

**OFFICIAL HANDBOOK  
OF THE  
AMERICAN MULE ASSOCIATION**



**RULES AND REGULATIONS**

**2024-2026**



MULES DO IT ALL

BE THE BEST YOU CAN BE  
BE AN AMA MEMBER

## FORWARD

The Bylaws and Rules of the American Mule Association have been updated and revised effective January 1, 2024. It will be your responsibility to know the new rules prior to entering any AMA event.

The American Mule Association has adopted rules from the following associations or clubs. Condensed sections of the specific rules are contained in this rule book.

For further clarification of adopted rules, complete Rulebooks may be obtained from the specific organization.

NCHA- National Cutting Horse Association, (817) 244-6188 4704  
Highway 377 South  
Fort Worth TX 76116

NRHA - National Reining Horse Association, (614) 623-0035  
448 Main Street Suite 204  
Coshocton OH 43812

NRCHA - National Reined Cow Horse Association, (559) 992-9396  
1318 Jepsen  
Corcoran CA 93212

NASMA - North American Saddle Mule Association. (817)433-2729  
P.O. Box 1574  
Boyd, TX 76023

All Mule Racing and Endurance Racing (except gymkhana and team racing) shall be conducted under the Rules And Regulations of:  
AMRA - American Mule Racing Association  
P.O. Box 660651,  
Sacramento, CA 95866-0651  
(916)263-1529

Any questions or inquires should be directed to:  
[Americanmuleassociation.org](http://Americanmuleassociation.org)

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This Rulebook supersedes all previous rulebooks.

BYLAWS  
OF  
AMERICAN MULE ASSOCIATION  
A California Nonprofit Corporation

As Amended January 1, 2016

ARTICLE I  
Principal Office and Purpose

**Section 1. Principal Office** - The principal office for the transaction of the business of the corporation shall be located in the County of Fresno, State of California.

**Section 2. Principal Purposes**

A. The specific and primary purposes for which this association is formed are:

1. To encourage the development of and public interest in mules, through the promotion and sponsorship of public mule contests, including education of the general public regarding the history, breeding, raising and other information regarding mules.
2. To establish an association for the prevention of cruelty to mules and other animals and to foster interest in and appreciation of the mule breed.
3. To encourage the scientific development and scientific breeding of finer mules.
4. To provide for community recreation through the sponsorship of contests, races and exhibition of mules.
5. To set up rules for mule contests, races and exhibitions; and to standardize election and equipment of judges and directors or spokesmen for such functions, and to provide for these rules to be changed and updated as often as deemed necessary by special meeting of the board of directors. All rule changes or additions may go into effect immediately as deemed necessary or appropriate by the board of directors without waiting a two year time period for final rule book printing. All updates will be made available via the AMA website. Hard copies still only printed every 2 years.
6. To encourage public interest in all factors as may pertain to the history, breeding, exhibition, publicity, sale, raising or improvement of the mule breed.

B. The general purposes and powers are:

1. To promote, foster, and encourage community and individual participation in recreational activities.
2. To cooperate and coordinate with other agencies, both public and private in order to perform services of the corporation, and to affiliate with **any** other such organizations whose purposes and aims are consistent with those of this corporation.
3. To receive contributions of all types from individuals, organizations, corporations, government agencies, and others to support the purposes of the corporation.

4. To acquire and dispose of, by deed, grant, contract, condemnation proceedings, purchase, lease, mortgage, trust, agreement, power, or otherwise and to hold, possess, hypothcate, pledge, or dedicate **any and all** property, **real, personal, and** mixed wheresoever situated, incidental to the purposes set forth in the Articles of Incorporation.

5. To take such other action as may be approved by the Board of Directors of the corporation as incidental to the purposes set forth in the Articles of Incorporation.

6. Notwithstanding any of the above statements of purposes and powers, this corporation shall not, except to an insubstantial degree, engage in any activities or exercise any powers that are not in furtherance of the primary purpose of this corporation.

7. To do all other acts necessary or expedient for the administration of the affairs and attainment of the purposes of the corporation except such powers as are specifically denied to nonprofit corporations.

## ARTICLE II Directors

**Section 1. Directors** - Shall be elected by written vote of the membership. There shall be a total of 15 directors.

**Section 2. Term of Office** - The 15 directors shall serve for a period of two (2) years, with terms of office of seven (7) expiring one year and eight (8) the next year in an alternate manner. A director may succeed him/herself.

**Section 3. Elections** - The election of directors shall be held by mail ballot during the last quarter of the year in a manner prescribed by these Bylaws as follows:

**A. Nominations by Voting Members** - The election of directors shall be held by mail ballot during the last quarter of the year in a manner prescribed by these Bylaws. Persons to be considered for nominees for directors shall be sponsored by a voting member in good standing of this association. Each proposed candidate for nomination must be eligible for nomination, must be a member in good standing for 2 years and the proposal for his proposed candidacy shall be made in writing to the chairman of the Nominating Committee and must include the complete name, address, phone number and/or email and AMA number of the candidate and state the name and AMA number of the sponsor making the proposal. Potential candidates will be reviewed by the Nominating Committee who will give consideration to: the candidates geographical location; his key interest or interests in the mule industry (breeding, halter, performance or racing); his relationship to the mule industry, vocational or avocational or both; if avocational or both vocational and avocational consideration will be given to his vocation or other vocation in order to insure the association of having a well-balanced board of directors.

**B. Nominations by Petition** - Any voting member may nominate candidates for the board of directors to be elected by members at any time before, the fiftieth (50th) day preceding such election. On tally receipt

of a petition signed by one percent (1%) of the voting members, the secretary shall cause the names of the candidates named on it to be placed on the ballot.

**C. Nominations from the Floor** - If there is a meeting of members to elect the respective directors, any member present may place names in nomination for election by the voting members.

**D. Preparation of Ballot** - Following the close of all nominations the Nominating Committee will issue, or cause to be issued, a mail ballot one to each voting member of this association. Each ballot shall be identical, one to another, and shall contain the names of all nominees for the board of directors and such nominees shall be identified as being nominated by the Nominating Committee or by petition. There shall also be adequate space for write-in votes.

**E. Election Material** - On written request by any nominee for election to the board and accompanying payment of the reasonable costs of mailing (including postage) the corporation shall within ten (10) business days after the request (provided payment has been made) mail to all voting members or to such portion of them as the nominee may reasonably specify, any material that the nominee may furnish and is reasonably related to the election, unless the corporation within five (5) business days after the request allows the nominee, at the corporation's option, the right to do either of the following:

1. Inspect and copy the record of all the members' names, addresses, and voting rights at a reasonable time, five (5) business days prior written demand on the corporation, which demand shall state the purpose for which the inspection rights are requested; or

2. Obtain from the secretary of the corporation, on written demand and tender of a reasonable charge, a list of names, addresses and voting rights of those members entitled to vote for the election of directors, as of the most recent record date for which it has been compiled or as of a date specified by the members subsequent to the date of demand. The membership list shall be made available on or before the later often (10) business days after the demand is received or after the date specified in it as the date of which the list is to be compiled.

**F. Refusal to Publish or Mail Material** - The corporation may not decline to publish or mail material that is otherwise required hereby to publish or mail on behalf of any nominee, on the basis of the content of the material, except that the corporation or any of its agents, officers, directors, or employees may seek and comply with an order of the Superior Court allowing them to delete material that the court finds will expose the moving party to liability.

**G. Use of Corporate Funds to Support Nominee** - No corporate funds may be expended to support a nominee for director after there are more people nominated for director than can be elected.

**H. Election** - Ballots shall be tallied by a committee of three (3) persons who shall be pointed by the president and who shall not be directors of the corporation. Candidates receiving the highest number of votes shall be elected as directors. In the event of a tie vote, or if no candidate receives a majority, the two candidates with the highest number of votes will be placed in a run-off election to be conducted in



the same manner as the election which resulted in the tie or lack of majority vote.

**Section 4. Vacancies** - Any vacancy on the board of directors caused by death, disability, resignation, or any due cause shall be filled by appointment by a majority of the remaining directors, though less than a quorum. Any member appointed shall serve for the remainder of the unexpired term of his predecessor in office, and until the election and qualification of his successor.

The Board of Directors may declare vacant the office of a director if he is declared of unsound mind by an order of court, or finally convicted of felony, or if within thirty (30) days after notice of his election he does not accept the office either in writing or by attending a meeting of the Board of Directors.

**Section 5. Quorum** - Seven (7) of the authorized directors shall be necessary to constitute a quorum for the transaction of business. Every act or decision done or made by a majority of the directors present at a meeting duly held in which a quorum is present shall be regarded as an act of the Board of Directors.

**Section 6. Place of Meeting** - Meetings of the Board of Directors shall be held at any place within or without the state which has been designated from time to time by resolution of the Board of Directors or by written consent of all members of the board. In the absence of such designation, meeting shall be held at the principal office of the corporation.

**Section 7. Regular Meetings** - There shall be two regular meetings of the Board of Directors of the corporation. One shall be held preceding each annual meeting of members in first quarter of each year. The other regular board meeting shall be held no later than six months after the first board meeting of the year. Both meetings shall be held for the purpose of transaction of general business of the corporation and election and installation of officers shall be conducted at the regular meeting held in January or February of each year. Notice of such meetings is hereby dispensed with.

**Section 8. Special Meetings** - Special meetings of the Board of Directors for any purpose or purposes shall be called at any time by the president or, if he is absent or unable or refuses to act, by any vice-president, or by any two directors.

Written notice of the time and place of special meetings shall be delivered personally to each director or sent to each director by mail or by other form of written communication, charges prepaid, addressed to him at his address as is shown upon the records of the corporation or, if it is not so shown on such records or is not readily ascertainable at the place in which the meetings of the directors are regularly held. In case such notice is mailed or telegraphed, it shall be deposited in United States mail or delivered to the telegraph company in the place in which the principal office of corporation is located at least four (4) days prior to the time of the holding of the meeting. In case such notice is delivered as above

provided, it shall be so delivered at least two (2) days prior to the time of the holding of the meeting. Such mailing, telegraphing or delivery as above provided shall be due, legal, and personal notice to such director.

**Section 9. Notice of Adjournment** - A majority of the directors present, whether or not a quorum is present, may adjourn any directors' meeting to another time and place. Notice of the time and place of holding an adjourned meeting need not be given to absent directors if the time and place be fixed at the meeting adjourned, except as provided in the next sentence. If the meeting is adjourned for more than seventy-two (72) hours, notice of any adjournment to another time or place shall be given prior to the time of the adjourned meeting to the directors who were not present at the time of the adjournment

**Section 10. Waiver of Notice** - The transactions at any meeting of the Board of Directors, however called and noticed or wherever held, shall be valid as though a meeting had been duly held after regular call and notice, if a quorum be present and if either before or after the meeting, each of the directors not present signs a written waiver of notice or consent to holding such meeting or an approval of the minutes thereof. All such waivers, consents, or approvals shall be filed with the corporate records or made a part of the minutes of the meeting.

**Section 11. Action by Written Consent in Lieu of Board Meeting.** Any action required or permitted to be taken by the Board of Directors under the Articles of Incorporation and Bylaws of the corporation and under the California Corporation Code may be taken without a meeting of the Board of Directors of the corporation if all members of the board shall individually or collectively, consent in writing to such action. Such written consent shall be filed with the minutes of the proceedings of the board. Such action by written consent shall have the same force and effect as an unanimous vote of such directors. Any certificate or other document filed under any provision of the California Corporations Code which related to action so taken shall state that the action was taken by unanimous written consent of the Board of Directors without a meeting and that the Bylaws of this corporation authorize directors so to act.

**Section 12. Meeting by Telephone** - Any meeting of the Board of Directors may be held by telephone conference call in which all or certain of the directors are not physically present at the place of the meeting, but participate in the conduct thereof by telephone, and for the purpose of determining the presence of a quorum and for all voting purposes, such directors shall be considered present and acting.

**Section 13. Fees and Compensation** - Directors shall receive no compensation for their services but may receive such reimbursement for expenses as may be fixed by resolution of the board.

**Section 14. Powers of the Board**

A. The Board of Directors shall have the power to act on behalf of the

association and to appoint such committees and to adopt such rules and regulations as are not inconsistent with these Bylaws, the Articles of Incorporation, the law of California, or the law of any other jurisdiction to which this corporation is subject, including, without limitation of the foregoing, the power to exercise all rights and powers of members of a California nonprofit corporation pursuant to Corporation Code 7210.

B. The corporate powers of this association shall be vested in the Board of Directors. The Board of Directors shall have general charge of the affairs, funds and property of the association, and shall have full power, and it shall be their duty to enforce the Bylaws.

C. The directors, by a majority vote, shall have the power to incur indebtedness within the limits fixed by the corporation law of the State of California. The terms and amount of such indebtedness shall be entered in a cash book or journal and ledger of the corporation, and reported at the next meeting of the directors and entered in the minutes of such meeting.

#### **Section 15. Duties of Directors**

A. It shall be the duty of the directors to conduct, manage and control the affairs and business of the corporation and to promulgate and enforce rules and regulations therefore not inconsistent with the laws of the State of California, or the Bylaws of the corporation.

B. It shall be the duty of the directors to cause to be kept a complete record of all of their minutes and acts and of all proceedings of the members, and to present a full statement at the regular annual meeting of the members showing in detail the assets and liabilities of the corporation and the condition of its affairs generally.

C. The directors shall, by resolution, regularly passed and recorded in the minutes of their meeting, designate a bank or banks with which the funds of the corporation shall be deposited.

D. The directors shall, by resolution regularly passed and recorded in the minutes of their meeting, designate the manner in which checks on any bank account of the corporation shall be signed, as well as the form of the endorsement of the corporation to be placed upon checks or other instrument for the purpose of deposit or otherwise.

E. Directors shall at all times, by their leadership and conduct, act in the best interests of the corporation. They shall always act in a manner that will earn the respect of the general membership and others.

#### **Section 16. Removal and Resignation of Directors**

A. Resignations - Any director may resign effective upon giving written notice to the chairman of the board, the president, the secretary or the board, unless the notice specifies a later time for the effectiveness of such resignation. If the resignation is effective at a future time, a successor may be elected before such time to take office when the resignation becomes effective.

B. Resignation by Non-Attendance - Any director who misses two or more meetings in a single term, either regular meetings or special meetings in any combination, without a reason therefore acceptable to the majority of the Board shall be deemed to have, by his actions, resigned from the Board of Directors and a vacancy shall be deemed to exist.

C. Removal of Directors by Board - A director may be removed by a declaration by resolution of the Board of Directors of a vacancy of the office of the director who has been declared of unsound mind by an order of court or convicted of a felony or has been found by final order or judgment of any court to have breached a duty under Section 7230 and following of the California Non-profit Corporation Law.

D. Removal by Members - A director may be removed by an affirmative vote of a majority of the members voting in any such proceeding to remove a director.

### ARTICLE III Officers

**Section 1. Officers** - The officers of the corporation shall be a president, a vice-president, a secretary, and a chief or financial officer known as a treasurer. The corporation may also have, at the discretion of the Board of Directors, a chairman of the board, one or more additional vice-presidents, one or more assistant secretaries, one or more assistant financial officers, and such other officers as may be appointed in accordance with the provisions of Section 3 of this Article. One person may hold two or more offices. Any vice-president, assistant treasurer or assistant secretary, respectively, may exercise any of the powers of the president, the treasurer or secretary in their respective absences and shall perform such other duties as are imposed upon him by the Board of Directors.

**Section 2. Qualifications, Election and Term of Office** - The officers shall be chosen annually by the Board of Directors. Such election shall take place annually at the first regular meeting of the board. Each elected officer shall take office immediately following said election by the board and shall serve for a term of one year (Performance Chairman shall serve two years) or until his successor is duly elected and qualified. All officers shall be chosen from the association's Board of Directors except the secretary.

**Section 3. Subordinate Officers. Etc.** - The Board of Directors may appoint such other officers as the business of the corporation may require each of whom shall hold office for such period, have such authority and perform such duties as are provided in the Bylaws or as the Board of Directors may, from time to time, determine.

**Section 4. Removal and Resignation** - Any officer may be removed, either with or without cause, by the Board of Directors, at any regular or special meeting thereof, except in case of an officer chosen by the Board of Directors, by any officer upon whom such power of removal may be conferred by the Board of Directors.

Any officer may resign at anytime by giving written notice to the Board of Directors or to the president or to the secretary of the corporation. Any such resignation shall take effect at the date of the receipt of such notice or any later time specified therein; and, unless otherwise specified therein, the acceptance of such resignation shall not

be necessary to make it effective.

**Section 5. Vacancies** - A vacancy in any office because of death, resignation, removal, disqualification or any other cause shall be filled in the manner prescribed in the Bylaws for regular appointments to such office.

**Section 6. Chairman of the Board** - The chairman of the board, if there shall be such an officer, shall if present, preside at all meetings of the Board of Directors and exercise and perform such other powers and duties as may from time to time be assigned to him by the Board of Directors or prescribed by the Bylaws.

**Section 7. President** - Subject to such supervisory powers, if any, as may be given by the Board of Directors to the chairman of the board, if there be such an officer, the president shall be the chief executive officer of the corporation. He shall preside at all meetings of the members and, in the absence of the chairman of the board or if there is none, at all meetings of the Board of Directors. He shall be ex-officio member of all the standing committees, including the executive committee, if any, and shall have the general powers and duties of management usually vested in the office of president of a corporation and shall have such other powers and duties as may be prescribed by the Board of Directors or Bylaws.

**Section 8. Vice-President** - In the absence or disability of the president, the vice-presidents, in order of their ranks as fixed by the Board of Directors, shall perform all the duties of the president and when so acting shall have all the powers of and be subject to all the restrictions upon the president. The vice-presidents shall have such other powers and perform such other duties as from time to time may be prescribed for them respectively by the Board of Directors or by the Bylaws.

**Section 9. Secretary** - The secretary shall keep or cause to be kept, at the principal office or such other place as the Board of Directors may order, a book of minutes of all meetings of directors and members, with the time and place of holding, whether regular or special, and, if special, how authorized, the notice thereof given, the names of those present at directors' meetings, The number of members present and the proceedings thereof.

The Secretary shall keep or cause to be kept, at the principal office or at the office of the corporation's transfer agent, a membership register or a duplicate membership register, showing the names of the members and their addresses, and the type of memberships.

The secretary shall give or cause to be given notice of all the meetings of the members and of the Board of Directors required by the Bylaws to be given; and shall keep the seal of the corporation in safe custody and she shall have such other powers and perform such other duties as may be prescribed by the Board of Directors or by the Bylaws.

Term of office for secretary is two (2) years. Termination of secretary may be by two-thirds majority vote of the Board of Directors with a thirty

(30) day notice. Secretary may resign with a sixty (60) day notice to Board of Directors.

**Section 10. Treasurer** - The treasurer shall keep and maintain or cause to be kept and maintained adequate and correct accounts of the properties and business transactions of the corporation, including accounts of its assets, liabilities receipts, disbursement, gains, losses, capital, surplus and memberships. The books of account shall at all reasonable times be open to inspection by any director.

The treasurer shall deposit all monies and other valuables in the name and to the credit of the corporation with such depositories as may be designated by the Board of Directors. He shall disburse the funds of the corporation as may be ordered by the Board of Directors, shall render to the president and directors, whenever they request it, an account of all of his transactions as treasurer and of the financial condition of the corporation, and shall have such other powers and perform such other duties as may be prescribed by Board of Directors or Bylaws.

#### ARTICLE IV Fiscal Year and Surety Bonds

**Section 1. Fiscal Year and Auditing of Accounts** - The corporation shall conduct its affairs on the fiscal year basis, to begin on January 1 and end December 31 of the same year. An auditing of the accounts of the association shall be made by a 3 person committee including, but not limited to, a member of the board (other than treasurer), an appointed AMA member in good standing or any other qualified individual of the Board's choosing at the close of the fiscal year at such times as the Board of Directors shall direct, such auditing is recommended every year, but must take place at least once every two years, the result of said audit or audits shall be reported to the next annual meeting of the members.

**Section 2. Surety Bonds** - All officers or members of the association who may be charged with the handling of any funds of the association shall give a surety bond as soon as the assets of the corporation reach \$1,000, the premium for which shall be paid by the association in such reasonable amount as shall be fixed by the Board of Directors.

#### ARTICLE V Committees

**Section 1. Committees** - Committees may be appointed from time to time by the president subject to the approval of the Board of Directors. The president shall annually appoint such standing, special or sub-committees as may be required by the Bylaws or as he may find necessary. Committees shall be composed of three (3) members and one (1) chairman unless it is deemed more desirable to increase or decrease the size of the committee or unless these Bylaws otherwise determine the number of members of a committee. The president shall appoint a vice chairman from each committee membership to act in the absence of the committee chairman. Committees shall be appointed from the

membership unless otherwise specifically stated. Committees are responsible to the Board of Directors and each committee chairman shall make a report, in writing if so requested by the president or board, of each of the committee meetings at the first succeeding Board of Directors meeting.

**Section 2. The Executive Board** - There shall be an Executive Committee consisting of the chairman of the board, the president, the vice-president and the treasurer of the association. Such Executive Committee shall be vested with all the powers of the Board of Directors when Board of Directors is not in session.

## ARTICLE VI Members

**Section 1. Members** - The Association shall have four (4) classes of members as follows: Any person, over the age of eighteen (18), firm, or corporation, interested in mules is eligible to become a voting member of this association.

Junior member: Any person interested in mules who is not more than eighteen (18) years of age on January 1st of that membership year is eligible to become a junior member of this association. Said junior membership shall not carry any voting rights associated with it.

Student member: For the benefit of both participating as a group and enrolled in school or college, said student members shall not carry any voting rights.

Life members: Honorary Life Members are any person, firm, or corporation actively interested in mules who, by merit of outstanding service to this association and/or the mule industry, may be voted a life member by 2/3 majority vote of the board of directors present at any regular or special meeting or by a 2/3 majority vote of the general membership present at any annual meeting or special meeting. Life Memberships may be purchased by individuals for \$300, and are non-refundable and non-transferable. Life members shall have the right to vote.

**Section 2. Admission to Members** - An application for membership shall be deemed accepted upon presentation to any board or staff member if accompanied by any advance payment of dues provided by these ByLaws subject to rejection by a majority vote of the Board of Directors within sixty (60) days after such presentation.

**Section 3. Assessments** - No members shall be subject to any assessments, or liable for any reason of membership in this association.

**Section 4. Property Rights** - The corporation does not contemplate pecuniary gain or profit to the members thereof. Upon dissolution of this corporation, any assets remaining, after payment of all obligations and debts, shall be distributed by the last Board of Directors to any organization selected by the Board of Directors which is exempt from federal income taxation under the provisions of the Internal Revenue

Code 501(c) (3)-(6) but none of such assets nor any part of the net earnings of the corporation shall inure to the benefit of any member or private shareholder as defined for purposes of Section 501(c) (7) of the Internal Revenue Code of 1954.

**Section 5. Voting Privileges** - Voting members shall have the privilege of voting at association elections and at meetings of the members of the association provided, however, that no such member who shall be delinquent by reason of nonpayment of dues, shall be entitled to vote while such delinquency continues.

