will pull a weight based on the weight of the team. The team pulling the greatest over load the greatest distance will be the winner.
3. Starting load will be the weight of the team rounded off to the nearest 100 pounds. The load must be pulled 10 feet to constitute a pull. Three (3) attempts are allowed.

4. Teams that are not under control, and may endanger the safety of others may be disqualified.

COMPETITIVE TRAIL & ENDURANCE

NATRC and AERC Rules will be observed.

To obtain a copy of the rules write to:

NATRC

North American Trail Ride Conference

PO Box 224

Sedalia, CO 80135

Phone: 303-688-1677

Fax: 303-688-3022

<http://www.natrc.org/>

AERC

American Endurance Ride Conference

PO Box 6027

Auburn, CA 95604

Phone: 530-823-2260

Phone: 866-271-AERC

Fax: 530-823-7805

<http://www.aerc.org/>