

DESCRIPTION OF CLASSES

****PLEASE READ ALL RULES CAREFULLY AS THERE HAVE BEEN SOME CHANGES****

1-3 SHOWMANSHIP – Open to donkeys or mules. The class shall be judged strictly on the exhibitor's ability to fit and show an animal at halter. **No Spurs to be worn by contestant while showing.**

4-14 HALTER CLASSES – Will be judged 50% on conformation, 20% soundness and way of going, 20% fitting and conditioning, and 10% appointments. Jacks must wear appropriate head gear of stallion bridle or chain halter and can have 2 handlers. Colts must be halter broke. Mares or jennets may accompany colts into the arena. **No Spurs to be worn by contestant while showing.**

4-9 MULES – Mule halter classes will be saddle-type or those best suited for riding purposes and draft type which are larger, draftier mules. Pack mules can be entered into either category, but no mule may be entered as both types.

10-14 DONKEYS – Classification will be: Miniature (36" & under for both jacks and jennets). Standard (over 36" & under 48" for both jacks and jennets) Large Standard (Jennets 48" to 53" Jacks 48" to 55"), Mammoth (Jennets 54" & over, Jacks 56" & over) Young mammoth stock that has not met the proper height requirements may be shown in mammoth classes providing owner/handler has proof of registration.

15-22 MULE DONKEY LOG PULL – SINGLE/TEAM – Timed event. **The single class is open to mules/donkeys that are not competing as a team or in multiple hitch classes in the show.** Log pulls are designed so that beginners can easily compete. Drivers in the youth classes may be accompanied by an adult. Driver must work his/her animal(s) through a series of obstacles while pulling a 16' log. Penalized 20 seconds for each cone touched or moved & crossing boundary lines with any part of animal, teamster or log. Disqualified for breaking pattern. Teamster must follow animal(s) through the pattern, staying on the same side of the pylon as the animal(s) through the pattern. Not doing this constitutes breaking the pattern. Small log for minis & donkeys, medium log for saddle mules and large logs for draft mules.

23-30 TRAIL CLASS MOUNTED -Timed event. No practice runs prior to judging will be allowed. Mule or donkey must be ridden unless animal is 48" or under. This includes youth and junior divisions. Youth 8 & under may have help mounting, but cannot be lead. No riding animal UNDER 4 years old will be allowed. Animals to be tested for manners over and through obstacles. Three refusals and you must move on to the next obstacle. Disqualified for breaking pattern. Judged 90% on manners and performance over obstacles, 10% on conformation and appointments. Contestants must exit arena when 4-minute time is called. CANNOT ENTER THE SAME ANIMAL YOUTH, JUNIOR AND ADULT TRAIL CLASS. ONE ANIMAL, ONE TIME, ONE SCORE.

31-36 WESTERN PLEASURE RIDING – (Any Discipline) Open to all ages. To be shown at a walk, trot and lope both ways around the ring on a reasonably loose rein without undue restraint.

37 & 44 ENGLISH & WESTERN EQUITATION – (Any discipline) Open to donkeys and mules. To be shown at a walk, trot, & lope both ways around the ring. May be asked to back. Judged on the rider's seat, use of aids and overall control manageability of their animal. Open to all ages.

38 ONE MINUTE FREE STYLE REINING – You will have one minute to perform a reining pattern of your choice. Your choice of change of leads, sliding stops, roll backs and spins.

39-42 COSTUME CLASS – Open to donkeys and mules. Riding, driving or in-hand presentation. To be shown at a walk. Judged on originality.

43 UNICORN HITCH – Judged on manner of going, skill of driver and conformation of mules, donkeys. The lead mule/donkey must stay ahead of the team but must not have to pull the whole load.

45 PLEASURE RIDING ENGLISH – Open to all ages. To be shown at a walk, trot and lope both ways around the ring on a reasonably loose rein without undue restraint.