**Section 6. Suspension or Expulsion** - The board may terminate or suspend a membership; or expel or suspend a member for nonpayment of fees, periodic dues or for conduct which the Board shall deem inimical to the best interest of the association including, without limitation, flagrant violation of any provision of these Bylaws. Failure to satisfy membership qualifications or conduct of such member which is or has been seriously detrimental to the association or to the mule industry. The board shall give the member who is the subject of the proposed action fifteen (15) days prior notice of the proposed expulsion, suspension or termination and the reasons therefore. The member may submit a written statement to the Board regarding the proposed expulsion, suspension, or termination. Prior to the effective date of the proposed expulsion, suspension or termination the board shall review any such statements submitted and shall determine the mitigating effect, if any, of the information contained therein on the proposed expulsion, suspension or termination. A suspended member shall not be entitled to exercise any of the voting rights set forth in these Bylaws nor are they entitled to points accumulated, year end awards or special awards.

**Section 7. Transferability of Membership** - Membership is non-transferable and non-assignable.

**Section 8. Certificate of Membership** - Membership certificates may be issued from time to time.

**Section 9. Termination of Membership** - Membership shall terminate: (1) Upon receipt by the Board of Directors of the written or typed resignation of a member; (2) on the death of a member or (3) on the failure of a member to pay his annual dues on or before their due date; and (4) as provided above in the suspension and expulsion section.

## ARTICLE VII Dues

**Section 1. Dues** - Each member shall pay dues annually, in advance, and before the annual membership meeting, in such amounts as shall be determined by the Board of Directors.



ARTICLE VIII  
Membership Meetings

**Section 1. Annual Membership Meeting** - There shall be an annual meeting of the Association membership during the 1st quarter of each year—between Jan 1 and March 31. At this meeting, the Board of Directors will also meet for the purpose of receiving annual reports of the previous year and for the transaction of other Association business.

**Section 2. Special Membership Meetings**

A. Authorized Persons Who May Call a Meeting - A special meeting of the members may be called at any time by the following: the Board of Directors, the President of the corporation, or five percent (5%) or more of the members.

B. Meetings Called by Members - If a special meeting is called by members other than the president, the request shall be submitted by such members in writing, specifying the general nature of the business proposed to be transacted, and shall be delivered personally or sent by registered mail to the president, vice-president, or the secretary of the corporation. The officer receiving the request shall cause notice to be promptly given to the members entitled to vote, in accordance with the provisions of these Bylaws, that a meeting will be held, and the date for such meeting, which date shall be not less than thirty-five (35) nor more than ninety (90) days following the receipt of the request. If the notice is not given within the twenty (20) days after receipt of the request the persons entitled to call the meeting may give the notice.

C. Meetings Called by Board - Nothing contained in this subsection shall be construed as limiting, fixing or affecting the time when a meeting of members may be held when the meeting is called by action of the Board of Directors.

**Section 3. Notice of Members Meetings**

A. Manner of Giving Notice. Notice of any meeting shall be given by first class mail or email not less than ten (10) nor more than ninety (90) days before the date of the meeting to all members who on the record date for notice of the meeting are entitled to vote thereat. The record date shall be determined by the Board of Directors of the Association. Notice shall be deemed to have been given at the time when deposited in the mail. The notice may also be published in the AMA newsletter at least thirty (30) days prior to the meeting to be deemed proper notice

B. Content of General Notice. The notice shall specify the place, date, and hour of the meeting and: (1) in the case of a special meeting, the general nature of the business to be transacted, and no other business may, in that case, be transacted; or (2) in the case of the annual meetings, those matters which the Board of Directors, at the time of giving such notice, intends to present for action by the members.

C. Agenda Items Requiring Notice. If action is proposed to be taken at any meeting for approval of any of the following proposals, the notice shall also state the general nature of the proposal. Member action on such items is invalid unless approved unanimously by those entitled to vote or a written waiver of notice states the general nature of the proposal(s).

1. Removing a director without cause.
  2. Filling vacancies on the Board of Directors by the members.
  3. Amending the Articles of Incorporation or the Bylaws of the association.
  4. Voluntarily dissolving the association.
  5. Any application, use, loan and transfer of any substantial portion of the assets of the association.
  6. Approving a contract or transaction in which a director has a material financial interest.
  7. Approving a plan of distribution of assets, other than cash, in liquidation when the association has more than one class of membership outstanding.
  8. Election of Honorary Life Members.
  9. Election of animals to the Hall of Fame.
- D. Affidavit of Mailing Notice. An affidavit of the mailing or other means of giving any notice of any members' meeting may be executed by the secretary, assistant secretary, or any other party designated to act on their behalf by the board of the corporation giving the notice and if so executed shall be filed and maintained in the minute book of the corporation.

#### **Section 4. Voting**

- A. Eligibility to Vote. If a record date is fixed for a meeting, then only members as of such date are entitled to vote. Members who are otherwise eligible to vote as of the day of a meeting or an adjourned meeting shall likewise be entitled to vote at that meeting.
- B. Manner of Casting Votes. Voting may be by voice ballot.
- C. Voting. Each voting member shall have one vote. Cumulative voting shall not be allowed with respect to voting for any matter which may be decided upon by the members. In voting each member shall have one vote for each position and may not accumulate votes.
- D. Requirement for Majority Represented. If a quorum is present, the affirmative vote of the majority of the members represented at the meeting, entitled to vote and voting on any matter shall . be the act of the members, unless the vote of a greater number is required under these ByLaws.

**Section 5. Adjourned Meeting** - Any members' meeting, annual or special, whether or not a quorum is present, may be adjourned from time to time by the vote of the majority of the members represented at the meeting. But in the absence of a quorum, no other business can be transacted at the meeting, except as provided in this Article. When a members' meeting is adjourned to another time and place, notice need not be given of the adjourned meeting if the time and place thereof are announced at the meeting in which the adjournment is taken. At the adjourned meeting the association may transact any business which might have been transacted at the original meeting. If the adjournment is for more than forty-five (45) days or if after the adjournment a new record date is fixed for the adjourned meeting, a notice of the adjourned meeting shall be given to each member of record entitled to vote at the meeting.

**Section 6. Waiver of Notice or Consent by Absent Members**

A. Written Waiver or Consent. The transactions of any meeting of members, either annual or special, however called or noticed, and however held, shall be as valid as though taken at a meeting duly held after regular call and notice. If a quorum be present in person, and if, either before or after the meeting, each person entitled to vote who was not present in person, signs a written waiver of notice or consent to a holding of the meeting, or an approval of the minutes. The waiver of notice or consent need not specify either the business to be transacted or the purpose of any annual or special meeting of members, except that if action is taken or proposed to be taken for approval of any of those matters specified in Article VIII, Section 3(c) the waiver of notice or consent shall state the general nature of the proposal. All such waivers, consents or approvals shall be filed with the corporate records or made a part of the minutes of the meeting.

B. Waiver by Attendance. Attendance by a person at a meeting shall also constitute a waiver of notice of that meeting, except when the person objects at the beginning of the meeting to the transaction of any business due to the inadequacy or illegality of the notice. Also, attendance at a meeting is not a waiver of any right to object to the consideration of matters not included in the notice of the meeting, if that objection is expressly made at the meeting.

Section 7. Quorum - The presence of at least twenty (20) of the members of this association, entitled to vote at any meeting, shall constitute a quorum for the transaction of business. The members present at a duly called or held meeting at which a quorum is present may continue to do business until adjournment, notwithstanding the withdrawal of enough members to leave less than a quorum.

Section 8. Chairman - At all meetings of the members, the president of the association or his designees shall preside.

ARTICLE IX  
Miscellaneous Provisions

Section 1. Corporate Seal - The corporation may have a seal which shall be in such form and contain such matter as shall be specified by resolution by the Board of Directors. The seal shall be affixed to all corporate instruments, but failure to affix it shall not affect the validity of any such instrument.

Section 2. Execution of Checks, Notes and Contracts - Except as otherwise provided by law, checks, drafts, promissory notes, orders for the payment of money, and other evidences of indebtedness of the corporation shall be signed by any two (2) officers. Any contract, lease, or other instrument executed in the name of and on behalf of the corporation shall be signed by the secretary and countersigned by the president, and shall have attached to it a copy of the resolution of the Board of Directors certified by the secretary authorizing its execution

Section 3. Construction of Bylaws - On all questions arising as to the construction of the meaning of the Bylaws the decision of the Board of Directors shall be final unless rescinded by the members of the association at an annual meeting or at a special meeting called for that purpose.

Section 4. Amendment or Repeal of Bylaws - The power to repeal or amend these Bylaws and adopt new Bylaws is hereby delegated to the Board of Directors, subject to the conditions of limitations expressed in Section 7150 of the Corporations Code of the State of California.

Section 5. Amendment of Articles of Incorporation - Power to amend the Articles of Incorporation is hereby delegated to the Board of Directors except as otherwise provided under applicable California law.

#### ARTICLE X Annual Report

Section 1. Annual Report - The annual report to members referred to in the California Non-profit Corporation Law is expressly dispensed with, but nothing in these Bylaws shall be interpreted as prohibiting the Board of Directors from issuing annual or other periodic reports to the members as the Board of Directors and to the members, who request it in writing, within one hundred twenty (120) days of the close of its fiscal year, a report containing the following information in reasonable detail:

- A. The assets and liabilities, including the trust funds, of the association as of the end of the fiscal year.
- B. The principal changes in assets and liabilities, including trust funds, during the fiscal year.
- C. The revenue or receipts of the association, both unrestricted and restricted to particular purposes, for the fiscal year.
- D. The expenses or disbursements of the association, or both general and restricted purposes, during the fiscal year.
- E. Any information required by California Corporations Code 8322.

Amended January, 1988  
Amended January, 1994

**Notes:**

## AMERICAN MULE ASSOCIATION GENERAL RULES AND INFORMATION

**1. MEMBERSHIP:** All mule/donkey owners, agents, trainers, contestants, and jockeys competing at AMA approved mule shows, race meets, and packing contests, shall be current AMA members in good standing to receive AMA performance and packing points, race records and results (statistics), for year end awards.

A. Dues are payable annually, expiring December 31 of each year, in such amounts as shall be determined by the Board of Directors. Each member shall pay dues annually, in advance, and before the annual membership meeting.

B. Family Membership - A Family is defined as two adults and resident siblings. Sibling age to be 17 and under. Cost of Family Membership, unless determined otherwise by the Board of Directors, is to be \$45.00.

C. Membership cards shall be presented when entering a show.

### **2. CLOTHING**

A. Western Attire: Western hat, belt, western boots, long sleeve shirt with sleeves down and snapped or buttoned if they have them. Shirts must be tucked in; unless they are designed to be worn out. *No bare midriffs* are to show. Long pants are required. Authentic suspender pants must be worn with suspenders.

B. English Attire: Proper attire for the type of English saddle that is ridden. This includes jumper classes.

C. No sleeveless shirts unless used under a jacket.

D. Properly fastened protective headgear which meets or exceeds ASTM standards for equestrian use and carries the SEI tag shall be optional in all events but will be required for all over fence classes and dressage. Youth are required to wear approved safety helmets whenever mounted or riding in wagons at an AMA approved show. *Youth are encouraged, but not required, to wear an approved safety helmet in all non riding/driving classes; halter, packing, showmanship.*

### **3. EQUIPMENT** See specific divisions and Appendix A.

A. Tack and equipment should be clean and in good repair.

B. Descriptions of bits and equipment diagrams, see Appendix A.

**4. INJURY, LAMENESS AND PROHIBITED ITEMS** The judge shall not allow any mule to participate when unsoundness or injury is sufficient to be considered an act of cruelty.

A. No person shall cause to be administered internally or externally to an animal, either before or during an approved event, any medication above the allowed amount designated by the State of California, drug or mechanical device, artificial appliance, surgical or nonsurgical procedure, which is of such character as could affect the animal's performance or appearance at that event.

B. Upon discovery, show management shall immediately disqualify the animal and report matter to the AMA office and/or AMA Representative.

1. Any action, or substance administered internally or externally, whether drugs or otherwise, which may interfere with the testing

procedure or mask or screen the presence of such drug, is forbidden.

C. Violation of above rules shall result In disqualification from participation, forfeiture of entry fees, and referral of matter to the AMA Performance Hearing Committee, Refer to **Rule 10-B, C, D.**

D. Any real or artificial hair, weights, etc. added to tail will not be permitted. Entry will be prohibited from showing until prohibited item(s) are removed. Suspected surgical and nonsurgical procedures are not allowed. Violation will require referral to AMA Performance Hearing Committee as in rules above.

#### **5. CONDUCT AND CRUELTY**

A. All participants in an approved competition are expected to conduct themselves in an orderly manner and in the best interest of AMA. Management shall bar violators from farther participation for the remainder of the competition and report the incident to the AMA for futher disciplinary action deemed necessary. *Excessive drinking, rude or un-sportsmanlike behavior, shall not be tolerated. No contestant may compete or be in the show arena if intoxicated. Management or the show rep. may excuse the contestant.*

B. Acting or permitting another person to act in a manner contrary to AMA rules or in a manner deemed improper, unethical, dishonest, unsportsmanlike, or prejudicial to the best interests of the Association, or making a remark considered offensive or made with the intent to influence or cast aspersions on the character or integrity of the judge or any other person is considered not in the best interest of AMA.

C. It is the policy of the AMA that gambling in any form, with the respect to the performance of a competitor, is strictly prohibited.

D. No person on show grounds, including but not limited to, barns, stalls, parking area and show areas, may treat an animal in an inhumane manner which includes, but is not limited to:

1.Placing an object in an animals mouth so as to cause undue discomfort or distress.

2.Tying an animal in a manner as to cause undue discomfort or distress.

3.Use of inhumane training techniques or methods such as striking the animal with a whip, crop, reins or any objects in front of the shoulder, and excessive striking with said objects behind the girth or on the shoulder.

4.Rider will be disqualified for striking animal in front of the **shoul-der** in any riding class and for any excessive striking or spurring.

#### **6. ARENA CONDITIONS**

A. All gates to the arena shall be closed during the running of every event. No gate shall be opened until the rider has completed the course and the arena is clear. A means shall be made to close roping chutes for all cattle classes.

B. Ground and facilities shall be in serviceable condition so as not to harm or injure animals or contestants.

C. All classes shall be held within a perimeter fence.

**7. MISCELLANEOUS**

A. All contestants shall be fully prepared to compete when their name or class is called. Failure to do so can be disqualification unless previously arranged with judge or show management.

B. Any contestant not complying with posted ground rules shall be penalized at the discretion of the judge.

**8. MEMBERSHIP FEES** - Membership fees shall be paid before entering any AMA approved show if you intend to compete for year-end awards.

A. Any person in violation will not receive points. **See Rule 1.**

B. IT IS THE CONTESTANT'S RESPONSIBILITY TO HAVE CURRENT MEMBERSHIP PAID. Carry your membership card with you and present it at the time you pick up your entry information from show management, etc.

**9. ENTRY FEES** - All entry fees must be paid prior to competition. Failure to do so eliminates contestants from competition.

A. Signature on entry form shall be deemed acceptance of all rules.

B. In event of failure to sign entry forms, first entry into show ring as an exhibitor shall be deemed acceptance of said rules.

**10. VIOLATIONS, PROTESTS, AND PENALTIES-**

A. A protest of violations of the rules or show management may be made by an exhibitor, an owner, an agent, a trainer, or the parent of a youth contestant by:

1. Before a formal protest, every effort should be made to resolve the dispute at the time by the protestor, the AMA Show Representative and Show Management

2. Filing a protest in writing within seven (7) days of alleged infraction.

3. Must be signed by the protestor and one witness, and accompanied by a \$50.00 protest fee.

4. Mailed to the AMA Secretary, who will record and forward to the proper hearing board.

B. A formal protest of rules or procedural situations will be heard as follows:

1. Performance Hearing Committee - AMA President, Performance Chairman, Performance Vice-Chairman, and Chairman of the Board. (If there are no regions and/or no Chairman of the Board, alternate members shall be appointed). Committee to have five (5) members.

2. Packing Hearing Committee - AMA President, Packing Chairman, and Performance Chairman. In the absence of Packing Chairman, Packing Vice-chairman to vote.

C. A protest or complaint against a person for actions such as unsportsmanlike action, improper personal behavior, unethical, intemperate, dishonest, writing a bad check (see below), attempting to fix, threaten, bribe, influence or harass a judge may be filed in the same manner as (A) above, with the exception of 10.A.1.

1. No member shall write, issue, make or present any check in payment for any license fee, fine, nomination, entry fee, or other fees, when such member knows or should reasonably know that the said check will be refused for payment by the bank upon which it is written, or that the



account upon which the check is written does not contain sufficient funds for payment of the said check or that the check is written on a closed account or a non-existent account. The fact that such a check is returned to the payee by the bank as refused is grounds for suspension pending satisfactory redemption of the returned check. He or she will not be allowed to participate in shows until said check is cleared and no points will be accumulated during that time. Each show sponsor is responsible to forward information to the Performance Chairman. Once suspended the member will remain suspended until satisfactory redemption is made. Performance Chairman will send suspension list to all shows that are scheduled.

2. Protests of this nature will be heard by the full Board of Directors or the Executive committee where necessary.

D. Duties of Hearing Committees:

1. The protest will be reviewed by the Hearing Committee.

2. The party who the protest is against shall be notified in writing within five (5) days of the review and allowed to rebut verbally to the committee (if possible) or in writing within five (5) days.

3. The protest will be settled within sixty (60) days and all parties concerned will be notified. If the protest is upheld, the \$50.00 fee will be refunded.

4. Committee will decide what penalties (if any) are necessary. This may range from a fine, probation, suspension, or expulsion.

5. Committee will cause their name to be published in the newsletter stating length and degree of action taken. Their name will also be published when the action has been cleared and the member is in good standing again.

a) Probation: A person on probation may compete. If found guilty of any further violations, this person may be suspended or expelled.

b) Suspension: A suspended person is forbidden for the time specified to hold any office or compete in any recognized show.

1) Mules, owned completely or partly or leased by such person suspended will also be ineligible to compete.

2) The Hearing Committee may, at a later date, remove the suspension of said mules if they are sold in a bona fide transaction.

c) Expulsion: An expelled person shall have their name removed from the membership list. Expulsion may not be repelled without action of the Board of Directors.

6. The Hearing Committee may also impose the following:

a) Forfeiture of trophies, ribbons, prize money and points in conjunction with the offense committed.

b) Suspension from office.

c) Revocation of Judge's Card.

d) Fine.

**11. YEAR END AWARD CHARGES - AMA ASSESSMENT FEE** There shall be a two dollar (\$2.00) fee included in the entry fee for all AMA sanctioned point classes.

A. It shall be the responsibility of sponsor or person appointed to forward to the Performance Chairman all assessment fees. The Performance Chairman will keep a record and then forward all assessment fees

to the treasurer.

B. These fees will be set aside and used strictly for year end awards.

**12. ANIMAL AGE** - The mule's age for show and racing purposes shall be considered to be one year old on the first day of January following the actual date of foaling.

A. Every year thereafter, as of January 1, they gain another year of age. Mules shown the same year they are foaled will be shown as weanlings. For example: If a mule is foaled late in a given year, the foal must compete in the yearling class after January 1st following its birthday.

B. Mules are subject to be mouthed for age except when mule's registration is aged by registered parents.

C. Any mule shown in wrong class will be disqualified. KNOW YOUR MULE'S AGE.

**13. REGISTRATION AND TRANSFERS**

A. All mules, jacks, jennets, and geldings shall be registered with the AMA before being shown in any approved show to be eligible for AMA points. Unregistered mules, jacks, jennets, or geldings may enter in approved shows but will not receive points.

B. Pack mules used only for packing are excluded from this rule.

C. Multiple Embryo Transfer Mules derived from identical parentage and born within the same calendar year, shall be eligible for registration.

D. In case of death or sale of mule, jack, jennet, or gelding, the AMA Office must be notified.

E. If mule, jack, jennet or gelding is sold, a transfer of ownership must be received in the AMA office within 45 days after date of sale along with \$10.00 transfer fee, for members, \$40.00 for non members. If not received by then, all accumulated points for that year shall be lost.

**14. REPRESENTATIVE**

A. All show representatives shall be listed on the entry blank and shall be posted at the show. The AMA show representative not to be show manager, organizer or secretary.

B. All shows shall have one performance representative; and if packing is offered, a packing representative.

1. If packing and performance classes are not held at conflicting times, one representative may perform both duties.

C. Duties of the Representative - A representative should clearly understand that he/she has no authority in connection with the management or the judging of the show. They are the representative of the association and should point out in a diplomatic manner an instance when AMA rules are not enforced.

D. The representative has the authority to suspend a member from a show for conduct which is inimical to the best interest of the association, including without limitations, flagrant violation of any provision of the By-laws, failure to satisfy membership qualifications, or conduct of such member which is or has been seriously detrimental to the AMA or the mule industry. (See Bylaws, Suspension or Expulsion)

E. The representative has the authority to remove any person (AMA member) participating at any AMA event or function and shall conduct

themselves in a sportsmanlike and respectful manner.

F. Anyone acting in a disrespectful or undignified manner toward any judge, steward, representative director, official or authoritative or responsible party, shall be disqualified from the show along with animals shown under their name and will not receive any points. (See Rule 10 - Violations, Protests and Penalties.)

G. If representative cannot attend the show until the last class, he/she must designate a suitable replacement before he leaves.

H. Duties are:

1. To protect the interest of exhibitors, judges, and show management. AMA Representative must be in attendance for duration of show or designate a replacement.

2. To investigate and act upon any alleged rule violations without waiting for a protest.

3. To report to the show committee any misrepresentation or substitution of entry, without waiting for a protest.

4. To look up rules pertaining to any alleged infraction. Show Representatives shall have a copy of the current rule book with them.

#### **15. APPLICATION AND APPROVAL OF SHOW**

A. Sponsors desiring to hold an AMA show shall submit approval form to the Performance Chairman at least two (2) months prior to tentative show dates.

B. The show must appear in at least one issue of the newsletter which is published bi-monthly, or be posted on the website, in order for points to count for championship standings. Show cannot just be listed in the newsletter the same month as the show is being held.

C. With respect to established recognized shows, in subsequent years comparable dates will be protected, provided the applications for January, February and March show dates, in the following year are received by the Performance Chairman by September 15, and applications for April through December show dates in the following year are received by the Performance Chairman by October 15.

D. In applying for the above dates, the show agrees to abide by the rules of the AMA and failure to do so constitutes a violation of the rules which may subject the show to a fine of \$50.00 and bar future approval.

E. When application for a show is submitted, a filing fee of \$35.00 shall accompany application. If submitted without this fee, the application will be returned.

F. In the event that a recognized show finds it necessary to cancel an approved date, a refund of the filing fee shall be granted except for 25% provided that notice of release of date is received in writing sixty (60) days or more in advance. If less than 60 days notice given, no refund is allowed.

G. Approval is made by the Performance Chairman.

1. Show should be approved completely prior to sending out entry forms to help prevent confusion due to errors.

H. Upon approval of a show or race meet, said show or race meet shall be held under the rules and regulations of the American Mule Association except for Pari-mutuel racing which shall be held under that state's Racing Board or Committee rules.

I. Approval of a show or race meet does not establish said American Mule Association the insurer or grantor of the safety or physical condition of the sponsor's facilities, stakes of any classes or races or reasonableness of judges' or stewards' decision.

J. Sponsors and contestants agree to indemnify, save, and hold harmless the American Mule Association from any liability, if any, arising from unsafe conditions of show or track facilities or grandstand, default in payment of purses, or publications or dissemination by the American Mule Association of information concerning any disciplinary rulings of the sponsors, judges or stewards.

K. Any sponsoring committee with ground rules contradictory to or in addition to the American Mule Association rules must submit such rules to the AMA for approval and publish with entry forms.

L. The Show Secretary must submit the year end award payment and all results of each event to the Performance Chairman within fifteen (15) days after the show, listing the number of contestants in each class, placing, AMA member's number, mule's number and all riders/contestants entered.

M. Insurance - It is recommended that all Sponsors carry liability insurance for their own protection.

N. It is recommended that all shows provide a scribe or show steward to assist the Judge for the entire show.

## **16. JUDGES**

A. Designation as an AMA approved judge is a privilege, not a right, bestowed by the Judge's Committee to individuals whose equine expertise and personal character merit the honor. An individual's conduct as a member, exhibitor and judge must be exemplary and is subject to continual Judge's committee review. All judges must be members, qualified and approved by the AMA Judge's Committee.

1. Judges must pay a \$10.00 yearly "Judge's Fee."

2. Failure to pay Judge's Fee and membership by March 1st of the current year, shall automatically revoke said judge's AMA license.

3. Judges are required to take any test chosen by the AMA to be eligible to judge AMA approved events. Judges will be retested periodically on current rules, general knowledge of mules and donkeys, and judging practices. Judges carded with another credited association approved by Judge's Committee can forego testing upon yearly approval.

4. The Judge's Committee, upon receipt of information regarding a person's ability to be a judge, may temporarily suspend a Judge's privileges. The Judge's Committee shall have the authority to remove a Judge's name from the approved Judge's list, subject only to ultimate review by the executive committee.

B. Selection of approved judges should be made by a Committee of Judge's Chairman, Performance Chairman, Packing Chairman.

C. No judge shall judge any person he or she may be related to (sister, brother, wife, husband, mother, father, etc.) or any mule they may own.

D. No judge will judge any mule that he or she has an interest in or has owned, trained or sold within the past six months.

E. A Performance Judge may judge one division at one show and

another division at any other show. Performance Judge may only judge two (2) shows per year per 250 mile area. These cannot be back to back shows in the same area.

1. Packing judges may judge back to back if needed. May only judge three (3) shows per area, per year.

F. The decision of the judge will be final. Any protests must be handled through a representative or director of the AMA.

G. No performance judge may judge the same division or class at a show more than two (2) years consecutively. **Packing judges may.**

H. As to judges competing: A performance judge may judge the performance events, and still compete in the packing events at the same show. The packing judge may compete in any of the performance events at the same show that they are judging packing. If the judge is judging both performance and packing classes of any kind, they shall not compete at the show.

I. Judges must at all times, dress and act in a professional manner.

J. Judges shall not touch a mule or donkey's saliva during any competition, regardless of reason. Instead they shall ask each exhibitor to open their own animal's mouth, drop the bit, show the teeth, etc. This applies to all classes. **No exceptions.**

K. Judges must judge all classes from inside the arena except in individual work classes.

L. Judges should dress in attire appropriate for divisions being judged. Also applies to Ring Stewards.

M. Judges may order any person or mule/donkey from any competition for poor conduct of either and may disqualify any contestant for excessive abuse of a mule/donkey.

#### **17. TIMED EVENTS AND FLAGGERS**

A. The flagger is the judge in all timed events, except in Packing Division and Driving Division. A flagger at the chute is a judge in timed events. Flaggers need not be approved judges, but should know AMA rules. Decision of judge is final.

B. Flagger or timers may be elected by the contestants, if management agrees.

C. Stop watches in timed events must be in 10th or 100th of a second

D. All timed events must have two or more stopwatches and/or an electric eye. If electric eye is used, one back-up watch is required. Timers and backup watch for the electric eye are to be positioned at appropriate starting line/pole, or other position, for the event. No timing is to be done by the announcer.

E. If there is an excessive number of entries in any timed event, slack must be run and drawn for.

1. It is requested that show management make every effort to avoid preliminary runs in gymkhana events.

2. AMA points will go to final official placing from total entries.

#### **18. CHAMPIONSHIP POINTS SYSTEM AND STANDINGS**

A. Mule or person must compete in at least three (3) approved shows to be eligible for year end awards for that Division and also for All Around and Top Ten All Around awards.

1. **MULE CHAMPIONSHIP**-points must be accumulated in 3 divi-

sions with a minimum of 10 points in each. If a mule competes in more than 3 divisions only points from the highest 3 will count. Awards will be presented to the top ten mules.

2. **DONKEY CHAMPIONSHIP**– points must be accumulated in all 3 donkey divisions with a minimum of 5 points in each. Awards will be presented to top ten donkeys.

3. **AMATEUR CHAMPIONSHIP**– Top 5 Amateur competitors compete in 3 divisions with a minimum of 5 points each for year end award from 3 approved shows.

4. **YOUTH CHAMPIONSHIP**– Top 5 Youth competitors compete in 2 youth divisions with a minimum of 5 points each for year end award from 3 approved shows. Qualifying youth division: performance, gymkhana, driving, packing.

5. **DIVISION AWARDS**– All points for classes in a division from all shows count for the year end division award. Awards presented to top 5 competitors.

A. Points are awarded to mule not the rider in Performance events, youth/animal combination in Youth events, packer in Packing events, and mule/rider combination in Amateur events, mule/donkey in pulling division and all single driving classes. Points are awarded to driver in all Pairs and Multi Hitch Driving classes and Team Racing.

B. Mules may be shown only once in each class, with the exception of Team Roping, Packing, Cattle Penning, and Cattle Sorting. One mule must change on the team.

1. If entering above classes more than once, points need NOT be designated. "Best go" to count for year-end points.

C. All animals must be registered with the AMA with the current owner. Owners and exhibitors must be current members. Registration and membership numbers must appear on each show entry form to have points for that show counted towards championships.

D. Standings will be kept according to AMA points won at any approved show, provided all memberships and registrations are in order and in good standing.

19. **POINTS** The following point system will be used for year end points. It may be used for AMA shows. Awards can vary from first place to no placement at all, at the discretion of the judge. Show year is defined as November 1st thru October 31st, for ease of year end points and awards.

# of Mules	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>	10 <sup>th</sup>
1	1									
2	2	1								
3	3	2	1							
4 – 5	5	4	3	2	1					
6 – 10	7	6	5	4	3	2	1	½	0	0
11 – 15	9	8	7	6	5	4	3	2	1	½
16 – 20	11	10	9	8	7	6	5	4	3	2
21 & over	13	12	11	10	9	8	7	6	5	4

Grand Champion Halter - 2 points / Res. Champion Halter - 1 point

- A. All AMA approved classes shall count for points toward all AMA awards programs. Points from a show holding only one AMA approved class shall count.
1. Judges must place through tenth (10th) place and record **clearly** on a signed judges' card.
- B. Basic points will be awarded for class of 5 or less contestants. See chart above. Points cap at 21 and over.
- C. A class of one mule cannot be cancelled unless contestant is notified by either telephone or letter one week prior to show by show management
- D. When there is a tie, add the points together and divide.
- E. Method to break ties for high point of a show will be the following:
1. The contestant who earned points in the greatest number of mandatory classes in each division
  2. The contestant winning over the greatest number of contestants in the mandatory classes in each division.
  3. The winner of a contest at judge's discretion.
  4. A flip of a coin at show management's discretion.
- F. In the event of a tie for points in year-end awards for divisions and top 10, the mule (donkey/person/team depending on the division) who has won the most first place awards, in said division, will receive the championship. If first place awards are equal, the tie is broken by number of second place awards and so on until the tie is broken.

G. Jackpot money payoff will not affect amateur standings or status.  
Jackpot money payoffs:

One Placed	1 money 100%
Two Placed	2 monies 60%-40%
Three Placed	3 monies 50%-30%-20%
Four Placed	4 monies 40%-30%-20%-10%

**H. Points are based on the number of entries performing in a class, as indicated on the judge's card. Teams (roping, sorting, penning, and driving) are considered one entry. AMA points will go to the final official placing from total entries; separate points are not awarded to preliminary runs. If the final results are less than 10 placings, highest preliminary runs complete the placings. It is the contestant's responsibility to check their own points for errors.**

**I. Contestants should check for errors in points no later than December 20 of the show year, after that date points will not be changed to allow awards chairman to work from a static list to acquire items for the awards banquet.**

Rules 20-50 are unassigned.

#### **51. AMA APPROVED DIVISIONS**

A. Performance and Halter Divisions and Classifications Classes may be offered as Sweepstakes, Open, or Bridled and Green.

- |   |  |
|---|--|
| 1. WESTERN PERFORMANCE  | Western Pleasure<br>Western Trail<br>Western Riding<br>Gambler's Choice Trail<br>Western Dressage<br>Disciplined Rail  |
| 2. RANCH  | Using Mule/Ranch Mule<br>Ranch Pleasure<br>Ranch Riding<br>Ranch Reining<br>Ranch Trail<br>Ranch Conformation  |
| 3. GYMKHANA   | Cloverleaf Barrels<br>Pole Bending<br>Keyhole<br>Big T<br>Birangle<br>Single Stake<br>Speed Barrels  |
| 4. YOUTH PERFORMANCE<br>(6 years - 17 years)<br>(may be split)<br>6-13 yrs. and 14-17 yrs | Youth Showmanship<br>Youth Pleasure (E/W)<br>Youth Hunter Hack (max 18")<br>Youth Hunter Under Saddle<br>Youth Equitation (E/W)<br>Youth Western Trail<br>Youth Ranch Pleasure |



<p>** Hunter under saddle, mulemanship, ranch reining, youth halter and disciplined rail plus any class from adult divisions not involving farm equipment or showing a jack may be added to youth classes by show management.</p>	<p>Youth Ranch Riding Youth Western Dressage Youth Disciplined Rail Youth Ranch Trail Youth Ranch Conformation Youth Cattle Boxing</p>
<p>5. YOUTH GYMKHANA (6 years - 17 years)  (may be split) 6 -13 yrs. And 14 -17 yrs.</p>	<p>Youth Cloverleaf Barrels Youth Pole Bending Youth Keyhole Youth Big T Youth Birangle Youth Single Stake Youth Speed Barrels</p>
<p>6. ROPING AND PENNING</p>	<p>Steer Stopping Ranch Steer Stopping Team Roping Calf Roping Steer Daubing Cattle Sorting Cattle Penning-Three-Man Team Cattle Penning-Two-Man Team</p>
<p>7. GREEN WESTERN PERFORMANCE</p>	<p>Western Pleasure Western Trail Western Riding Gambler's Choice Trail Western Dressage Disciplined Rail</p>
<p>8. GREEN RANCH</p>	<p>Using Mule/Ranch Mule Ranch Pleasure Ranch Riding Ranch Reining Ranch Trail Ranch Conformation</p>
<p>9. ENGLISH PERFORMANCE</p>	<p>English Pleasure Hunter Under Saddle Hunter Hack 2'6" max Dressage</p>
<p>10. HUNTER / JUMPER</p>	<p>Warm - Up Hunter 2' - 2'6" Working Hunter 2'6' - 3' Jumpers 3' max. Gambler's Choice Jumper Low Hunter 18"-2'</p>
<p>11. GREEN ENGLISH PERFORMANCE</p>	<p>English Pleasure Hunter Under Saddle Hunter Hack 2' max Dressage</p>
<p>12. GREEN HUNTER / JUMPER</p>	<p>Warm - Up Hunter 18" - 2' Working Hunter 2'6" max Jumpers 2'6" max Gambler's Choice Jumpers Low Hunter 18"-2'</p>

- |  |  |
|--|--|
| 13. AMATEUR ENGLISH PERFORMANCE<br>(any class from the listed divisions can be used in appropriate Amateur division) | English Performance<br>Dressage—any training level test<br>Hunter/Jumper<br>English Equitation<br>Showmanship  |
| 14. AMATEUR WESTERN PERFORMANCE  | Western Performance<br>Western Equitation<br>Showmanship<br>Amateur Halter<br>Mulemanship  |
| 15. AMATEUR RANCH  | Ranch classes  |
| 16. MULTI HITCH  | Tandem<br>Unicorn<br>Farm Class<br>Three Abreast<br>Four Abreast<br>Hitch 4 ,6 & up<br>Hitch Driving Competition   |
| 17. SINGLE DRIVING   | Pleasure Driving - Turnout<br>Pleasure Driving - Working<br>Pleasure Driving - Reinsmanship<br>Drive and Ride<br>Obstacle Driving<br>Utility or Trail Driving<br>Timed Obstacle Driving<br>Pick Your Route<br>Gambler's Choice<br>Farm Class<br>Super Reinsmanship<br>Driven Dressage<br>Fault and Out     |
| 18. TEAM DRIVING –PAIRS  | Team Halter<br>Hitch Pairs<br>Pleasure Driving– Turnout<br>Pleasure Driving– Working<br>Pleasure Driving– Reinsmanship<br>Obstacle Driving<br>Hitch Driving Competition<br>Utility or Trail Driving<br>Timed Obstacle Driving<br>Pick Your Route<br>Gamblers Choice Driving<br>Farm Class<br>Fault and Out |
| 19. YOUTH DRIVING — (6yr.-17yr.)   | No Farm Class<br>No Team Halter  |
| **Any single or team driving, pairs & log skidding classes may be offered to the Youth driver.                       |  |
| 20. TWO & UNDER HALTER   | Weanling Mules<br>Yearling Mules<br>Two Year Old Mules   |

21. MATURE HALTER	Three Years Old and Older 14.2 Hands and Over
22. MATURE HALTER	Three Years Old and Older Under 14.2 Hands (If mini mules offered, class would be over 48".) Draft mules Mini-Mules (48" & under)
23. DONKEY HALTER — JENNETS & GELDINGS  (May be split by size or age if entries warrant from list*)	Geldings Jennets * Miniature (36" & under) * Small Standard (36.01 - 48") * Standard (48.01-56") (54" for Jennets) * Mammoth (56.01" - over) (54.01" Jennets) Two years & under Mature ( 3 yrs +)
24. JACK HALTER (May be split by size or age)	*Miniature (36" & under) *Small Standard (36.01– 48") * Standard (48.01-56") * Mammoth (56.01" - over) Two years & under Mature ( 3 yrs +)
25. <i>DONKEY PERFORMANCE</i>	Donkey Pleasure (E/W) Trail Class (E/W) Gambler's Choice Trail Walk/Jog Pleasure (E/W) Walk/Jog Trail (E/W) In-Hand Trail (May be split) Using Donkey Ranch Pleasure Ranch Riding Hunter Hack 18"-2' Cattle Sorting
**Any approved pulling or driving class can be offered for the donkeys.)	
26. DONKEY GYMKHANA	Donkey: Cloverleaf Barrels Pole Bending Keyhole Big T Birangle Single Stake Speed Barrels
27. PULLING (All classes should stay split)	Pulling- Teams Pulling - Single Mules Log Skidding - Teams Log Skidding - Single Mules Obstacle Log Skidding-Teams Obstacle Log Skidding– Single
28. MULE COON JUMPING	May be split to: 48" and under Mules over 48".

29. PACKING-PRO	Diamond Hitch Box Hitch Packing Class Pack Trail Pack Scramble
30. PACKING NON-PRO	Diamond Hitch Box Hitch Packing Class Pack Trail Pack Scramble
31. YOUTH PACKING	Diamond Hitch Box Hitch Packing Class Pack trail
32. PACKING - DECKER	Decker Barrel Packing Decker Sling Packing Decker Box Hitch Decker Diamond Hitch Decker Packing Class
33. TEAM RACING	Chariot Lap Race-Arena Chariot Straight-away Chariot Barrel Race Chariot Steer Stopping Chuck Wagon Race Wagon Barrel Race
34. GAITED PERFORMANCE	Halter Walking Mule Gaits Racking Mule Gaits Gaited Mule Western Pleasure Gaited Mulemanship Gaited Parade Mule
35. NON-PRO WALK/JOG	Ranch Riding Ranch Pleasure English Pleasure Western Pleasure Western Trail Hunter Under Saddle Intro Level Dressage (English or Western) Ranch Trail Ranch Reining Ranch Confirmation Halter Hunt Seat Equitation Western Equitation Mulemanship
36. 10 AND UNDER WALK JOG	Western Pleasure Western Equitation Western Trail Showmanship Ranch Pleasure Ranch Trail

	English Pleasure English Equitation Youth Halter Hunt Seat Equitation Ranch Confirmation Mulemanship
37. PRE GREEN (walk/jog or trot)	PG Western Pleasure PG Ranch Pleasure PG English Pleasure PG Hunter Under Saddle PG Western Trail PG Dressage (English/Western) PG Ranch Trail PG Ranch Riding PG Ranch Reining
38. AMATEUR WALK/JOG DONKEY	W/J English Pleasure W/J Western Pleasure W/J Trail W/J Ranch Riding W/J Ranch Pleasure In-Hand Trail W/J Ranch Trail W/J Donkeymanship Driving
39. REINED COW MULE	Cutting Cattle Boxing Reining Cow Working

**52. NOTE:** Mule Halter Classes in **Division 21 and 22** - Mules may not be cross entered in two halter classes at the same show.

**53. Definitions**

- A. Sweepstakes - Any class that has added money.
- B. Premium List - List of classes offered at a show with entry information; term is synonymous with Prize List, Class List, Show Premium etc.

**Rules 54-60** are unassigned.

**AMATEUR AND PROFESSIONAL STATUS**

**61. DEFINITION OF AN AMATEUR** A person is an amateur for all competitions conducted under the USEF and AMA who, after their 18th birthday, has not engaged in any activities which would make them a professional.

- A. An amateur must be 18 or older.

**62. DEFINITION OF A PROFESSIONAL** A person becomes a professional, for horse, mule, and donkey show purposes, if he or she engages in any of the following activities:

- A. Accepts remuneration, for riding, driving, showing in halter, training, schooling or conducting clinics or seminars.
- B. Accepts remuneration for giving instruction in equitation or horse,

mule, or donkey training. This includes leasing.

C. Accepts remuneration for employment in another capacity (i.e., secretary, bookkeeper, veterinary, groom, farrier) and rides, drives, shows in halter, trains or schools horses, mules, donkeys, or gives instructions when his employer or a member of the family of said employer, owns, boards, or trains said horse, mule, or donkey.

D. Accepts remuneration for the use of his name, photograph or other form of personal association as a horseman or mule person in connection with any advertisement or article to be sold.

E. Accepts prize money in equitation or showmanship classes.

F. Rides, drives or shows in halter at a horse, mule, or donkey show, any horse, mule, or donkey for which he or a member of his family accepts remuneration for boarding or training.

G. Gives instruction to any person or rides, drives or shows in halter at any horse, mule, or donkey show, any horse, mule, or donkey whose activity another person in his family, or corporation which a member of his family controls, will receive remuneration.

H. The following shall not affect the amateur status of a person who is otherwise qualified.

1. Writing of books or articles pertaining to horses, mules or donkeys.

2. Accepting remuneration for judging or stewarding.

3. Accepting reimbursement for expenses without profit.

4. Accepting a small token of appreciation other than money, for riding, driving, or showing in halter. (Horses', mules', donkeys', board, partial support, or objects of more than \$300.00, are considered remuneration, not small tokens of appreciation.)

I. Having the occupation of veterinarian, groom, farrier or owning a tack shop or breeding or boarding stables in itself, does not affect the amateur status of a person who is otherwise qualified. Employment by Dude Ranch, Guest Ranch, Pack Station (excluding packing) or Racing Stable does not affect amateur status as long as employee does not train animals or give lessons. Exercising horses/mules or leading trail rides does not affect amateur status. When applying, if there is a question it may be reviewed by the AMA on a case by case basis.

### **63. CHANGES OF STATUS**

A. Any person who has been a professional and who desires to be reclassified as an amateur on the grounds that they no longer engage in the activities which made them a professional, must so notify the association in writing.

B. The applicant must then wait a period of one year from the date their reapplication for amateur status is acknowledged by the association.

C. After this time period has elapsed, the person may submit to the Board a letter supported by two or more notarized letters from AMA members outlining the applicants activities for said time period and testifying that applicant has not engaged in any activities which would make them a professional.

D. Information concerning the change of status from professional to amateur or vice versa, shall be published in the AMA newsletter.

E. When an individual, for any reason becomes ineligible for Amateur membership, he or she shall promptly notify AMA office and return membership card. Card will be reissued without the "A" amateur

designation on it.

**64. AMATEUR STATUS** can be applied for at time of joining or rejoining the AMA. It must be specified in writing and your card will specify your AMA number with an "A" after it.

**65. AMATEUR CLASSES –Mule and Donkey Walk/Jog:** Class rules shall follow those of the specific classes in Western, Ranch, English.

A. Amateur may ride on a Bridled or Green animal. That mule must abide by the respective Bridled or Green equipment requirements.

**Rules 66-100 are unassigned.**

**101. GENERAL SHOW RULES**

A. Classifications of mules shall be Bridled and Green. (Hinny (s) are allowed in any classes that mules enter unless otherwise stated and from this point forward will be classified as mules).

1. Classes may be offered for each; or Open to both; or to Open, Bridled and Green inclusively. Mules only are allowed. *No exotics, such as Zonkey or Zorse, will be placed or used in any class at an AMA show.*

2. Bridled mules must use appropriate bridled equipment & Green must use appropriate equipment in any Open class or be disqualified.

3. Animals shall receive year-end points in their respective divisions (such as Open Trail). Bridled mules earn toward Western Performance, and Green mules toward Green Western. etc.

B. Patterns for trail, reining, jumping, etc. classes must be posted and made public at least one hour before class.

C. Silver tack shall not be considered by judge.

D. Starting order - Management shall draw for position in which the entries shall compete. Post entries shall go first in reverse order received.

E. Classes receiving over 25 entries shall be split.

F. Equipment and attire are defined in their respective Divisions under General Rules. Also see Appendix A - Equipment for diagrams of bits.

G. A score of zero (0) shall not place.

H. Failure to enter or leave the arena mounted will be cause for disqualification, unless asked by judge.

I. All exhibitors must enter the arena with the correct contestant number in a visible manner. Failure to do so will result in disqualification.

**102. GENERAL PERFORMANCE RULES**

Mules shown in the Bridled Division may not be shown in the Green Mule Divisions.