47-52 RIBBON RACE – DONKEY & MULES – Timed event. Pick your own partners. Donkeys with donkeys and mules with mules. Driving donkeys must be with another driving donkey. You will be given a length of ribbon. Riding or driving side by side you must keep a hold of the ribbon while you ride to the opposite end of arena and around barrel. Race back across finish line. If your ribbon breaks or you drop ribbon you are disqualified. Rider must remain on animals and drivers must remain in carts.

53-58 FLAG & POLE RACE – Flag race has two 45-gallon drums 40 yards apart. The open ended first drum has a flag on a pole in it. The rider takes the flag, gallops around the far drum with it and puts the flag back in the drum.

59 BALLS & BARRELS – DRIVING – Timed event. TEAM race only. Teams may enter only once per class. There will be a driver and shooter per team. Must complete the course without breaking the pattern while shooting 3 basketballs. There will be 3 barrels that will be the baskets, the balls must be shot in the order given on the pattern. Vehicle must be kept moving at all times. You must serpentine the barrels and no part of the vehicle's wheels shall be in or on the lines around the barrels or it will count as a miss and 30 seconds will be added to your time. If you miss the barrel, you will have a 30 second penalty added to your time. You must provide your own wagon/cart.

60 MUSICAL SACKS – This will be for riding donkeys and mules. All will enter and go around a circle and when the music stops must dismount and have at least one foot on a feed sack, each round a sack will be removed eliminating a contestant each time, all riders must then get back on your animal and continue with the music. The game continues until only one person remains. First person to the sack is the winner. NO cutting across circle, NO going backwards.

61-62 CHARIOT BARREL RACING – Timed event. To be ran with a team and chariot only. Time penalty for hitting barrels is 10 seconds per barrel.

63 & 111 & 129 SCURRY RACE – Timed event. Open to mules and donkeys. This event will run once a day, all 3 days. All 3 days' time added together for the Scurry Race Champion. Time starts when racer crosses the starting line and proceeds over three 18" tall jumps and completes the challenge and then go back over the jumps to the finish line. Must be mounted when crossing start/finish line. There will be a different challenge every day. Top 20 will advance. *CONTESTANTS MUST COMPLETE ALL 3 RACES TO QUALIFY FOR PLACING. FAILURE TO DO SO WILL RESULT IN DISQUALIFICATION. Donkeys and mules 48" and under can compete on modified course, with a 2 wheeled vehicle. NO CHARIOTS. There will be a 20 second penalty for knocking down the rails for the jumps.

64-69, 84-86, 90-92 SINGLE/TEAM PLEASURE DRIVING – To be shown with suitable wheeled vehicle. Shown at a walk, trot and road gait both ways around ring. Reverse shall be on the diagonal. Judged 70% manners and way of going, 20% condition and fit of harness and vehicle, 10% neatness of attire.

70-72 STEER DAUBING – Timed event. Start behind barrier. Rider can be directly behind steer but cannot daub steer until ENTIRE steer has crossed barrier (chalk line). Dauber allowed 1 swing only. Can mark anywhere on the animal. Daubing sticks must be under control when it makes contact with the steers. No throwing daubing sticks. 30 second time limit. Breaking of barrier will result in no time. Mules and donkeys can only run once per cattle event. All cattle classes will be adult only. Youth and Junior can still compete, but will be with the adults.

73 FLAPJACK RACE – Open to donkeys & mules. Show committee to supply wood and matches. Contestant to supply everything necessary to make a flapjack. No paper, charcoal lighter, starter fluid, matches that never go out, or other flammable materials allowed. Flapjack batter may be made up ahead of time. All contestants line up beside their animals and at whistle, lead pack animal to opposite fence. At fence you must unpack your animal, build a fire and cook an edible flapjack at least 4" in diameter, all the while keeping your animal within 15' of your fire. Animals cannot be tied to the fence.