A. Equipment - All mules shall be ridden in appropriate type saddles, bridles and bits for that specific division.

1. Western Classes - All Bridled mules shall be shown in a bridle with a shank bit using one hand on the reins. **See Appendix A**, for bit diagrams.

a). Free hand may hold romal or loose ends of reins no closer than 16 inches to the rein hand. Reins must remain loose between hands. Rein hand cannot be changed during performance.

b). Mules may be shown with leather or chain curb straps. These must meet with the approval of the judge. Must be at least 3/8 inch in width and lie flat against the jaw. NO WIRE CURBS regardless of how

padded or covered.

c). Only the index or first finger may be used between split reins if the excess rein falls on the reining hand side of mule. No finger is permitted between joined reins.

d). First year bridle mules may show in "two rein equipment." This is a legal shank bit over a rawhide or leather bosal/hackamore of any size with a non-metal flexible core (no iron or foreign substance may be used). Only one hand may be used on the reins and hands must not be changed (exception for trail classes where it is required to complete a task). Any number of fingers between the reins will be permitted. Both Mecate and bridle reins are to be held in the rein hand (limited to ranch classes).

2. Other Classes - For non-Western classes, please refer to the general rules under the specific discipline.

B. Other Equipment - All Classes

1. Tie-downs, martingales, cavessons (except in English), and draw reins are prohibited. Tie-downs, martingales and cavessons ONLY allowed in Roping, Penning, Gymkhana, and Hunter/Jumpers (**Rule 313**) Also, see (**Rule 106**) Cavessons are mandatory in English, Dressage, and Pleasure Driving.

2. Other Equipment - Saddle Breeching, Cruppers and Tapaderos shall be allowed without penalty.

3. Protective boots or wraps may be used in events where speed is essential, such as Gymkhana events, Reining, Jumping, and Gambler's Choice classes.

4. Protective boots or wraps are NOT allowed in Trail, Western Riding, Working Hunters, etc. Protective boots and/or wraps are only allowed in speed events, roping events, cattle events and jumpers.

C. Attire -

1. Western Attire - Western hat, belt, western boots, long sleeve shirt with sleeves down and snapped or buttoned if they have them. Authentic suspender pants must be worn with suspenders. Shirts must be tucked in; unless they are designed to be worn out. No bare midriffs are to show. Long pants are required.

2. English Attire - Proper attire for the type of English saddle that is ridden. This includes jumper classes.

3. No sleeveless shirts unless used under a jacket.

4. Means shall be utilized to keep hat on during competition.

5. Silver equipment, spurs, shotgun chaps, chinks, ties, riata or lariat, hobbles & rain slickers are optional, not to be considered by judge.

**103. GREEN MULES GENERAL RULES** - For mules of any age that have never been shown at any show (horse or mule) or at any show that is sanctioned by a recognized association with bylaws.

A. Green mules may be shown in a regulation snaffle or rawhide or leather bosal/hackamore. Green mules over 4 years old may be ridden in a legal shanked bit with rider using one hand on split or romal reins.

**See Appendix A.**

1. Snaffle must be regulation snaffle (3/8 inch diameter or larger, smooth, mild twist, single- or double-jointed mouthpiece) and must not have shanks.

2. Bit guards are permitted on snaffles.



B. Both hands must be used on reins. Exception in green cutting and roping classes, mules in snaffles and bosals may be ridden with one hand allowing rider to maneuver rope and hold horn when needed.

C. All green mules must also abide by **Rule 102-B**.

D. Mules may be shown in this division for two consecutive years.

1. One year shall be defined as anytime between Jan. 1 -Dec. 31.

a. If a mule is shown only in the last show of the year, it will still be counted as a full year participation.

2. If your mule is registered or not, and you are an AMA member or not and you show your mule in an AMA approved class, it will be counted as one year participation.

3. Mules may be shown in the Driving classes without affecting their "green" status if not ridden. Mules may not show in the Ride and Drive or it will affect their "green" status.

4. A mule ridden in any pack class will not affect its "green" status.

**104. REGULATION SNAFFLES** - 3/8 inch diameter or larger, smooth, mild twist, single-jointed or double-jointed mouth piece. For example: (A) Dee Bit (B) Egg Butt; (C) Loose ring; (D) Full Cheek; (E) Half Cheek

Rawhide hackamore shown with two hands may be used in Western type classes on Green Mules.

**105. DESCRIPTIONS AND DIAGRAMS OF BITS**  
**See Appendix A.**

**106. OTHER APPROVED BITS** for all Gymkhana and Roping and Penning Divisions and Jumpers (**Class Rule 13**) are:

A. Bridled Mules - Any acceptable, humane bit. Judge's discretion on if bit is humane. If judged not humane, mule will be eliminated from that class.

B. Green mules may be ridden in a gag snaffle in Gymkhana, Roping and Penning Events and Jumpers only.

C. Tie-downs, martingales, and cavessons will be allowed in Roping and Penning Division, Gymkhana Division and Jumpers (**Rule 313**) only.  
NO DRAW REINS.

**107. CHARACTERISTICS** of a good working mule are as follows.

A. Good manners, with a soft mouth and responding to a light rein.

B. The mule should be responsive, smooth, and relaxed and have his feet well under him at all times.

1. When stopping, hind feet should be well under him.

C. Mule should be able to work at a reasonable speed and still be under control of the rider.

D. Mules to be alert and respond to rider's cues without resistance.

E. Mules should work with the head in a natural position.

F. Tail carried in a quiet manner.

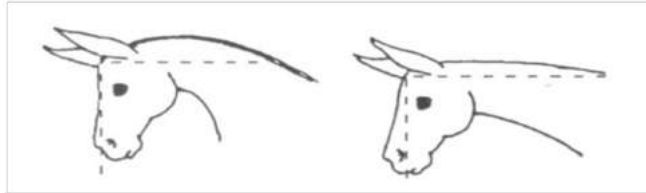
**108. FAULTS OF THE WORKING MULE** include but are not limited to.

A. Exaggerated opening of the mouth.

B. Lugging or running away.

C. Halting or hesitation while running a pattern or working cattle.

- D. Anticipation of being set up.
- E. Any mule showing evidence of a bleeding mouth is subject to elimination at the judge's discretion.
- F. Carrying head **excessively** below the point of the withers. Except if a sign of "watching", such as in trail, cutting, cow working, etc.



Typical head carriage (107 E.)

- G. Evading the bit and having nose in behind the vertical.
- H. Excessive tail wringing or "dead" tail. (See Rule 4.D).

#### **109. CLARIFICATION OF GAITS**

- A. Walk - A natural, flat-footed, 4-beat gait. Must be alert, with a stride of reasonable length in keeping with the size of the mule.
  - 1. Extremely slow or jiggling shall be penalized.
- B. Jog - (Western) - A smooth, ground covering 2-beat diagonal gait. The mule works from a pair of diagonals to the other pair.
  - 1. It should be square, balanced and with a straight, forward movement of the feet.
  - 2. Mules walking with their back feet and jogging on the front are not considered performing the required gait and should be penalized.
  - 3. When asked to extend the jog, he moves out with the same smooth way of going with a noticeable lengthening of stride.
  - 4. Extreme speed to be penalized.
- C. Lope - (Western) - An easy, rhythmical 3-beat gait.
  - 1. Mules moving to the left shall be on the left lead, and when moving to the right shall be on the right lead.
  - 2. Mules traveling at a 4-beat gait, such as loping in front and jogging behind, shall be penalized.
- D. Trot - (English) - Same as the jog, except with emphasis on long, low, ground covering, cadenced and balanced strides.
  - 1. Smoothness more essential than speed. Extreme slowness shall be penalized.
  - 2. When asked to extend, more credit will be given for a mule that noticeably lengthens its' stride, over a mule that only speeds up.
- E. Canter - (English) Smooth 3-beat gait, as in the lope, that is free moving, relaxed and straight on both leads. The stride should be suitable to cover ground as if following hounds.
  - 1. Over collected, 4-beat canter, and excessive speed are penalized.
- F. Hand Gallop - (English) - Definite lengthening of stride and difference in speed. Under control and able to pull up at any time (no sliding stop).
- G. Back up - Animal to move backward in a straight line, with a soft

mouth and no resistance. Credit will be given to those that flex at the poll and give to the bit while backing readily with the least visible aids given.

**Rules 110-200 are unassigned.**

**201. GENERAL HALTER RULES** - The purpose of the halter class is to judge the animal's potential to perform the work for which he was bred, based upon the evaluation and analysis of visible attributes.

A. The resulting judgment provides an index which represents the expectations of the animal's utility and performance capability.

1. Considerations in this judgment are:

- a. Overall balance
- b. Form and structure of the parts
- c. Trueness, elasticity, and coordination of action
- d. Muscular development and health
- e. Disposition and manners

B. More specifically, the general appearance of the mule should be:

1. Head straight with firm even mouth and jaw.
2. The eyes should be kind, bold and alert. Ears are well shaped with much length and attentive.
3. The mule should have a well balanced head and neck of sufficient length that shows quality, blending into shoulders long and sloping well back.
4. Withers moderately defined and the same height as croup.
5. Chest should be broad and the forelegs set square, true, and strong with well modeled bones and good muscle.
6. Well sprung ribs, the back and loin short, wide and well muscled.
7. Underline is long with the flank well let down.
8. Hips are smoothly covered being long, sloping and muscular.
9. Hind legs should have hocks of good size, flat and clean to turn neither inward or outward.
10. Hind legs not to be bent. Hocks not to be set behind a line from the point of the hip to the fetlock joint.
11. Pasterns should have medium slope and length.
12. Feet well shaped of medium size and sound.

C. Weighting to be applied in judging halter classes is as follows:

Conformation and action	70%
Conditioning (Fitness and Finish)	20%
Disposition and Manners	10%

D. Suggested procedure - Enter arena at the discretion of the judge.

1. Entries will walk and will be asked to trot on the line.
2. Animals must be asked to trot to show action and way of going.
3. Animal shall be judged individually, standing squarely and naturally.

a. They are not to be stretched, except in gaited class.

E. Mules will be handled and shown by one person only. (Jacks are the exception, an extra handler may be used)

1. Unruly or ill-mannered mules to be excused from the arena.
2. Touching the mule below the shoulder or stifle with either hand or foot will be considered a fault.

F. Mules at Halter: *Emphasis should be on conformation. Sloping shoulders, good withers, medium to long pasterns, a supple/flexible look,*

*balance and proportion should be considered important.*

G. Size is a personal preference.

H. Animals not trotting in hand when asked shall not place above animals who did trot for the judge.

**202. ALL MATURE MULES** 3 & over must be measured at the first show of the season or of halter competition. Measurement to be done by show rep. or the judge, on solid, level ground. Height to be recorded and given to the exhibitor.

**Rules 203-209** are unassigned.

**Notes:**

## WESTERN PERFORMANCE DIVISIONS

**210. ALL WESTERN CLASSES** shall be shown in western attire and equipment.

A. Western hat, belt, western boots, long sleeve shirt with sleeves down and fastened. Authentic suspender pants shall be worn with suspenders. *Shirts shall be tucked in;* unless they are designed to be worn out. No bare midribs are to show. *Long pants are required.*

B. Western saddle and approved western bits for class that is ridden.  
**See Appendix A.**

**211. WESTERN PLEASURE** Bridled, Green, Open, Amateur and Youth - Must be shown in western bridle without nosebands or training type equipment.

A. Mules to be shown at the walk, jog, and lope both ways of the arena on a reasonable loose rein without undue restraint.

1. Judge may ask for an extended walk, jog, or lope one or both ways of the arena.

2. No more than 10 mules shall extend the lope at one time.

B. Mules should stand quietly and back willingly.

1. Mules shall be penalized for opening their mouths while backing or resisting to back when asked.

C. Mules must reverse to the inside of the arena (away from the rail) at a walk or jog at the discretion of the judge, never to reverse at the lope.

D. Western Pleasure judged on:

Performance	70%
Conformation	20%
Appointments	10%

**212. A GOOD PLEASURE MULE** has a free and easy stride of reasonable length according to his conformation.

A. Mule should carry head and neck in a relaxed position with the poll level, or slightly above the point of the withers. **(See Rule 107.)**

B. Head should be carried slightly in front of the vertical, with an alert and pleasant expression.

1. Head should not be behind the vertical nor nosed out, appearing to be resistant. **(See Rule 108).**

C. Traveling with a reasonably loose rein, with light contact and control.

D. When transitions are called for, he should respond quietly and willingly.

E. He should move out with the same flowing motion at the extended gaits, not just faster strides, but noticeably longer strides.

**213. FAULTS OF THE WESTERN PLEASURE MULE** to be penalized according to severity.

A. Excessive speed at any gait, including prancing or jiggling, as well

B. Being on the wrong lead for five or more strides.

C. Failure to take called for gait, or not a true gait **(See 109-A, B, C)**

D. Head carried too high or excessively low (poll well below withers for five or more strides).

E. Carrying head over flexed so nose is behind the vertical for five or

more strides.

F. Opening mouth excessively, or resisting the bit.

**214. FAULTS** shall cause elimination or be severely penalized at the discretion of the judge:

1.If the rider works an obstacle on the way to finish line that they were not committed to, they will receive no points for it.

2.Whether they were committed or not is left to the judges' discretion.

A. Disqualification if using both hands on the reins or changing hands, unless showing green mule in a snaffle or bosal, or a donkey in a snaffle, bosal or two handed in a bit or if the class calls for change of hand as in trail to negotiate an obstacle.

B. Being on the wrong lead for more than five strides,

C. Disqualification—more than one finger between the reins, or any finger between romal reins or split reins being used like romal reins. May only have index or first finger between split reins that fall on the reining hand side of mule or donkey.

D. Break of any gait or failure to perform any gait.

E. Head carried excessively below the withers more than five strides.

F. Over flexing at the poll so that nose is behind the vertical for more than five strides.

**215. WESTERN TRAIL** Bridled, Green, Amateur, Youth and Donkey.

A. Trail mules are required to work over, around, or through obstacles in a willing, quiet and alert manner.

1.Failure to negotiate obstacles in the prescribed order will result in elimination.

2.Three refusals at each obstacle or 60 seconds only, then move on.

B. Class to include a jog and lope of suitable duration so that the judge may determine the way of going.

1.If mules worked at all gaits between obstacles, no rail work is needed.

2.It is suggested that the mules work their rail work between obstacles.

C. Courses should include a minimum of four and a maximum of eight obstacles.

1. A trail obstacle is defined as an obstacle that can be negotiated independently, obstacles are not to be combined and counted as one obstacle in order to add more than 8 obstacles to a course. Example: jog overs and a bridge are counted as 2 obstacles, multiple sets of jog and lope over poles with a space between them are counted as multiple obstacles, not one.

D. At the judge's discretion the following obstacles shall be used:

1.Logs, gate, wooden bridge, and backing.

2.Optional obstacles will include performing over any reasonable conditions encountered along the trail.

3.Unnatural or unsafe obstacles or exotic animals should not be used.

4.Llamas and alpacas may be used as they are no longer considered exotic since they are commonly used in the mountains as

pack animals.

5. Ground tying only permitted within a closed arena.

E. Trail shall be judged on the performance of the mule over obstacles, with emphasis on manners, willingness, and response to cues. Gaits considered part of performance.

**F. Practice runs can be offered if show management so deems**

G. Judges suggested scoring and penalty system for each obstacle. Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2: -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, +1 very good, +1 1/2 excellent. Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:

#### One-half (1/2) Point

- each tick or contact of a log, pole, cone, plant, or any component of an obstacle

#### One (1) Point

- each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- incorrect or break of gait at walk or jog for two strides or less
- both front or hind feet in a single-strided slot or space at a walk or jog
- skipping over or failing to step into required space
- split pole in lope-over
- knocking down an elevated pole, cone, barrel, planet, obstacle, or severely disturbing an obstacle
- falling or jumping off or out of a bridge or a water box with one foot once the mule has got onto or into that obstacle
- Stepping outside of the confines of an obstacle with designated boundaries (i.e. back through, 360 box, side pass) with one foot once the horse has entered the obstacle.
- Missing or evading a pole that is a part of a series of an obstacle with one foot

#### Five (5) Point

- dropping slicker or object required to be carried on course
- first or second cumulative refusal, balk, or evading an obstacle by shying or backing
- letting go of gate or dropping rope gate
- use of either hand to instill fear or praise
- falling or jumping off or out of a bridge or a water box with more than



one foot once the mule has got onto or into that obstacle

- Stepping outside of the confines of an obstacle with designated boundaries (i.e. back through, 360 box, side pass) with more than one foot once the mule has entered the obstacle.
- Missing or evading a pole that is a part of a series of an obstacle with more than one foot
- blatant disobedience (including kicking out, bucking, rearing, striking)
- holding saddle with either hand
- faults, which occur on the line of travel between obstacles, scored according to severity: -head carried too high -head carried too low (tip of ear below the withers) -over-flexing or straining neck in head carriage so the nose is carried behind the vertical -excessive nosing out -opening mouth excessively

#### 0 (Zero)– Score

- performing the obstacle incorrectly or other than in specified order
- no attempt to perform an obstacle
- excessively or repeatedly touching the horse on the neck to lower the head
- entering or exiting an obstacle from the incorrect side or direction
- working obstacle the incorrect direction; including overturns of more than ¼ turn
- riding outside designated boundary marker of the arena or course area.
- third cumulative refusal, balk, or evading an obstacle by shying or backing.
- failure to ever demonstrate correct gait between obstacle as designated
- failure to follow the correct line of travel between obstacles
- excessive schooling, pulling, turning, stepping or backing anywhere on course

#### Disqualification

- use of two hands (except green mules in snaffle bit or hackamore) or changing hands on reins; only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle
- equipment failure that delays completion of pattern

**216. MANDATORY DIMENSIONS OF TRAIL OBSTACLES**

- |                 |           |  |
|-----------------|-----------|--|
| A. Walk-Over's: | Singles   | 16" max. height  |
|                 | Multiples | 10" max. height<br>Width between 20" min. width<br>(20"-24" recommended) |
- No rolling poles to be used.
- |              |             |                                    |
|--------------|-------------|------------------------------------|
| B. Cavaletti | Jog Over's  | 3' to 3'6" apart (between)         |
|              | Lope Over's | 6' to 7' apart (a 7' average mule) |
- |          |                          |  |
|----------|--------------------------|--|
| C. Jumps | Mounted                  | or 18" max. height allowed                     |
|          | lead over                | 4' min. between standards                      |
|          | Combinations             | 12' for one stride, 6' for no stride ( Bounce) |
|          | Box Jump and<br>"L" Jump | Poles 12' min. length                          |
- |  |           |                        |
|--|-----------|------------------------|
| D. Back<br>through/<br>Chute<br>(either direction) | On ground | 30" min. width between |
|  | Elevated  | 34" min.               |
|  | Barrels   | 36" min.               |
- |                |                |                       |
|----------------|----------------|-----------------------|
| E. Side Passes | Single pole    | Up to 24" high        |
|                | Parallel poles | Never closer than 24" |
- |               |            |   |
|---------------|------------|---|
| F. Serpentine | Jog-Around | Pylons 10' min. base to base            |
|               |            | Guard rails 4' to either side of pylons |
- If standards are used, dimensions should be looser.
- |                                      |   |
|--------------------------------------|---|
| G. Gates<br>(Rope gates may be used) | Approximately 60" high with latch available at that height.<br>Width minimum 6' |
|--------------------------------------|---|
- |            |                |
|------------|----------------|
| H. Bridges | 36" min. width |
|------------|----------------|
- I. All other maneuvers, figure mule's wheelbase at 5' front hooves to back.

**217. GAMBLER'S CHOICE TRAIL** - To be shown in western equipment and attire. Mules to work over/through a maximum of 8 obstacles in a course of un-numbered, un-related obstacles, each with its own point value. Preferably the course is different from the regular trail course. Ideally obstacles should be re-arranged. Example: obstacles with higher or similar points should be arranged on opposite sides of the show area.

A. All mules shall have the same amount of time to negotiate obstacles before "time is up" and double whistle sounds. May work at own pace between obstacles. Obstacles requiring a specific gait (such as lope over poles or jog over poles) will be adhered to. Failure to maintain required gait for obstacle will result in no points awarded.

B. Each obstacle may be ridden twice, but not in succession

1. If ridden a third time, no points will be awarded.

C. No points shall be awarded if an obstacle is disturbed (unless designed to be disturbed), or re-ridden after it is disturbed. Judge shall declare obstacle dead by means of a single whistle. Show management is encouraged to use some measure to determine if the obstacle has been disturbed during each ride.

D. Obstacles that are refused or missed may be reworked if not disturbed.

E. Signal will sound when time is up, double whistle.

1. Riders may finish obstacle they are working then proceed through the finish marker and total time on course will be recorded.

F. The placing (s) are determined by high score. Total time on course will decide ties. If tie remains with score and time, judges may set up a ride off.

G. To be shown in western equipment and attire. Protective boots allowed.

H. If a mule steps out/off an obstacle (i.e. Back thru, box or off side of bridge when entered on the end), a zero score for this attempt will be given and the contestant should move on. If undisturbed it can be worked again, but only after another obstacle has been attempted.

**218. WESTERN RIDING** - Bridled, Green, and Open

Judged on riding qualities of the gaits ( walk, trot, lope and backup) change of leads, response to the rider, manner, disposition and intelligence.

**219. PATTERN** The following patterns and routine are prescribed. It is essential that the judge and exhibitors adhere to it.

A. The eight small circles represent markers (cones, barrels, etc.).

1. These should be set equal distances apart. On the side with five the distance should be a minimum of 30 feet but not more than 50 feet apart.

B. The rectangle represents an obstacle (small log or pole recommended) just high enough to break the animal's stride.

**220. MULE TO WALK TO AND THROUGH THE GATE THEN** proceed on the course as indicated by the pattern. Not following exact pattern causes elimination.

A. It is important that the mule correctly change leads at the lope (flying changes). Simple lead changes shall be penalized, but are not cause for elimination.

B. Judges may require an entry to repeat or reverse any part of routine.

C. Only one hand may be used on reins with shanked bits and must not be changed, except with opening the gate, if it is in such a position to justify a change of hands.

1. Hand to be around the reins. One finger between reins is permitted with split reins, but not with romal joined reins.

2. Free hand shall be clear of mule and saddle.

D. Spurs, reins, or romal used forward of the cinch will cause disqualification.

E. Contestant shall be penalized for:

1. Releasing gate due to mules' disobedience, unable to complete

the gate.

2. Using freehand to insult fear in the mule.
  3. Breaking gait at the lope, including simple lead changes.
  4. Failure to change a designated lead.
  5. Hitting the log at either the jog or lope.
- F. Opening mouth, anticipating or early lead changes; stumbling, unnecessary talking, petting, spurring, or jerking shall be judged accordingly.

#### **221. WESTERN DRESSAGE**

- A. Requirements for rider attire and mule equipment are the same as all western performance classes.
- B. Judges shall follow current USEF/WDAA scoring and procedures.
- C. **Tests:** Current WDAA tests shall be used. Show premium shall state which tests will be used for all classes. Novice shall use any Introductory test, Green mules shall use any Basic level test, Bridled mules shall use Basic level test 3 or 4, or any Level 1 or 2 test. Amateur shall use Basic level test 3 or 4, or Level 1 test 1 or 2. Youth shall use any Basic level test.
- D. Show management shall draw for ride time prior to show date and make them available to competitors.
- E. Competitors may have a "reader". Readers will only be allowed to read the instructions once, they are not allowed to repeat a directive or communicate with the rider.
- F. Voice: Quiet use of the voice including soft "clucking" is permitted.
- G. Definition of gaits
1. The walk is a well-marked four time beat marching gait in a regular cadence and with equal intervals between each beat. This regularity combined with full relaxation must be maintained throughout all walk movements. The following walks are recognized: Collected walk, Working walk and Free walk. There should always be a clear difference in the attitude and tracking in these variations.
  2. The jog is a two beat gait of alternate diagonal legs (left fore and right hind leg and vice versa) separated by a moment of suspension. Excessive speed or slowness will be penalized. The following jogs are recognized: Collected jog, Working jog, Lengthening of Strides and Free Jog.
  3. The lope is a gait with three equal, regular beats with time of suspension after the third beat. One stride equals 3 beats, or three footfalls. This gait may be demonstrated on right or left lead. The following lopes are recognized: Collected lope, Working lope, Lengthening of Strides and Counter lope.
- H. Faults: Faults of gaits include crookedness, loss of rhythm; tight and tense back with short stiff neck; horse on forehand and/or leaning on the bit; nose consistently behind the vertical; raising of the head to avoid collection, changing tempo; and evasion of contact which can come from improper training, too harsh a bit, or bad hands. In all cases faults will be penalized.
- I. Tack and Equipment
1. Western type headstall must be used.

2. A western cavesson (pencil bosal, braided or plain) is allowed.

3. Hackamores (Bosal) are permitted on a horse of any age at any level. Mechanical hackamores are not allowed.

J. Reins

1. Romal reins may only be used with a curb bit and can only be ridden with one hand.

2. A rider can ride with two hands only with split reins, connected reins, or mecate type reins (without the popper such as in Romal reins).

K. Bits

1. Bits must be AMA approved western curb bit or snaffle bit. Snaffle bits may be used on a horse of any age being ridden at any level.

2. Kimberwicke bits are not allowed.

L. Saddle

1. A standard western or stock saddle, national, working saddle, Aussie, native or western side saddle is to be used but silver equipment will not count over a good working outfit.

2. A horn is not required but western style fenders are required.

M. Whips: One whip no longer than 47.2 inches (120 cm) including lash, is permitted in all tests.

N. Illegal Equipment

1. Martingales and tie downs

2. Mechanical hackamore

3. Kimberwicke bit

4. Flash, figure 8 and dropped nosebands

O. All tests can be found at

[www.westerndressageassociation.org](http://www.westerndressageassociation.org)

It is the competitor's responsibility to obtain current tests. \*\*\*\*\*

## **222. WESTERN DISCIPLINED RAIL**

A. General

1. This class is to show the ability of a highly trained Western Mule. Appointments shall follow those of pleasure classes.

2. Judge shall work the mules adequately but must not overwork the entries. This is not a game or a fault and out class, and shall not be judged on an elimination basis. Final judging shall be on the basis of the best overall disciplined rail performance. At all times, the safety of the mules and exhibitors to be the first concern.

3. Disciplined Rail classes must be restricted to either Western or English equipment. No points will be awarded to mixed seat classes.

B. Disciplined Rail mule, utility

1. The class routine shall be to perform work on the rail, and may include, but is not limited to:

a. A short walk, jog or slow lope.

b. A hand gallop (no more than eight (8) mules at a time, twice around the ring).

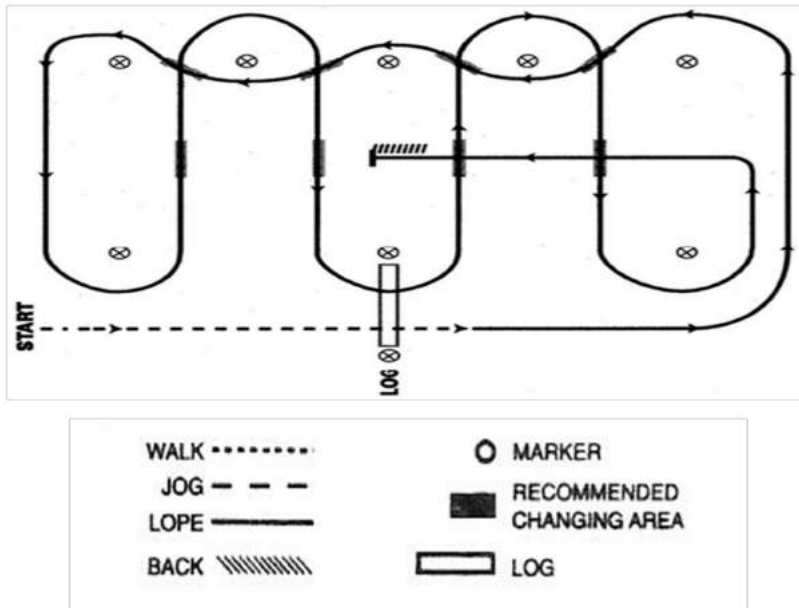
- c. Flying changes of lead each way of the ring.
  - d. Starting into a lope from a halt.
  - e. Sliding stop.
  - f. Starting and traveling on the counter lope
  - g. Side pass both left and right (once each way).
  - h. Turn on forehand and turn on hind quarter (once each way).
  - i. For safety reasons, exhibitors will not be required to mount or dismount as part of the class routine, with the exception of equipment checks.
  - j. Stand quietly.
  - k. Judge may ask for additional safe work.
2. To be judged on performance, manners and conformation.

**Rules 223-230 are unassigned.**

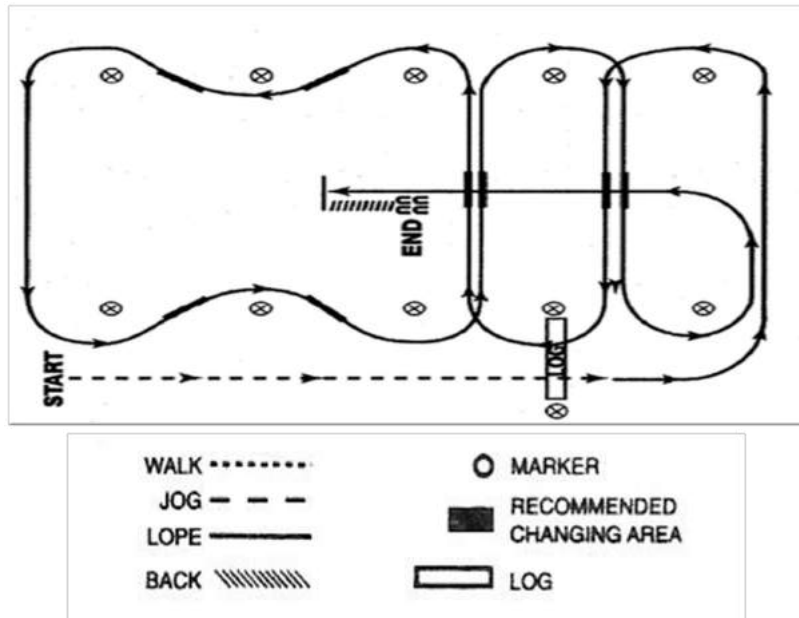


WESTERN RIDING PATTERNS

DIAG. 1

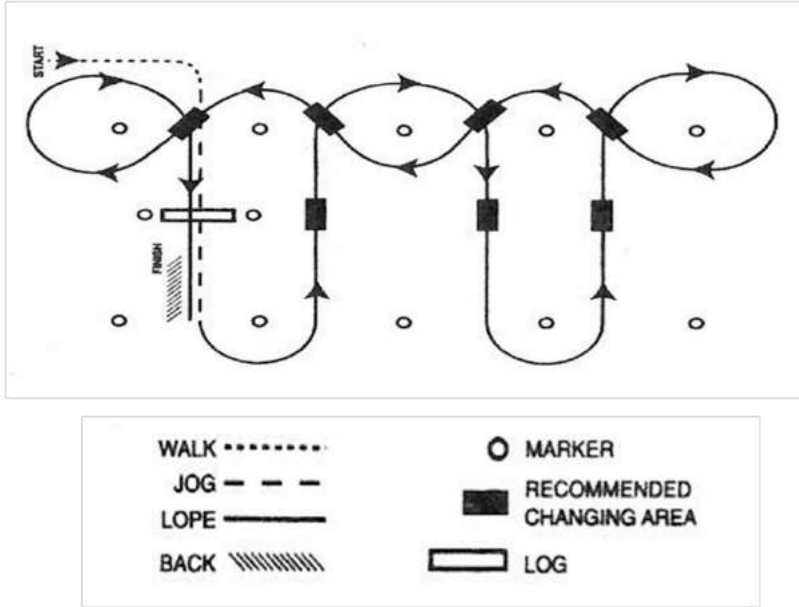


DIAG. 2

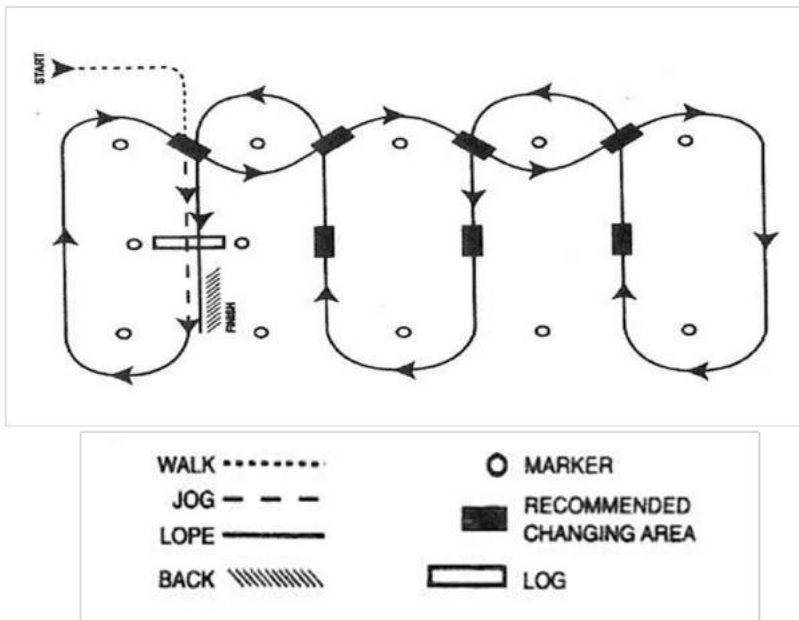




DIAG. 3



DIAG. 4



## RANCH DIVISION

*All Classes must be shown in appropriate western equipment and attire.*

Ranch type tack is preferred and should be clean and in good repair. Silver on saddles and bridles is highly discouraged. A back cinch is preferred but not mandatory. AMA rules apply for bridled and green mules regarding bits and reins. Hoof polish and braided or banded manes are not allowed. Clipped animals are permitted but not required. A clean ranch look is preferred; western shirt, jeans, western boots, belt and a hat are required. Chinks, shotgun chaps and scarves are optional. Bling and pleasure horse type show shirts are highly discouraged; judges may impose penalty points for this type of apparel.

### **231. REINING**

- A. Any of the approved patterns may be used.
  - 1. Pattern shall be selected by the judge and posted at least one hour prior to start of class.
- B. Each contestant will be required to perform the pattern individually.
- C. Western hat, belt, western boots, long sleeve shirt with sleeves down and fastened. Authentic suspender pants shall be worn with suspenders. Shirts shall be tucked in; unless they are designed to be worn out. No bare midriffs to show. Long pants are required.

**232. THE NRHA** (National Reining Horse Association) has granted the American Mule Association permission to adopt its judging rules for reining competition. NRHA rules have been modified to comply with existing AMA rules where conflicts occurred. References to "NRHA" have been changed to "AMA" as needed.

A. General – To rein a mule is not only to guide him, but also to control his every movement. The best reined mule should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of/or temporary loss of control and, therefore, a fault that must be marked down according to severity of deviation. After deducting all faults, set here within, against execution of the pattern and the mule's overall performance, credit should be given for smoothness, finesse, attitude, quickness and authority of performing various maneuvers, while using controlled speed which raises the difficulty level and makes him, more exciting and pleasing to watch to an audience.

#### B. Scoring

- 1. The scoring will be on a basis of 0 - infinity, with 70 denoting an average performance.
  - a. The individual maneuvers are scored in ½ point increments from a low of -1½ to a high of +1½ with a score of 0 denoting a maneuver that is correct with no degree of difficulty.
  - b. Scores will be announced after each mule works.
- 2. Any ties for 1st place will be worked off, using the same pattern and order of go as was used during the event; however, there will not be more than one run off. If a tie occurs after the run-off, the entrants will be

named co-champions; will evenly split 1st and 2nd prize money, but must determine the winner of the awards by a flip of a coin.

3. All bits must be free of any mechanical device. The mouth piece bar space shall be constructed only of round material with a minimum diameter of no less than 3/8". The port shall not extend or protrude below the bars and shall not exceed 3 1/2" in height. **See Appendix A.**

4. Curb chains are permissible provided that:

- a. They are at least 1/2 inch in width.
- b. They are free of barbs, wire and/or twists.
- c. They lay flat against the mule's **jaw**.

5. The following will result in a no score:

- a. Infraction of any state or federal law which exists pertaining to the exhibition, care, and custody of horses (mules) within the state or county where an AMA event is being held.
- b. Abuse of an animal in the show arena and/or evidence that an act of abuse has occurred prior to or during the exhibition of a mule in competition.
- c. Use of illegal equipment including wire on bits, bosals or curb chains.

- d. Use of illegal bits, bosals or curb chains.
- e. Use of tack collars, tie downs or nose bands.
- f. Use of whips or bats.
- g. Use of any attachment which alters the movement of or circulation to the tail.
- h. Failure to dismount and/or present the mule and equipment to the appropriate judge for inspection.
- i. Disrespect or misconduct by the exhibitor.
- j. The judge (s) may excuse a mule at any time while in the arena for unsafe conditions or improper exhibition pertaining to both the mule and/or rider.

6. Excess rein may be straightened at any place a mule is allowed to be completely stopped during the pattern.

- a. When using a romal (or other joined reins) no fingers between the reins are allowed.
- b. The free hand may be used to hold the romal or ends of joined reins, provided it is held at least 16" from the reining hand and is in a relaxed position.
- c. Use of the free hand while holding the romal to alter the tension or length of the reins from the bridle to the reining hand is considered to be the use of two hands and a score of (0) will be applied.
- d. If finger is used between split reins, excess rein must fall on reining hand side of mule.

7. The following will result in a score of zero (0):

- a. Use of more than index or first finger between reins.
- b. Use of two hands (except in Green Mules) or changing hands.
- c. Use of romal other than as outlined above in 6.
- d. Failure to complete pattern as written.
- e. Performing the maneuvers other than in specified order.
- f. The inclusion of maneuvers not specified, including, but not limited to:
  - Backing more than 2 strides.
  - Turning more than 90 degrees.

(Exception: A complete stop in the 1st quarter of a circle after a canter departure is not to be considered an inclusion of maneuver; a 2 point break of gait penalty will apply.)

- g. Equipment failure that delays completion of pattern.
- h. Balking or refusal of command where pattern is delayed.
- i. Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern.
- j. Jogging in excess of one-half circle or one-half the length of the arena.
- k. Overspins of more than  $\frac{1}{4}$  turn.
- l. Fall to the ground by mule or rider.

NOTE: Neither a no score or a zero (0) are eligible to place in a go round or class, but a zero (0) may advance in a multi-go event, while a no score may not. In the event not enough mules qualify for total purse distribution the undistributed portion of the purse will be retained by show management.

8. The following will result in a penalty of five 5 points:

- a. Spurring in front of cinch.
- b. Use of the free hand to instill fear or praise.
- c. Holding saddle with free hand.
- d. Blatant disobedience including kicking, biting, bucking, rearing, and striking.

9. The following will result in a 2 point penalty:

- a. Break of gait.
- b. Freezing up in spins or rollbacks.
- c. On walk in patterns, failure to stop or walk before executing a canter departure.
- d. On run in patterns, failure to be in a canter prior to reaching the first marker.
- e. If a mule does not completely pass the specified marker before initiating a stop position.

10. Starting or performing circles or eights out of lead will be judged as follows;

- a. Each time a mule is out of lead, a judge is required to penalize by one 1 point.
- b. The penalty for being out of lead is **cumulative**, the judge will add 1 point penalty for each  $\frac{1}{4}$  of the circumference of a circle or any part thereof that a mule is out of lead.
- c. A judge is required to penalize a mule  $\frac{1}{4}$  of a point for a delayed change of lead by one stride.

11. Deduct  $\frac{1}{2}$  point for starting circle at a jog or exiting rollbacks at a jog up to 2 strides. Jogging beyond 2 strides but less than  $\frac{1}{2}$  circle or  $\frac{1}{2}$  the length of the arena, deduct 2 points.

12. Deduct  $\frac{1}{2}$  point for over or under spinning up to  $\frac{1}{8}$  of a turn; deduct 1 point for over or under spinning up to  $\frac{1}{4}$  of a turn.

13. Where a change of lead is specified immediately prior to a run to the end of the arena, failure to change lead will be penalized as follows:

- a. Failure to change leads by 1 stride, a  $\frac{1}{2}$  point penalty.
- b. Failure to change leads beyond 1 stride but where lead change is completed prior to the next maneuver, 1 point penalty.
- c. If the lead is not changed prior to the next maneuver, a 2 point

penalty.

d. In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalized as follows: for  $\frac{1}{2}$  the turn or less, 1 point; for more than  $\frac{1}{2}$  the turn, 2 points.

14. There will be a  $\frac{1}{2}$  point penalty for failure to remain a minimum of 20 feet from wall or fence when approaching a stop and/or rollback.

15. The judge shall have the authority to remove any contestant from a show he is judging, should said contestant show any disrespect or misconduct as to render himself or the show in an unprofessional manner.

16. All riders must dismount and drop the bridle immediately after performance.

a. Bridle must be dropped by the rider or a designated representative.

b. The bridle must be checked by the designated judge in the arena or in close proximity to the arena.

c. Failure to comply will result in a no score.

17. Judges are responsible for determining if mule follows correct course, pattern spotters will not be used.

18. AMA permits the judge the option of awarding a re-ride to any contestant who, in the judges' opinion, is unable to complete a pattern for reasons that are out of the rider's control. In the instance where a re-ride is warranted in the judges' opinion, the judge should advise the show management of such as soon as possible.

C. *Reining Patterns (refer to pages 60-70)*

1. The following patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena

2. Mandatory markers will be placed on the wall or fence of the arena as follows:

a. At the center of the arena.

b. At least 50' from each end wall.

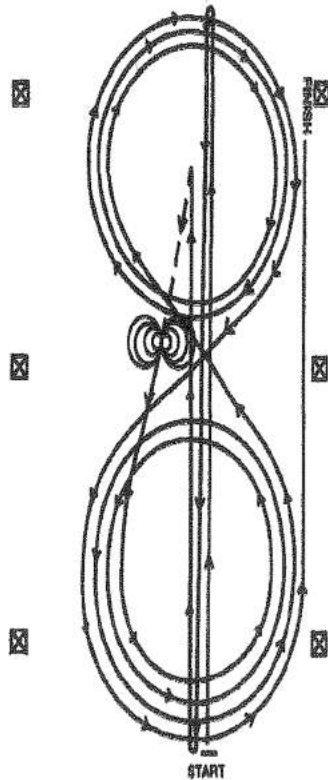
3. Where designated in the pattern for stops to be beyond a marker, the mule should begin his stop after he passes the specified marker.

4. Each pattern is drawn so that the bottom of the page represents the end of the arena entered by contestants and must be run as such. In the event that an arena has only one gate and it is in the middle of the side, that side shall represent the right side of the page the pattern is drawn on.

5. All mules will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any fault incurred prior to the commencement of a pattern will be scored accordingly.

6. All judges' decisions are final.

# PATTERN PATTERN



1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large fast circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

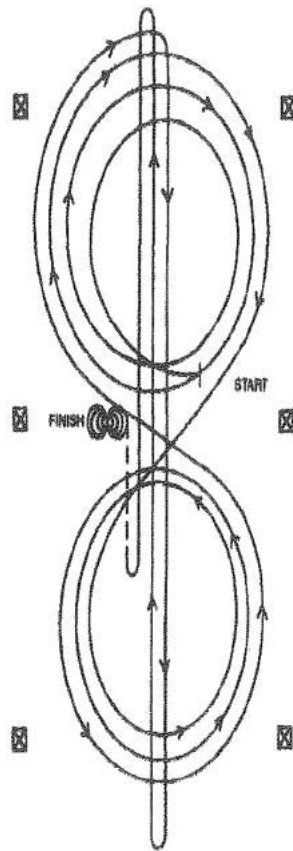
Rider must dismount and drop bridle to the designated judge.

**MANDATORY MARKERS ALONG FENCE OR WALL**

# PATTERN      PATTERN

## 2

## 2



Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

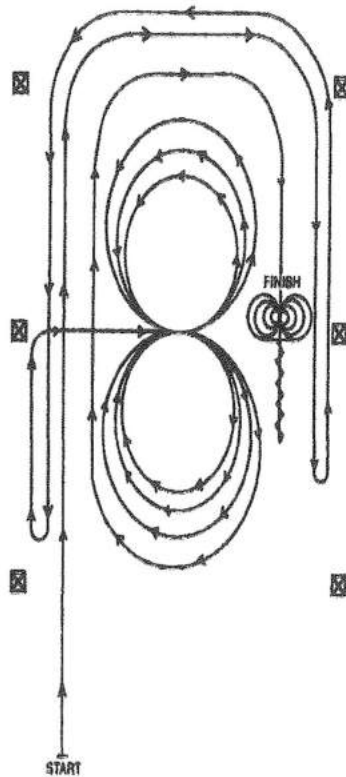
1. Beginning on the right lead, complete three circles to the right: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider must dismount and drop bridle to the designated judge.

**MANDATORY MARKERS ALONG FENCE OR WALL**

# PATTERN      PATTERN

## 3



## 3

1. Beginning,lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback – no hesitation.
2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback – no hesitation.
3. Continue up the left side of the arena to the center marker. AT the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet. Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Rider must dismount and drop bridle to the designated judge.