74-76 CATTLE BOXING - The mule and rider must keep the cow at the prescribed end of the arena for 50 seconds while they are judged on their control, position, degree of difficulty, eye appeal and time worked.

77-83 TIRE CRAWL THROUGH – Timed event. Open to mules and donkeys. You ride down the arena to a preset tire, you dismount, crawl through tire all while maintaining control of animal, remount and ride back to finish line.

87 6-UP DRIVING CLASS – This will be a conformation class and will be on the rail with no pattern. All contestants will be in the arena at one time.

88 DOLLY PARTON RACE – Timed event. The Contestant places 2 water balloons in bra (supplied by event) ride down arena, around pylon and back without busting the balloons.

89 PEEWEE LEADLINE – Open to donkeys and mules. Contestants to be 1 to 6 years old. To be shown at a walk around ring. The lead line handler must hold lead rope and be over 18 years old. NO RIDING DOUBLE BEHIND YOUR CHILD.

93-94 TEAM PENNING – Not a Jackpot! All ages compete together. Each placing animal gets points/ribbon. Riders at the end of arena, cattle at opposite end. All 3 calves MUST cross line. At signal riders cut out any 3 cattle and pen them. If more than 5 calves cross the line on pen side, team is disqualified. No hitting or touching of cattle. Cannot work cattle unless mounted on mule or donkey. Three-minute time limit for mules, Five-minute time limit for donkeys. Donkeys can pen any 3 cows. Mules and donkeys can only run once per cattle event. All cattle classes will be adult only. Youth and Junior can still compete, but will be with the adults. Time stops when desired numbers of animals are in pen and you raise your hand from gate.

95-96 RANCH RIDING - In this class, judges are looking for relaxed, responsive equine with soft and cadenced gaits. The equine should make timely transitions in a smooth and correct manner, plus the equine should be soft in the bridle and yield to contact.

97 4-ABREAST PLEASURE DRIVING – To be shown in any suitable wheeled vehicle. Shown at a walk, trot, and road gait, both ways around the ring. Reverse shall be on the diagonal. Judged 70% on manners and way of going, 20% condition and fit of harness and vehicle, 10% neatness of attire.

98 RANCH REINING - Ranch reining measures the ability of the equine to perform basic handling maneuvers. This class will be held without cow work class, lead changes, spins, and changes in gait.

99-105 POLE BENDING - Timed Event. To be mounted or driven with suitable 2-wheel cart. Run length of arena, serpentine through poles, turn and serpentine back through poles, race to finish. 5 second penalty for each pole knocked over. Disqualified for breaking pattern. Youth under 8 years old may have animals led by their parent or grandparent on foot, however will be assessed a 1-minute penalty over those riding by themselves.

106-110 CANADIAN MAZE (WAGON & CHARIOT) – Timed event. Open to donkeys and mules. The maze is run over a pattern that looks like a cross (+). The end of each of the four legs of the cross is both an entrance and an exit to the maze. Object of the race is to enter and exit all 4 opening in the fastest time possible. If the contestant enters or exits any of the openings more than once, the contestant is disqualified. There is a 5 second penalty for stepping/running over pylons. Contestant runs the maze with a team and a chariot. Youth and Juniors may use a 4 wheeled vehicle. Teams can only run once per class. Flat Track chariots will run separately against the clock. Time penalty for hitting cones is 10 seconds per cone.

112-113 CHARIOT RACE – FLAT TRACK - Flat Track contestants' chariots will run separately against the clock. Time penalty for hitting cones is 10 seconds per cone.

114-115 FAST ASS EXPRESS (Mules) SLOW ASS EXPRESS (Donkeys) - Timed event. 3 animals per team. Relay race passing on a pair of saddlebags like a pony express race. One team at a time, 3 laps around arena. No time if you ride out of track. No time if you fail to pass off saddlebags in zone. No time if you drop saddlebags. All 3 contestants to be in the arena at the same time in a designated area. Can be mounted or you can drive, only driver allowed in carts.