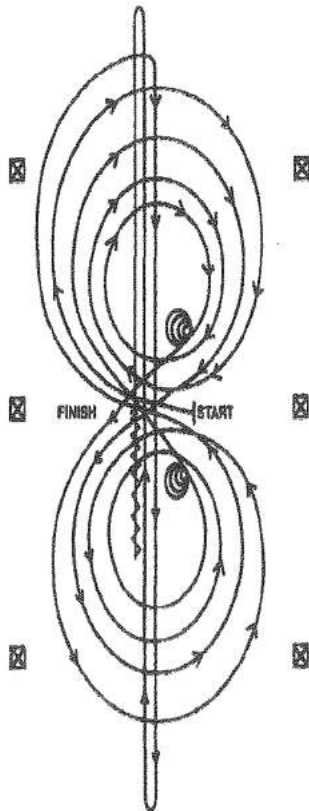
**MANDATORY MARKERS ALONG FENCE OR WALL**



# PATTERN PATTERN

## 4

## 4



Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

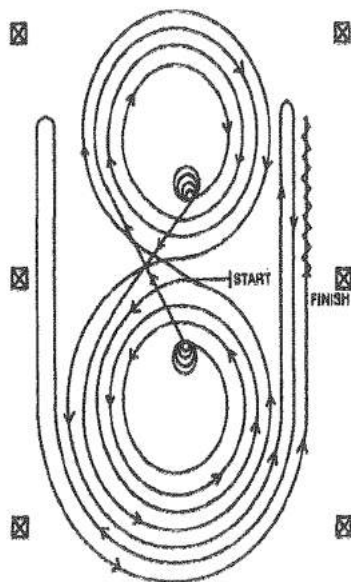
1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the right. AT the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Rider must dismount and drop bridle to the designated judge.

**MANDATORY MARKERS ALONG FENCE OR WALL**

# PATTERN PATTERN

## 5



## 5

Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 6)
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

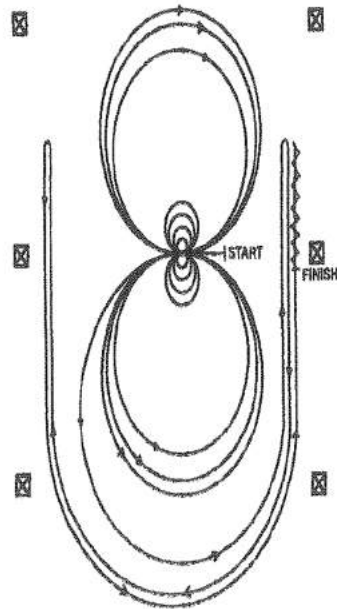
Rider must dismount and drop bridle to the designated judge.

**MANDATORY MARKERS ALONG FENCE OR WALL**

# PATTERN      PATTERN

## 6

## 6



Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

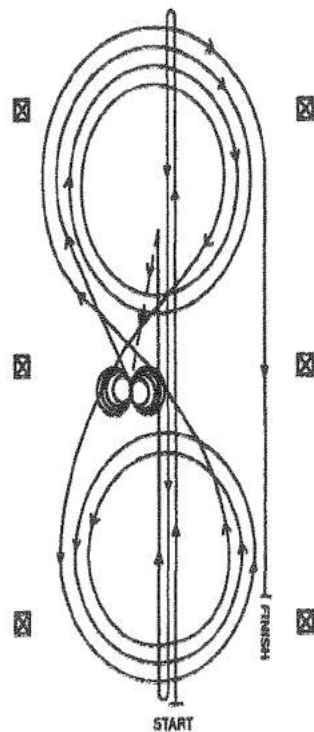
Rider must dismount and drop bridle to the designated judge.

**MANDATORY MARKERS ALONG FENCE OR WALL**

# PATTERN PATTERN

## 7

## 7



1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

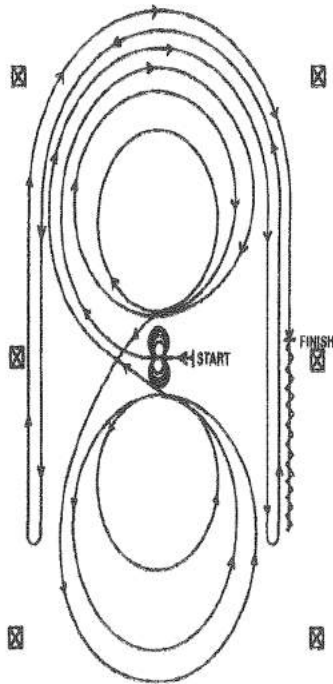
Rider must dismount and drop bridle to the designated judge.

**MANDATORY MARKERS ALONG FENCE OR WALL**

# PATTERN      PATTERN

## 8

## 8



Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence - no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence - no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

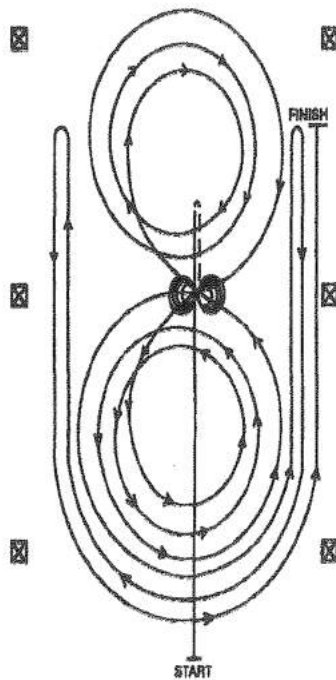
Rider must dismount and drop bridle to the designated judge.

**MANDATORY MARKERS ALONG FENCE OR WALL**

# PATTERN      PATTERN

## 9

## 9



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

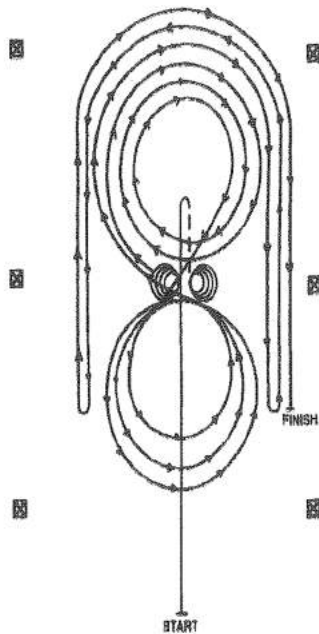
Rider must dismount and drop bridle to the designated judge.

**MANDATORY MARKERS ALONG FENCE OR WALL**

# PATTERN      PATTERN

## 10

## 10



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spirs to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider must dismount and drop the bridle to the designated judge.

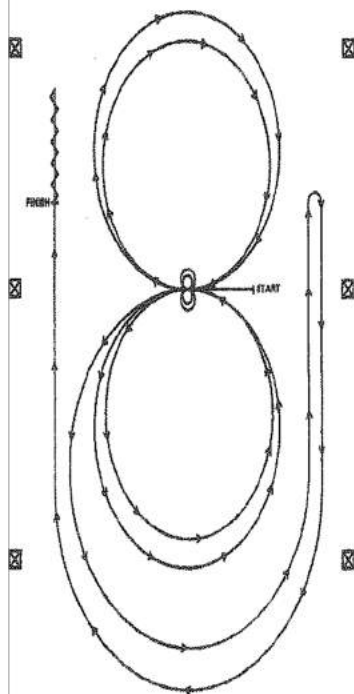
**MANDATORY MARKERS ALONG FENCE OR WALL**

# PATTERN PATTERN



*To be used for the Youth 10 & Under  
Short Stirrup class only.*

Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.



1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

Rider must dismount and drop the bridle to the designated judge.

**MANDATORY MARKERS ALONG FENCE OR WALL**



**233. USING/RANCH MULE:** Bridled, Green, and Donkey

A. Using mule class shows the versatility of the mule in everyday ranch type work. Showing sensible, well-mannered, free and easy moving ranch mule that can manage a number of ranch type chores (working gate, cattle, over obstacles, etc.).

**234. OBSTACLES** may include gate, bridge, trailer, catch pen, slicker, cattle, side pass pole, sack of cans, jump not to exceed 2 feet high, leading a pack animal, saddling or bridling, or any other obstacles listed in western trail class.

A. Optional obstacles - Lead a pack mule, obstacles listed in the western trail.

B. Judged on response to the rider, manners, and intelligence.

C. Bridled mules to be shown in regulation bit. Green mules in a regulation snaffle or bosal.

**235. COURSE** The following is a suggested course only and may be adjusted depending on what obstacles are used. The rider has 5 minutes to complete the course. Course will consist of gate, holding pen, bridge, slicker, jump not to exceed 2 feet in height, stock trailer, side pass pole, sack of cans and cattle.

A. Time starts - The time will start when rider crosses the start line. Go to gate and work, then proceed to catch pen, unsaddle and unbridle your animal, go to fence to show that animal is loose. Return to animal, saddle and bridle and mount and go to the cattle, pull one out of the herd and move it past the barrel and return it to the herd. Ride to the trailer, dismount, load the animal and unload. Mount on the opposite side from which you dismounted. Ride over the bridge, go to the side pass, side pass to slicker put over shoulders to show that animal will tolerate and return it to fence, side pass back, go to cans and shake the sack and return to barrel, then go over jump. Lope a figure eight, changing leads in the center. Time ends when you cross finish line.

B. Scoring - Each obstacle is scored; deductions taken for faults. Rider with the most points in 5 minutes is the winner. Time will be tie breaker when points are tied.

**236. CUTTING** Bridled and Green

A. Mules must be shown in approved bit.

1. Free hand may hold horn in cutting only.

2. Bridled mules to be shown in one hand only.

3. Green mules must use approved snaffles or bosal, but may show one hand or two handed in Cutting or Roping ONLY.

B. The AMA has, with permission, adopted the rules of the NCHA. (National Cutting Horse Association)

C. Rules that follow are from the NCHA rulebook, sections of "Judging Cutting Horse Contests", "Some Points of Showing and Judging the Cutting Horse" and "Suggestions for Show Management - II Methods of Conducting Contests".

D. For further understanding, the "Judging Casebook" in the NCHA rulebook is helpful on clarification of rules. NCHA rulebook may be obtained from address in the front of this rulebook.

**237. THE FOLLOWING RULES** for CUTTING have been altered only to pertain to mules and the AMA. Specific rules referring only to the NCHA or its specific penalties and fines have been omitted.

A. Rules for judging cutting mule contests.

1. Each mule is required to enter the herd sufficiently deep enough to show his ability to make a cut. Failure to satisfy this requirement will result in a 3 point penalty.

a. A mule will be given credit for his ability to enter the herd quietly with very little disturbance to the herd or to the one brought out.

2. When an animal is cut from the herd, it is more desirable that it be taken toward the center of the arena, and credit will be given for the same.

3. Credit will be given for riding with a loose rein throughout the performance.

4. Credit will be given for setting a cow and holding it in a working position as near the center of the arena as possible.

5. If the cutting mule or his rider creates a disturbance at any time throughout his working period, he will be penalized: into the herd, scatters the herd while working or picks up cattle through fault of the mule, he will be penalized three (3) points.

a. The judge shall stop any work because of training or abuse of his mule by the contestant or disturbance of the cattle.

6. A mule will be penalized three (3) points each time the back fence actually stops or turns the animal being worked within one step (three feet) of the fence. The back fence to be agreed on and designated by the judge(s) before the contest starts; meaning the actual fence only, no imaginary line from point to point to be considered. If any of the contestants voice an objection before the contest starts, the judge shall take a vote of the contestants, and a "back fence" acceptable to the majority shall be designated and used.

7. If a mule turns the wrong way with tail toward animal being worked, an automatic score of sixty (60) points will be given.

8. While working, a mule will be penalized one (1) point each time the reins are used to control or direct (to rein) the mule, regardless of whether the reins are held high or low. A one (1) point penalty shall also be charged whenever a mule is visibly cued in any manner. If the reins are tight enough that the bit is bumped at anytime, he shall be penalized one (1) point each time even though the hand of the rider does not move.

a. A mule must be released as soon as the desired animal is clear of the other cattle. Additional reining, cueing or positioning will result in a one (1) point penalty for each occurrence.

b. The rider shall hold the bridle reins in one hand (except green mules may use two). A three (3) point penalty shall be charged if the second hand touches the reins for any purpose except to straighten them.

c. Spurring behind the shoulder shall not be considered a visible cue. A three (3) point penalty shall be assessed each time a mule is spurred in the shoulder.

d. A toe, foot, or stirrup on the mule's shoulder is considered a visible cue. A one (1) point penalty will be charged for each occurrence.

9. If mule lets an animal that he is working get back to the herd, he will be penalized five (5) points.

10. If a rider changes cattle after visibly committing to a specific cow a five (5) point penalty will be assessed.

11. When a mule goes past an animal to the degree he loses his working advantage, he will be penalized one (1) point each time he does so.

12. Unnecessary roughness, such as a mule actually pawing, biting or kicking cattle, will be penalized three (3) points.

13. A contestant may quit an animal when it is obviously stopped, obviously turned away or is obviously behind the turnback helpers and the turnback helpers are behind the time line. A penalty of three (3) points must be charged if the animal is quit under any other circumstances.

14. If the mule quits a cow, a penalty of five (5) points will be assessed.

15. If a mule clears the herd with two or more cattle and fails to separate a single animal before quitting, a five (5) point penalty will be charged. There is no penalty if time expires.

16. Mules must be ridden with a bridle having a bit in the mouth, or for green mules, with a bosal hackamore or snaffle. Bridle shall have no nose band. A judge must be able to freely pass two fingers between the bosal and muzzle, completely around the mule's nose. Choke ropes, tiedowns, or wire around the mule's neck, nose, or brow band, tight nose band, quirt, bat or mechanical device giving the rider undue control over the mule will not be permitted in the arena. Wire of any kind and on any part of the curb device is not permissible. Chaps and spurs may be worn. Any time a contestant is guilty of an infraction of this rule or any part therein, he shall be disqualified. A judge has the right to have a contestant report to him if he is suspicious of any infraction of Rule 237.A.16 above.

a. All mules must comply with **Rule 237.A.16** above, while in arena.

b. Any person in the arena after the start of the cutting must wear appropriate attire.

c. **Rule 237.A.16** shall become effective one hour prior to published start time of champion and jackpot cuttings.

d. **Rule 237.A.16** may be set aside by show management for an official practice session provided that the practice session ends at least one hour prior to the start of any contest.

e. Contestants are limited to maximum of four (4) helpers.

f. If a violation of **Rule 237.A.16** is witnessed, it should be reported to the AMA Show Representative.

g. Violations of **Rule 237.A.16** shall cause disqualification.

17. When a contestant is thrown from a mule or mule falls to ground, an automatic score of sixty (60) points will be given.

18. Any rider who allows his mule to quit working or leave the working area before his allotted time is up will be disqualified for that go around with no score.

19. A contestant will be awarded a complete rework if, in the judge's opinion, two and one-half (2 ½) minutes time was not allotted for the work or if excessive disturbances had been created by factors other than those caused by the contestants or their helpers and the judge has stopped the time. Such factors would include, but not limited to: gates coming open, fences falling down and objects interfering or falling into the working portion of the arena, but would not apply to cattle scattering

through wildness or normal arena activities. Any rework must take place within the group of cattle drawn by the contestant and must occur before a change of cattle is executed. At the contestant's option, the rework may occur immediately or as the last work in that set of cattle. No rework shall be granted if the contestant involved has incurred a three (3) or five (5) point (major) penalty prior to a disturbance. After the cutter has completed his 2 ½ minutes work, if in his/her opinion a situation has occurred of sufficient seriousness so as to warrant a re-run, he may immediately make a request for the same to the show representative or other designated official who shall report this fact to show management before the next mule is called to work. Show management shall make such facts as are available to the judge (s) and if they are unanimous in agreement that due cause did exist, a rerun may be granted provided the original work was free of a three (3) or five (5) point (major) infraction.

20. A judge marks from sixty (60) to eighty (80) points. One-half (½) points are permissible. A zero (0) score shall not place.

21. When the judge is in doubt about a penalty the benefit always goes to the contestant.

### **238. SOME POINTS ON SHOWING & JUDGING THE CUTTING MULE**

A. The following questions and answers are included as an aid to clearer understanding of the rules for judging cutting mules.

B. The opinions expressed are based on surveys and judging clinics conducted by the NCHA and have their endorsement.

1. What is the desired number of cattle to work? Not over three of fresh cattle in the 2 ½ minute time limit. If a cutter can do as much on two head as another can do on three, the cutter with two head should have a higher score because he has not spent as much time in the herd.

2. Approaching the herd. Mule should never be set down hard approaching the herd. Walking or trotting to the herd is acceptable, providing the mule is taken up very easily before getting close enough to disturb the cattle. The mule should display no hesitation, weaving or reluctance to approach and enter the herd.

3. Entering and working the herd. The true cutting mule enters the herd with ease, concentrating on the job to be done; not looking over the back fence or biting; alert, but quiet, making no unnecessary movements that might disturb the cattle. Specific points on herd work are:

a. The mule should go deep enough into the herd to show his ability to get a cow out.

b. It is all right to enter the middle of the herd on either side and go to the middle or back side to get the one wanted.

c. It is all right to go behind the herd and bring out the one wanted.

4. When should a mule be turned loose? A rider entering the herd may have a light rein contact with the mule, and maintain this contact while he is in the herd and while he is in the process of cutting the animal free from the remaining cattle. When the animal has been cut, he should let his mule alone, and the mule should be given enough slack so that it would be obvious to the judge that the mule was on his own.

5. Bringing the cow from the herd. The cutting mule should stay a reasonable distance from the cow if possible, showing a great deal of

expression but no illness toward the animal being cut. Illness is defined as biting, trying to bite, pawing, kicking or charging. Facial expression and ear position should not be considered as a sign of illness. He should be on his toes, making counter movements to the cow regardless of the distance separating them. The mule should not rush or push cattle excessively in bringing one from the herd unless the cow turns around and tries to get back at the edge of the herd. The mule should bring a cow a sufficient distance from the herd toward the center of the arena, so the herd will not be disturbed while working, and set the cow up.

6. When is the cow set up (in working position)? The cow should be in the middle of the arena or as near this point as possible with the mule making movements to counteract movements of the cow. This does not mean that the mule should be moving while the cow is standing still. When the cow moves, the mule should make a faster move so that he will hold the cow, not only from returning to the herd but also from going from side to side (wall to wall), without excessive help from his turnback riders.

7. When is the mule out of position? The loss of working advantage (being out of position) is not determined by the distance that a mule goes by a cow; it is determined by the response of the mule to the action of the cow. A mule should have no difficulty maintaining working advantage over a slow moving cow. The mule which can maintain working advantage over a cow which presents a severe challenge shall receive credit. No penalty should be charged the mule which immediately regains position after going sufficiently past a cow to cause it to turn.

8. Picking up cattle. No penalty shall be assessed for cattle that leave the herd so long as it is not caused by the contesting mule.

9. What is not a satisfactory way of quitting a cow? A contestant may quit an animal when it is obviously stopped, obviously turned away, or is obviously behind the turnback helpers and the turnback helpers are behind the time line. A penalty of three (3) points must be charged if the animal is quit under any other circumstances.

10. The duty of the herd holders. A herd holder's duty is to assist the cutter in containing the herd and group of cattle the cutter is trying to cut from. This gives the cutter ample opportunity to demonstrate to the judges his ability to work the herd, drive a cow, and set a cow up in the middle of the pen. These conditions allow a judge to give credit to the cutter under the **Rules 237.A.1, 2, and 4**. After assisting the cutter in making a cut, the herd holder should move to a position toward the arena wall that will enable him to contain the herd, but not distract from the run. Any excessive noise or action by the herd holder will be considered unsportsmanlike conduct. Although there is no penalty for this action, it does hinder the cutter's mule from showing his full potential.

### **239. METHOD OF CONDUCTING A CONTEST**

A. Show management should take the following into consideration when holding a cutting competition:

1. The cattle should be held in one end of the arena by two riders who do not let any cattle pass them until the contestant has the animal he wants to work cut off by itself. After this animal has been driven past the riders holding the herd, it will have to be turned back so the contestant will have a chance to show the mule's ability to keep it from returning to the herd. The turning back is usually done by two riders selected by the con-

testant.

2. Usually cattle on the yearling or two-year old order give a mule enough play to put on a good show. Selecting cattle that will work is important. No mule, regardless of how good he may be, can put on a good performance unless the animal he cuts out tries to get back in the herd.

3. The number of cattle needed for a contest depends on the number of mules entered and the number of go-rounds to be worked. The minimum number of cattle recommended by NCHA for any approved contest is at least two and one half head of stock per mule per go-round should be provided. In a one go-round contest with ten (10) mules, twenty five (25) cattle would be needed. Before the draw is made for working order, the number of mules to work in each group of cattle should be determined with a maximum of fifteen (15) recommended. The cattle should then be separated in direct proportion to the number of mules to be worked. (i.e. 12 mules, 30 cattle minimum; 15 mules, 37 cattle minimum) Where finals are held, additional cattle should be provided in the same ratio.

4. Whenever possible, show management is urged to provide a means of announcing the score for each mule immediately after its' work.

5. The judge may be provided a stand outside the arena for large contests. Or the judge can be mounted on horseback or in a pickup to assure them a good view.

6. It is very important to be ready when putting on a cutting contest. Get in the arena, put on the cutting and get out as quickly as possible. Have every detail worked out beforehand, and be sure everyone concerned knows what he is supposed to do. Never wait until you are in the arena to decide how something should be done.

7. Have the cattle ready and enough men there to push them into the arena. Be sure contestants, their helpers and the judges are ready.

#### **240. COW WORKING** Bridled and Green

A. One animal shall be turned into the arena and the contestant shall hold the animal at the prescribed end of the arena long enough to indicate to the judge that the mule is watching the cow and can hold it on that end of the arena

B. The cow then shall be taken down the fence; contestant shall attempt to make at least one turn each way on the fence.

C. The cow should then be taken towards the center of the arena and taken in a circle once each way.

D. At show management discretion a dry work pattern may be included in the Cow Working class. The dry work pattern can be any of the approved patterns for AMA Reining or AMA Ranch Reining and will be scored and judged the same. When a dry work pattern is included in the Cow Working class the combined scores of Dry Work and Cow Work will determine the overall winner of the class.

#### **241. ADOPTED WITH PERMISSION FROM NRCHA** (National Reined Cow Horse Association)

A. Scoring will be on the basis of 60 to 80 points, with 70 denoting the average performance.

B. Individual score of each work should be announced immediately.

- C. Time limit shall be two and one-half (2 ½) minutes.
- D. The judge shall take into consideration the size of arena, condition of and the disposition and degree of difficulty exhibited by cattle worked.
- E. Roping steers shall not be used, different cattle should be available.
- F. If time and cattle permit, the judge may, at his discretion, award new cattle based on the following:
  - 1. Cow won't or can't run.
  - 2. Cow that doesn't respect the mule (or may be blind).
  - 3. Cow leaves the arena early.
- G. CREDITS:
  - 1. Maintaining control of the cow at all times.
  - 2. Exhibiting superior cow sense and natural ability without excessive reining or spurring.
  - 3. Degree of difficulty.
  - 4. Eye appeal.
- H. PENALTIES:
  - 1. *One Point Penalties*: (-1): Loss of working advantage; for every length that the mule runs past the cow; using the corner of the end of the arena to turn the cow; slipping the rein.
  - 2. *Two Point Penalty*: (-2): Going past the corner before turning the cow.
  - 3. *Three Point Penalties*: (-3): Knocking down the cow without having working advantage; biting or striking the cow; hanging up on the fence; exhausting the cow.
  - 4. *Other Point Penalties*: (-½ to -3): General bad manners.
  - 5. *Five Penalty Points*: (-5): Not getting one turn each way.
  - 6. Automatic Score of Sixty: Turn tail; two hands on reins in a bridle class; fingers between the reins (bridle class); balking.
  - 7. Automatic Score of Zero (0): Spurring or hitting the mule in front of the cinch at any time; out of control while working the cow; running over the cow and causing fall of mule; illegal equipment; bloody mouth; fall of rider; leaving the arena before pattern is complete.