116-119, 125-128 OBSTACLE CLASS - SINGLE/TEAM — Timed & Scored. A course will be set up with a variety of obstacles. This class shows the ability of the driver to maneuver a team through a required pattern without going outside the boundaries or disturbing the obstacles. This is a timed event with points awarded for each obstacle to determine the winner. The first score would be on the points accumulated from going thru the obstacles. In case of a tie the time would be used as a tie breaker. If you skip obstacles, you receive zero points for that obstacle. If you are to trot through or around an obstacle and if you don't trot where indicated then you will have appropriate points deducted. Single mules/donkeys will be required to have a 2 wheeled vehicle, Teams will be required to have a 4 wheeled vehicle. 3-minute time limit.

120-121 LEAD YOUR ANIMAL TO WATER – Timed event. Lead your animal down to bucket at other end of arena, splash water out of bucket and time stops.

122-124 BALLOON BUST - Timed Event. Mounted with blown up balloon, race to end of arena, dismount, sit on balloon to break, remount and race to finish. Youth 8 & under may be led by their parent or grandparent on foot,

130 4-UP MULE DRIVING COMPETITION CLASS - Each driver will be given a course to follow and will be judged 100 percent upon performance and driving ability. To be shown with a suitable 4 wheeled vehicle.

131-132 OLD CLOTHES RACE - JUNIOR/YOUTH ONLY— Timed Event. Contestants will be timed and run 2 at a time. Mounted at the starting line, they will ride down to the opposite end of arena to a bag containing old clothes. Dismount and while maintaining control of your animal put on all clothes in the bag. Clothes to be put on appropriately. If items of clothing are lost on the way back, the rider must stop, pick it up and put it on again. Youth 8 & under may be led by their parent or grandparent on foot, however will be assessed a 1-minute penalty over those riding by themselves.

133 TANDEM DRIVING — Must use 2 wheeled carts. Shown at a walk, trot and road gait both ways of ring. Reverse shall be on the diagonal.

134-140 KEYHOLE RACE — Timed event. Rider races into the keyhole pattern, does a rollback, and races back over the starting line. Disqualified for stepping on or over any lines and or breaking the pattern.

141 CANDY BAR RACE – Timed event. Rider rides down to bucket, dismounts, grab candy bar out of bucket, remount and ride back to start line.

142-148 BARREL RACE — Timed Event. To be mounted or driven with suitable 2-wheel cart. Knocking over a barrel result in a 5 second penalty. Brushing a barrel is permissible, but touching a barrel with a hand is not permitted. Disqualified for breaking pattern. Youth under 8 years old may have animals led by their parent or grandparent on foot, and can be lead around only the first 2 barrels.

HI-POINT DIVISIONS – AWARDS

Hi-Point Halter Animal: Goes to the top donkey/mule in halter classes only. (Hi-Point Donkey, Hi-Point Mule)

Hi-Point Performance Driving Mule/Donkey: Goes to the animal that wins the most points in the adult performance driving classes only.

Hi-Point Youth & Junior Driving Mule/Donkey: Includes all points earned in the youth and junior driving classes.

Overall Hi-Point Driving Mule/Donkey: Goes to the animal that wins the most points in all combined driving classes.

Hi-Point Performance Mule/Donkey: Goes to the animal that wins the most points in the adult performance classes.

Hi-Point Adult Gaming Mule/Donkey: Goes to the animal that wins the most points in the adult gaming classes.

Hi-Point Gaming Adult Driving Mule/Donkey: Goes to the animal that wins the most points in the adult gaming driving classes only.

Overall Hi-Point Riding Mule/Donkey: Includes point in all combined riding classes.

Hi-Point Youth & Junior Riding Mule/Donkey: Goes to the animal that earns the most points in youth and junior riding classes only.

Pee Wee Hi-Point Mule/Donkey: Goes to the animal that earns the most points in Pee Wee classes only.