#### **242. CATTLE BOXING RULES**

Each contestant, upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for 50 seconds, demonstrating the ability of the mule and rider to control the cow. Time shall begin when the gate closes behind the cow after being let into the arena. The announcer or judge will signal the completion of the 50 seconds with a whistle or horn.

The mule should mirror the cow. Turnbacks are not allowed, exhibitors may step up to motivate the cow to move.

#### **243. RANCH PLEASURE**

A. Mules to be shown at walk, jog and lope both directions of arena. The Judge must ask for an extended jog and lope in at least one direction.

B. A mule will be given credit for travelling with its head held in a normal position, ears alert, and moving a natural speed for the gait requested.

C. The purpose of Ranch Mule Pleasure should reflect the versatility, attitude, and movement of a working mule.

1. The mule's performance should simulate a mule riding outside the confines of an arena and that of a working ranch mule.

2. This class should show the mule's ability to work at a forward, working speed while under control by the rider.

3. Light contact should be rewarded, and mule should not be shown on a loose draping rein.

D. The overall manners and responsiveness of the mule while performing and the mule's quality of movement are the primary considerations.

**244. RANCH RIDING** Ranch Riding consists of pattern work only which is ridden individually. The Ranch Riding patterns are designed to evaluate the rider's ability to execute, in concert with their mule, a set of maneuvers with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced, functional and fundamentally correct body position.

A. The pattern is extremely precise with the rider and mule working in complete unison, executing each maneuver with subtle aids and cues.

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

C. The rider should maintain light contact with the reins.

D. The mule/rider team will be judged on the different elements of the patterns and for performing the patterns precisely and in the correct order.

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

F. Optional maneuvers include turn on forehand or haunches, side pass, lead change (simple or flying) and jog or lope over poles.

G. No time limit.

H. One of the suggested 4 patterns may be used, however a judge may utilize a different pattern as long as all required maneuvers are included plus 2 or more optional maneuvers are included.

#### **245. SCORING**

**1 Point** Penalties: - Over-bridled per maneuver- Out of frame per maneuver- Too slow per maneuver- Gapping mouth- Break of gait at walk or trot for two (2) strides or less.

**3 Point** Penalties: - Wrong lead or out of lead- Draped reins- Break of gait at lope- Break of gait at walk or trot for more than two (2) strides

**5 Point** Penalties: - - Blatant disobedience- Use of either hand to instill fear/praise - More than one finger between split reins or any fingers between romal reins per maneuver- 1<sup>st</sup> or 2<sup>nd</sup> cumulative refusal. - Off-pattern or breaking pattern- (Cannot place above others who complete pattern correctly)

**DQ:** - Lameness- Abuse- Illegal equipment- Fall of mule/rider - Use of two hands (except in snaffle bit or hackamore) – 3<sup>rd</sup> cumulative



refusal. - Spurring in front of cinch.

**246. RANCH REINING** Ranch Reining is reining classes based on NRHA rules with modified patterns that reduce the number of spins and circles required. All rules and judging specified in this rule book for Reining also apply to Ranch Reining. (Patterns to follow ranch riding patterns.)

**247. RANCH TRAIL**

1. The purpose of the Ranch Trail class is to test the ability of the ranch mule or donkey to maneuver through situations and obstacles which may be encountered on a ranch and in everyday ranch work. The mule or donkey should be judged on correctness, efficiency, and maneuvering skills.

A. Credit will be given to the mule or donkey that is free moving, soft and natural in his way of going and that negotiates the obstacles with style, expression, and some degree of speed, providing carefulness is not sacrificed.

B. The Ranch Trail class will consist of a minimum of six (6) obstacles and no more than nine (9) obstacles. The course shall be returned to its original design after each mule or donkey has worked.

C. It is mandatory that the mule or donkey be asked to walk, trot and lope during the course. Walk can be part of obstacle score or be scored with the approaching obstacle. Trot must be at least 35 feet and score with approaching obstacle. Lope must be lead specific, at least 50 feet and score with approaching obstacle.

D. When setting courses, obstacles should be representative of challenges found on the trail or simulate what may be experienced by a mule or donkey rider on a ranch. Care must be exercised to avoid setting up any obstacles that may be hazardous to the mule or donkey or rider. This is not extreme trail and should give the equine a fair opportunity to show their best effort.

E. Judges must walk the course and have the right and duty to alter the course if it is not in keeping with the intent of the class.

F. Damaged or unsafe obstacles shall be removed from the class at the point in which they become damaged. If damaged obstacle occurs mid-class, all scores earned on that obstacle shall be eliminated.

G. Show management will allow exhibitors to walk the trail course.

2. Mandatory obstacles and/or maneuvers:

1. Ride over obstacles on the ground – usually logs or poles. Walk, trot, or lope may be used, but only one gait is required. Natural colored logs are recommended.

a. Walk-overs: Walk over no more than four logs or poles no more than 10 inches high. The space between logs or poles should be 26-30 inches. The formation may be straight, curved, zigzagged, or raised.

b. Trot-overs: Trot over no more than four logs or poles no more than 10 inches high. The space between logs or poles should be 36 to 42 inches. The formation can also be straight, curved, zigzagged, or raised.

c. Lope-overs: Lope over no more than three logs or poles no more than 10 inches high. The space between logs or poles should be 6 to 7 feet. The formation can also be straight, curved, zigzagged, or raised.

2. Opening, passing through, and closing gate: Use a gate that will not endanger mule or donkey or rider and requires minimum side passing.

3. Ride over wooden bridge: Bridge should be sturdy, safe, and negotiated at a walk only. Heavy plywood lying flat on the ground is an acceptable simulation of a bridge. Suggested minimum width shall be 36 inches wide and at least 6 feet long.

4. Backing obstacles: Backing obstacles are to be spaced at a minimum of 28 inches. If elevated, 30-inch spacing is required. Back through and around at least three markers. Back through L, V, U, straight or similarly shaped course which may be elevated no more than 24 inches.

5. Side pass obstacle: Any object which is safe and of any length may be used to demonstrate responsiveness of the mule or donkey to leg signals. Raised side pass obstacles should not exceed 12 inches.

6. Rope drag: Open and Amateur classes, ONLY. A rope drag is not to be used in Novice or Youth Classes. Drag may be a complete figure eight and may begin in either direction. Half or full dally permitted. Safety is of utmost importance. Safe rope or lariat rope should be free of kinks and knots.

7. Optional obstacles may consist of, but are not limited to: A jump obstacle whose center height is not less than 14 inches high or more than 24 inches high (Holding the saddle horn is permissible for this obstacle); Only live or stuffed animals which would normally be encountered in an outdoor setting may be used but not to be used to spook a mule or donkey; Carry object from one part of the arena to another; Remove and replace materials from a mailbox; Trot through cones spaced a minimum of 6 feet apart; Cross natural ditches or ride up embankments; Swing rope or throw rope at a dummy steer head; Step in and out of obstacle; Put on slicker or coat; Stand to mount with mounting block (Stool/Mounting block will be provided); Walk through water obstacle; Open gate on foot. Stool/Mounting block will be provided; Pick up feet; Walk through brush; Ground tie. (Hobbles are allowed, Stool/Mounting block will be provided); Lead at the trot.

#### Prohibited Obstacles:

Tarps meant to travel over where shoes could puncture or become entangled, moving/rocking bridge, empty tires, PVC pipes, logs elevated in a manner that permits such to roll in a dangerous manner, any artificial objects which would not be encountered in a ranch setting.

#### Ranch Trail Scoring and Penalties:

A. Each mule or donkey/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. The mule or donkey/rider team is scored on the quality of each maneuver (e.g., -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, +1 very good, +1 1/2 excellent). Maneuver evaluations and penalty applications are to be determined independently. Credit should be given to mule or donkey and rider who demonstrate skill and ease while negotiating obstacles. The ideal ranch trail mule or donkey should show attentiveness to the obstacles and the rider's cues. He should have the ability to easily negotiate through the course with a positive attitude.

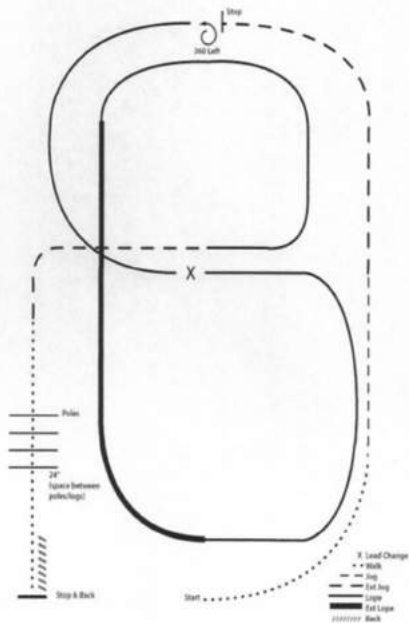
B. The following penalties will be applied to each occurrence and be deducted from the final score:

1. One (1) Point Penalties:
  - a. Over-bridled (per maneuver)
  - b. Out of frame (per maneuver)
  - c. Each hit, bite or stepping on a log, cone plant or any component of the obstacle
  - d. Incorrect or break of gait at walk or trot for two (2) strides or less
  - e. Both front or hind feet in a single-stride slot or space a walk or trot
  - f. Skipping over or failing to step into required space
  - g. Split pole in lope-over
  - h. Incorrect number of strides, if specified
  - i. One to two steps on mount/dismount or ground tie except shifting to balance
  - j. Wrong lead or out of lead for less than 2 strides.
  
2. Three (3) Point Penalties:
  - a. Wrong lead or out of lead for more than 2 strides
  - b. Draped reins
  - c. Break of gait at lope
  - d. Break of gait at walk or trot for more than two (2) strides
  - e. Three to four steps on mount/dismount or not on ground tie
  - f. Trotting more than three strides in a lope departure or exiting a rollback into a lope from a stop or walk
  - g. Knocking down or over, or severely disturbing an obstacle
  - h. Stepping out of or falling off an obstacle with one foot
  - i. Missing or evading part of a log/ obstacle that is part of series of an obstacle with one foot.
  
3. Five (5) Point Penalties:
  - a. Blatant disobedience
  - b. Use of either hand to instill fear/praise
  - c. Stepping out of or falling off an obstacle with more than one foot
  - d. Dropping an object required to be carried
  - e. 1st or 2nd cumulative refusal
  - f. Letting go of gate
  - g. Five or more steps on mount/dismount or ground tie
  - h. Missing or evading part of a log/obstacle that is part of a series of an obstacle with more than one foot.
  - i. Spurring or whipping in front of cinch
  
4. Off-Pattern (OP): Exhibitors cannot place above others who complete pattern correctly.
  - a. Breaking pattern
  - b. Eliminates or adds maneuvers
  - c. Incomplete maneuver
  - d. Failure to dally and remain dallied
  - e. Use of two hands (except in snaffle bit or hackamore)
  - f. More than one finger between split reins or any fingers between romal reins (except two rein).

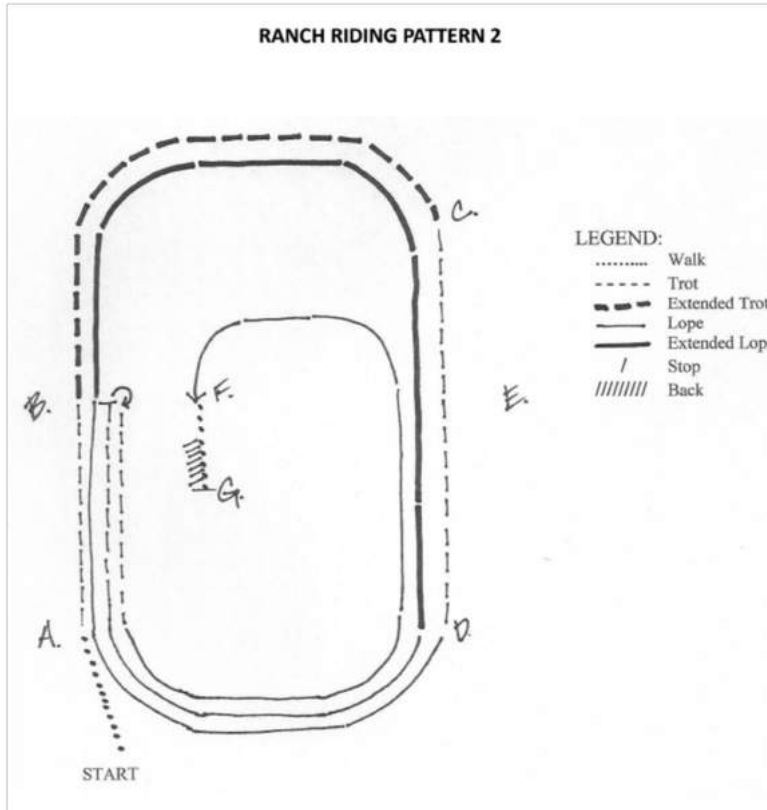
5. Disqualification (DQ):
  - a. Fall of mule or donkey or/ rider or unplanned dismount inside arena.
  - b. Improper attire or illegal tack or bit
  - c. Leaving working area without completing pattern.
6. DQ entries will be counted in class size but will not be placed.

RANCH RIDING – PATTERN 1

1. Walk
2. Jog/Trot
3. Extend the jog, at the top of the arena, stop
4. 360 turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended jog
11. Walk over poles
12. Stop and back

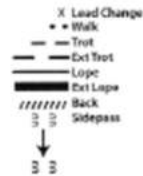
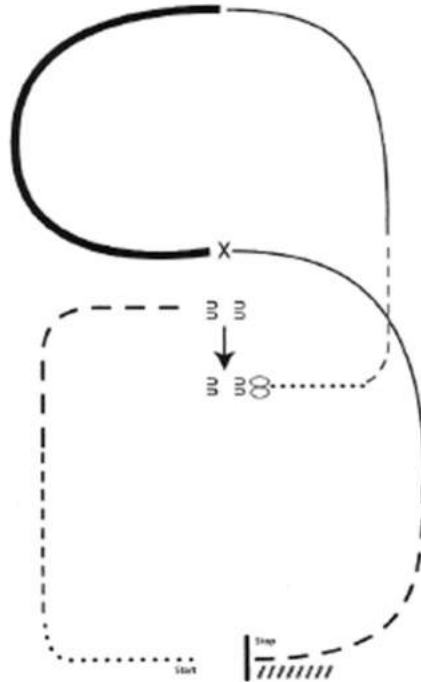


RANCH RIDING PATTERN 2



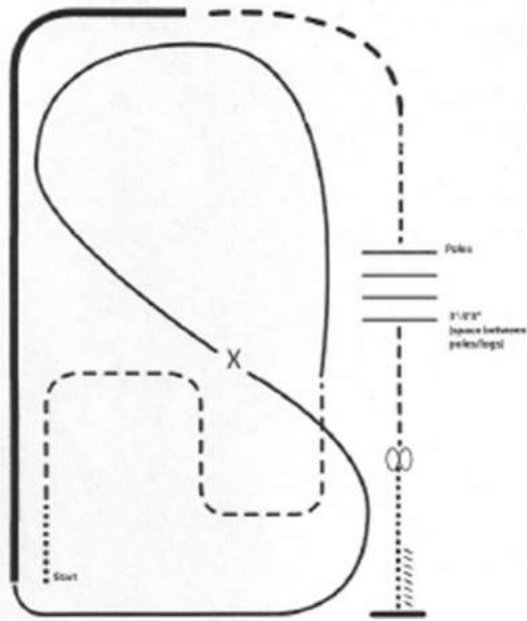
1. Walk from start to cone A
2. Trot from cone A to cone B
3. Extend trot from cone B to cone C
4. Collect back to regular trot at cone C, trot to cone D
5. Lope on right lead from cone D to cone B
6. Extend lope at cone B, lope to cone D
7. Collect back to a regular lope at cone D, lope to cone A
8. Trot from cone A to cone B
9. Stop, hesitate at cone B
10. Turn right and trot to cone A
11. Lope left lead from cone A to cone E, turning at cone E toward the middle of the arena, continue to lope to cone F
12. Transition to walk at cone F and walk to cone G
13. Stop and back approximately one horse length

**RANCH RIDING - PATTERN 3**



1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way left)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change loads (simple or flying)
11. Collect to the lope
12. Extend Trot
13. Stop and back

**RANCH RIDING – PATTERN 4**

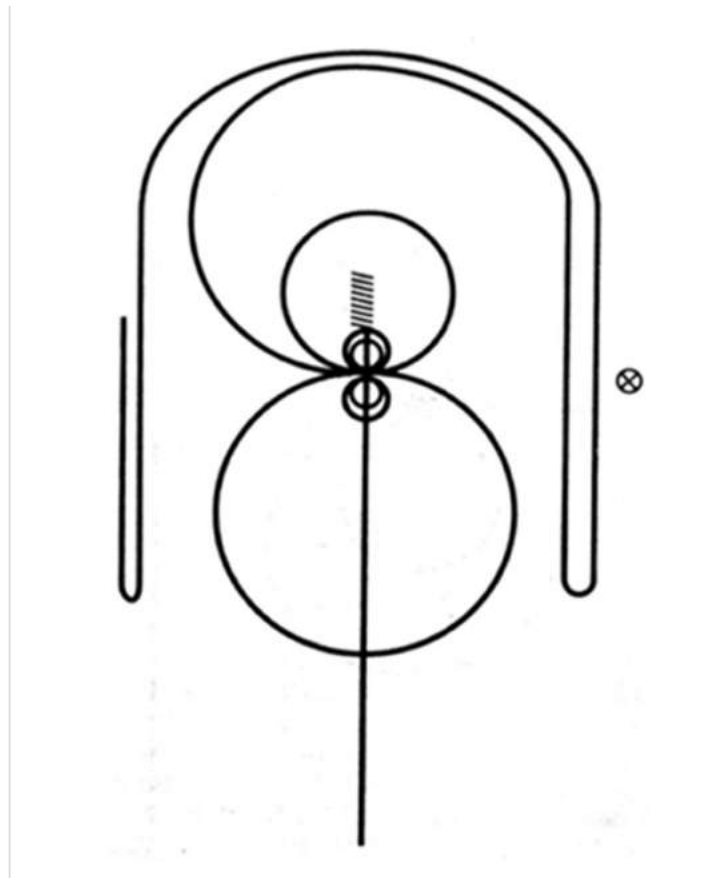


- X Lead Change
- Walk
- Trot
- Exit trot
- Lope
- Exit Lope
- ////// Back

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over poles
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back



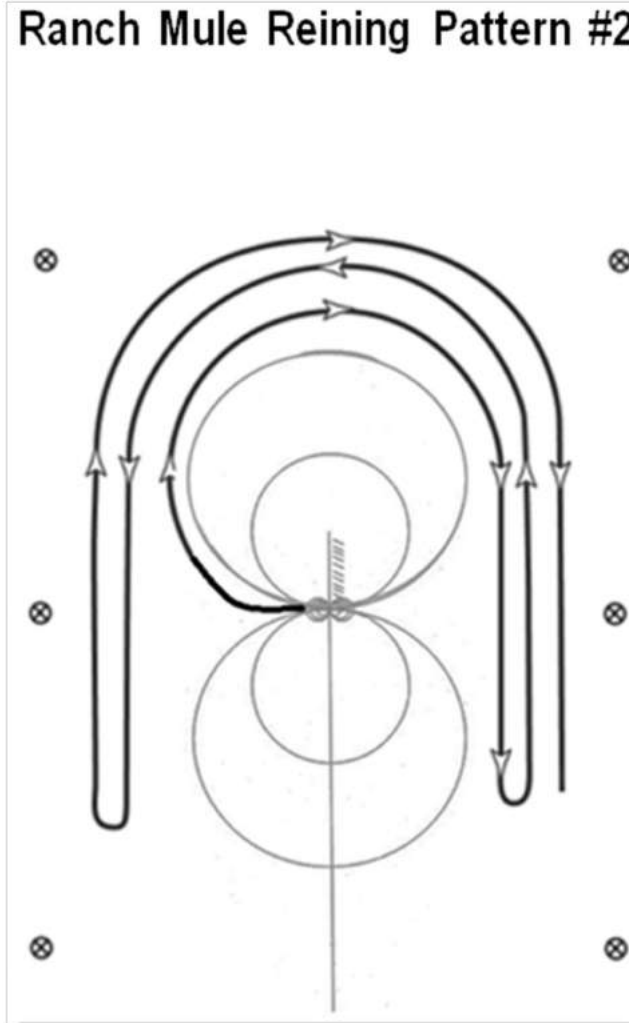
## Ranch Mule Reining Pattern #1



**Mandatory Marker Along Fence or Wall Ride Pattern as follows:**

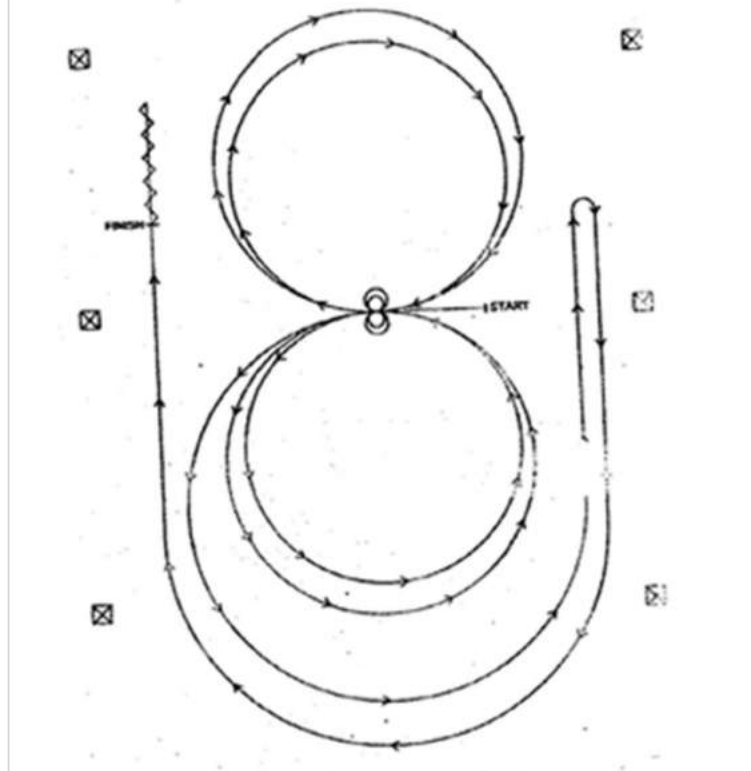
1. Start at end of arena. Run past the center marker and do a sliding stop. Back approximately 10 to 15 feet to the center.
2. Complete 2 spins right.
3. Complete 2 1/4 spins left.
4. Begin on right lead and complete one circle right small and slow.  
Change leads.
5. Complete one circle left large and fast. Change leads.
6. Continue loping around end of arena without breaking gait. Run straight down the right side of the arena past the center marker and do a left rollback.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback.
8. Continue past center marker and do a sliding stop.
9. Hesitate to complete pattern.

## Ranch Mule Reining Pattern #2



1. Run in past middle marker. Stop.
2. Back 8-10 feet to center of arena.
3. 3 spins to the right.
4. 3/4 to the left.
5. Begin on the right lead, lope 2 circles, first large fast, second small slow; change leads to the left.
6. First circle small slow; second circle large fast; change leads.
7. Run down and stop. Roll back to the left.
8. Run down and stop. Roll back to the right.
9. Run down and stop. Hesitate to show completion.

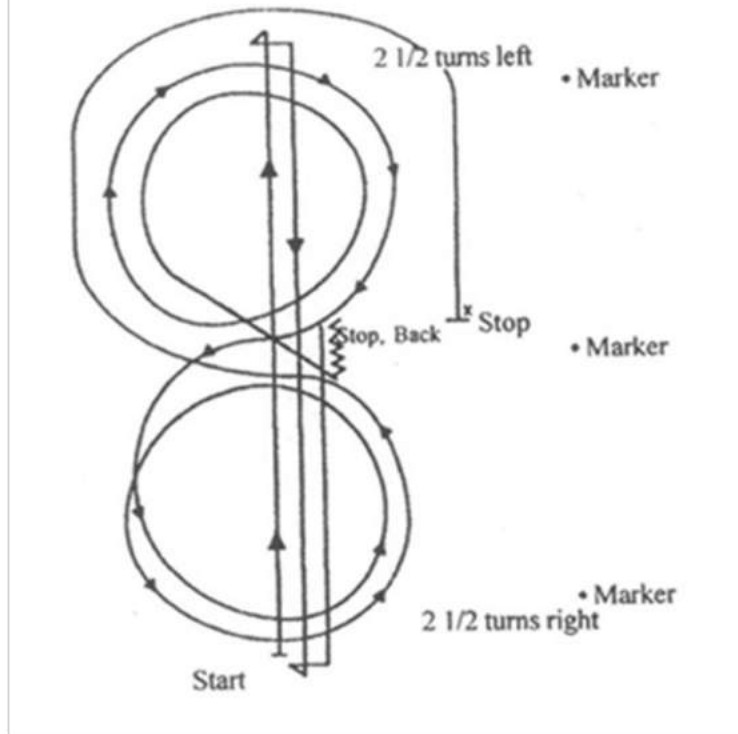
## Ranch Mule Reining Pattern #3



1. Beginning on the left lead, complete 2 circles to the left. Stop at the center of the arena facing the left wall or fence.
2. Complete 2 spins to the left. Hesitate.
3. Beginning on the right lead complete 2 circles to the right. Stop at the center of the arena. Hesitate.
4. Complete 2 spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

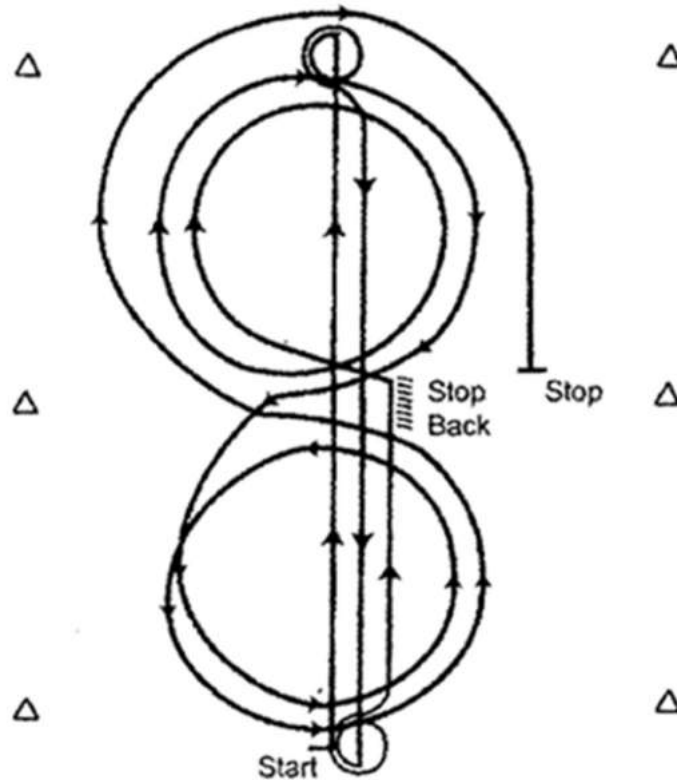
Rider may drop bridle to designated judge.

## Ranch Mule Reining Pattern #4



1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete  $2\frac{1}{2}$  spins to the left.
3. Run to other end of arena past the end marker and stop. Complete  $2\frac{1}{2}$  spins to the right.
4. Run past the center marker and stop.
5. Back at least 10 feet in a straight line.
6. Complete  $\frac{1}{4}$  turn to the left, hesitate. Beginning on the right lead, complete 2 circles to the right, the first one small and slow, and the second large and fast. Change leads at the center of arena.
7. Complete one small slow circle and one large, fast circle. Change leads to the right.
8. Run around end of arena to the center side, past center marker, at least 20 feet from fence and come to sliding stop.
9. Hesitate to complete pattern.

## Ranch Mule Reining Pattern #5

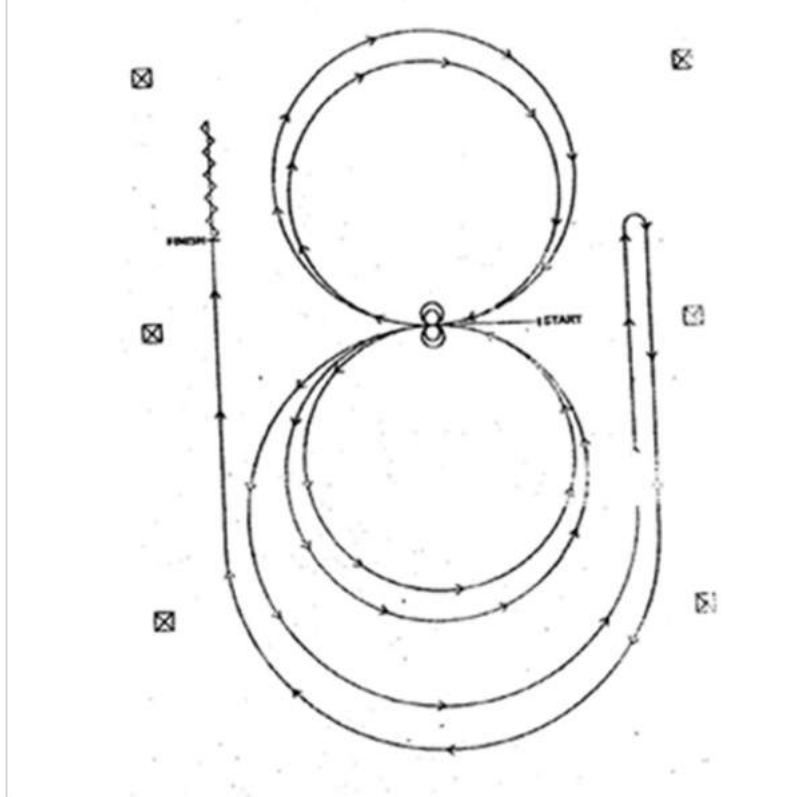


**Begin at the end of the arena.**

1. Run to far end of arena past the end marker and stop.
2. Execute 1 1/2 (one and one-half) spins to the left.
3. Run to other end of arena past the end marker and stop.
4. Execute 1 1/2 (one and one-half) spins to the right.
5. Run past the center marker and stop.
6. Back 10 to 15 feet in a straight line.
7. Complete 1/4 (one-quarter) of a tum to the left, hesitate. On right lead complete one small, slow circle and one large, fast circle. Change leads to left.
8. Complete one small, slow circle and one large, fast circle. Change leads to the right.
9. Run around the end of arena to the other side, past center marker, at least 20 feet from the fence and stop, hesitate to complete pattern.
10. Approach judge for inspection and dismissal.

Rider may drop bridle to the designated judge.

## Ranch Mule Reining Pattern #6



1. Beginning on the left lead, complete 2 circles to the left. Stop at the center of the arena facing the left wall or fence.
2. Complete 2 spins to the left. Hesitate.
3. Beginning on the right lead complete 2 circles to the right. Stop at the center of the arena. Hesitate.
4. Complete 2 spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center maker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

**248. Mulemanship** (Western Equitation)

A. WESTERN TACK AND ATTIRE. See Rule 210 Exception: Exhibitor's wearing of a safety helmet and legwraps and/or boots on mule are optional at exhibitor's discretion.

B. EQUITATION.

1. The mulemanship class is designed to evaluate the rider's ability to execute, in concert with their mule, a set of maneuvers prescribed by the judge with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced, functional, and fundamentally correct body position. The ideal mulemanship pattern is extremely precise with the rider and mule working in complete unison, executing each maneuver with subtle aids and cues.

2. It is mandatory that the judge post any pattern(s) to be worked at least one hour prior to the commencement of the class; however, if the judge requires additional work of exhibitors for consideration of final placing, the pattern may be posted. Pattern(s) should be designed to test the rider's ability. All ties will be broken at the judge's discretion.

C. CLASS PROCEDURES. All exhibitors must enter the ring and then work individually or each exhibitor may be worked from the gate individually. When exhibitors are worked individually from the gate, a working order is required. Exhibitors should be instructed to either leave the arena, fall into line, or fall into place on the rail after their work. The whole class, or just the finalists, may work at all three gaits at least one direction of the arena. All three gaits and a back must be asked for at sometime during the class.

1. The following maneuvers are acceptable in a pattern: walk, jog, trot, ex- tended trot, lope, or extended lope in a straight line, curved line, serpentine, circle, or figure 8, or combination of these gaits and maneuvers; stop; back in a straight or curved line; turn or pivot, including spins and roll- backs on the haunches and/or on the forehand; sidepass, two track, or leg yield; flying or simple change of lead; counter canter; or any other maneuver; or ride without stirrups. A back should be asked for at sometime during the class. Judges should not ask the exhibitors to mount or dismount.

2. Overall Appearance of Exhibitor and Mule: The exhibitor's over-all poise, confidence, appearance, and position throughout the class as well as the physical appearance of the mule will be evaluated.

a. Appearance and Position of Exhibitor. Appropriate western attire must be worn. Clothes and person are to be neat and clean.

b. Position of Exhibitor. The exhibitor should appear natural in the seat and ride with a balanced, functional, and correct position regardless of the maneuver or gait being performed. During the railwork and pattern the exhibitor should have strong, secure, and proper position. Exhibitors should sit and maintain an upright position with the upper body at all gaits. The rider should sit in the center of the saddle and the mule's back with the legs hanging to form a straight line from the ear, through the center of the shoulder and hip, touching the back of the heel or through the ankle. The heels should be lower than the toes, with a

slight bend in the knee and the lower leg should be directly under the knee.

1. The rider's back should be flat, relaxed and supple. An overly stiff and/or overly arched lower back will be penalized. The shoulders should be back, level and square. The rider's base of support should maintain secure contact with the saddle from the seat to the inner thigh. Light contact should be maintained with the saddle and mule from the knee to mid-calf. The knee should point forward and remain closed with no space between the exhibitor's knee and the saddle. The exhibitor will be penalized for positioning the legs excessively behind or forward of the vertical position. Regardless of the type of stirrup, the feet may be placed home in the stirrup, with the boot heel touching the stirrup, or may be placed with the ball of the foot in the center of the stirrup. The rider's toes should be pointing straight ahead or slightly turned out with the ankles straight or slightly broken in. Riding with toes only in the stirrup will be penalized. Those exhibitors that can maintain the proper position throughout all maneuvers should receive more credit. When riding without stirrups, the exhibitor should maintain the same position as previously described.

2. Both hands and arms should be held in a relaxed, easy manner, with the upper arm in a straight line with the body. The arm holding the reins should be bent at the elbow forming a line from the elbow to the mule's mouth. The free hand and arm may be carried bent at the elbow in a similar position as the hand holding the reins or straight down at the rider's side. Excessive pumping of the free arm as well as excessive stiffness will be penalized. The rider's wrist is to be kept straight and relaxed, with the hand held at about 30 to 45 degrees inside the vertical. The rein hand should be carried immediately above or slightly in front of the saddle horn. The reins should be adjusted so that the rider has light contact with the mule's mouth, and at no time shall reins require more than a slight hand movement to control the mule. Excessively tight or loose reins will be penalized.

3. The rider's head should be held with the chin level and the eyes forward, and may be directed slightly toward the direction of travel. Excessive turning of the head to the inside of the circle, or down at the mule's head or shoulder will be penalized.

4. The exhibitor should not crowd the exhibitor next to or in front of them when working on the rail and should pass to the inside of the arena. When reversing on the rail, the exhibitor should always reverse to the inside of the arena.

**D. APPEARANCE OF MULE.** The mule's body condition and overall health and fitness should be assessed. The mule should appear fit and carry weight appropriate for the body size. A mule which appears sullen, dull, lethargic, emaciated, drawn, or overly tired should be penalized according to severity. Tack should fit properly and be neat, clean and in good repair.

**E. PERFORMANCE.** The exhibitor should perform the work accurately, precisely, smoothly, and with a reasonable amount of promptness. Increasing speed of the maneuvers performed increases the degree of difficulty, however, accuracy and precision should not be sacrificed for speed. Exhibitors that perform the pattern sluggishly and allow their



mule to move without adequate impulsion, collection, or cadence will be penalized. The mule should perform all maneuvers in the pattern willingly, briskly, and readily with minimal visible or audible cueing.

1. Excessive schooling or training, or willful abuse by the exhibitor is cause for disqualification.

2. The mule should track straight, freely, and at the proper cadence for the prescribed gait. Transitions should be smooth and prompt in the pattern and on the rail, and should be performed when called for on the rail. The mule's head and neck should be straight and in line with its body while performing straight lines and slightly arched to the inside on curved lines or circles. Circles should be round, and performed at the appropriate speed, size, and location as requested in the pattern. The counter-canter should be performed smoothly with no change in cadence or stride unless specified in the pattern.

3. The stop should be straight, square, prompt, smooth, and responsive with the mule maintaining a straight body position throughout the maneuver. The back should be smooth and responsive.

4. Turns should be smooth and continuous. When performing a turn on the haunches, the mule should pivot on the inside hind leg and step across with the front legs. A rollback is a stop and 180 degree turn over the hocks with no hesitation. Backing during turns will be penalized severely.

5. The mule should step across with the front and hind legs when performing the sidepass, leg yield, and two track. The sidepass should be performed with the mule keeping the body straight while moving directly lateral in the specified direction. When performing a leg yield, the mule should move forward and lateral in a diagonal direction with the mule's body arced opposite to the direction that the mule is moving. In the two track, the mule should move forward and lateral in a diagonal direction with the mule's body held straight or bent in the direction the mule is moving.

6. A simple or flying change of lead should be executed precisely in the specified number of strides and/or at the designated location. A simple change of lead is performed by breaking to a walk or trot for one to three strides. Flying changes should be simultaneous front and rear. All changes should be smooth and timely.

7. Position of the exhibitor and performance of the mule and rider on the rail must be considered in the final placing.

F. FAULTS. Faults can be classified as minor, major or severe. The judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction. An exhibitor that incurs a severe fault avoids elimination, but should be placed below all other exhibitors that complete the pattern correctly. A minor fault can become a major fault and a major fault can be a severe fault when the degree and/or frequency of the infraction(s) merits.

1. **Minor Faults** (5 Point Deduction):

- a. Tick or hit of cone.
- b. Over or under turn from 1/8 to 1/4.
- c. Break of gait from a walk, jog or trot up to two strides.
- d. Obviously looking down to check leads.

2. **Major Faults** (10 Point Deduction):

a. Incorrect lead or break of gait (except when correcting an incorrect lead) at the lope.  
 b. Not performing the specific gait or not stopping when called for in the pattern within 10 feet (3 meters) of the designated location.

c. Break of gait at walk, jog or trot for more than 2 strides.

d. Loss of stirrup.  
 e. Head carried too low and/or clearly behind the vertical while the mule is in motion, showing the appearance of intimidation.

**3. Severe Faults (20 Point Deduction):**

a. Loss of rein.  
 b. Use of either hand to instill fear or praise while on pattern or during rail work.

c. Grabbing the saddle horn or any other part of the saddle.

d. Cueing with the end of the romal  
 e. Spurring in front of the cinch.  
 f. Blatant disobedience including kicking, pawing, bucking and rearing.

g. Going off pattern, including knocking over or wrong side of cone or marker; never performing designated gait or lead; over or under turning more than 1/4 turn. (Exhibitors going off pattern, knocking over or on wrong side of cone, never performing specified gait, or over-turning more than 1/4 turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a major faults.)

**4. Faults Scored According to Severity include:**

a. Head carried too low and/or clearly behind the vertical excessively and consistently while the mule is in motion, showing the appearance of intimidation.

**5. Disqualifications (must not be placed):**

a. Failure by exhibitor to wear correct number in visible manner.

- b. Inhumane treatment of mule .
- c. Excessive schooling or training.
- d. Fall of mule or rider.
- e. Illegal use of hands on reins.
- f. Use of prohibited equipment.

G. SCORING: Exhibitors are to be scored from 0 to 100. One-half point increments are acceptable. Run content scores will be indicated as follows:

+ = Above Average

√ = Average

- = Below Average

An additional + (excellent) or - (well below average) may be given

1. Final Scoring shall be on a basis of 0-100, with an approximate breakdown as follows:

• 90-100 Excellent rider, including body position and use of aids.

Completes pattern accurately, quickly, smoothly and precisely while

demonstrating a high level of professionalism.

- 80-89 Very good performance in execution of the pattern as well as correct mulemanship and use of aid.
- 70-79 Good pattern execution and average mulemanship lacking adequate style and professional presentation to merit elevating to the next scoring range.
- 60-69 Fair pattern that lacks quickness or precision or rider has obvious position and/or appearance faults that prevents effective mulemanship.
- 40-59 A rider that demonstrates a lack of riding ability and knowledge of correct body position.
- 10-39 Rider that commits more than one severe fault of multiple major faults in performance or exhibits poor riding skills but completes the class and avoids disqualification.

**Rules 249** is unassigned.

### GYMKHANA DIVISION

To be shown in western equipment and attire.

**250. WESTERN ATTIRE** Western hat, belt, western boots, long sleeve shirt with sleeves down and fastened. Authentic suspender pants shall be worn with suspenders. *Shirts must be tucked in; unless they are designed to be worn out. No bare midriffs are to show. Long pants are required.*

**251. GYMKHANA GENERAL RULES** Open and Youth - (Green mules may enter only with approved snaffles or bosal hackamores, mild-twisted wire or gag snaffles) Martingales, tie-downs and cavessons may be used. No draw reins may be used. (See Rule 106) **The time line is NOT to be drawn on the ground.** It is indicated by starting poles or automatic timer when referred to in this division.

A. Line judge shall be the judge in gymkhana events.

1. Line judge must disqualify contestants for hitting in front of the cinch with spurs, crops, bats, romal or hands, or for going off course.

B. Starting order - Management shall draw for the position in which the entries shall compete. Post entries shall go first, in reverse order received. Not more than one mule shall be in the arena at one time. (Exception: Teams comprised of more than one and the flagman.)

C. Start and Finish of Course - *The course for all competitions shall be timing line, indicated by poles or automatic timer. NOT a line on the ground.* See individual event for distances.

1. Time shall begin as soon as the mule's nose reaches the starting line and stop when the mule's nose reaches the finish line.

2. The start and finish line must be the same poles. It is not to be a line drawn on the ground

D. Contestant will be disqualified for not following the pattern.

E. No mule may enter more than once in any one class.

F. Breakage of Equipment – If tack or equipment should break, and the difficulty prevents completion of the course, the entry shall be disqualified.

1. Should the entry be able to continue the course, despite the difficulty and without cruelty to the mule, he may continue without penalty.

G. If there is an excessive number of entries in any timed event, slack must be run and drawn for.

1. It is requested that show management make every effort to avoid preliminary runs in Gymkhana events.

2. AMA points will go to final official placing from total entries.

H. Penalties - Any of the following infractions may disqualify an entry.

1. **Failure to begin or leave the arena mounted.**

2. Failure to begin course within one (1) minute after ready signal.

3. **Loss of course, including negotiating obstacles.**

4. Mule being out of control.

5. Any kind of cruelty to mule, whether or not specifically mentioned.

**252. CLOVERLEAF BARRELS** Three barrels shall be placed to form an isosceles triangle. (See Rule 251 and 261 C for time line )

A. Course shall be accurately measured with a tape.

Show management should avoid running heats, if possible.

1. The timing line shall be 60 ft. from both barrels #1 and #2.
2. The distance from barrel #1 to barrel #2 shall be 90 feet.
3. The distance from barrel #1 to barrel #3 shall be 105 feet and also from barrel #2 to barrel #3 shall be 105 feet.

B. The timing line (poles or automatic timer) should be at least 45 feet from the end of the arena. They should be set at the width of barrel (s) # 1 and # 2 on the arena sides.

1. If the arena does not allow the above measurements, barrels #1 and #2 must be 18 feet from the side of the arena.

2. Barrel #3 must be at least 36 feet from end of the arena.

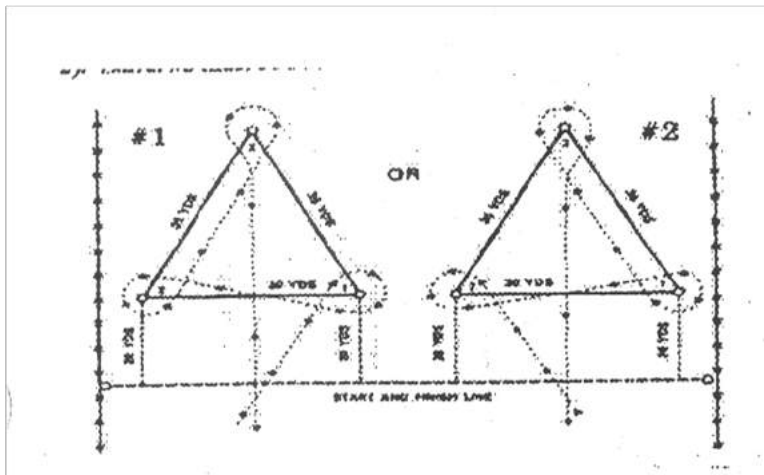
C. The barrels shall be run, as in the diagram using Course #1 or #2.

1. Course #1 - Entry shall cross the timing line, circle barrel #1 clockwise, circle barrel #2 counter-clockwise, circle barrel #3 counter-clockwise, and run back, between #1 and #2, across time line.

2. Course #2 (reverse order) - entry shall cross the timing line, circle barrel #2 counter clockwise, circle barrel #1 clockwise, circle barrel #3 clockwise, and run back across time line.

D. Knocking over a barrel will constitute a five second penalty for each barrel knocked over. Touching a barrel is permitted.

E. Contestants shall be disqualified for not following the pattern.



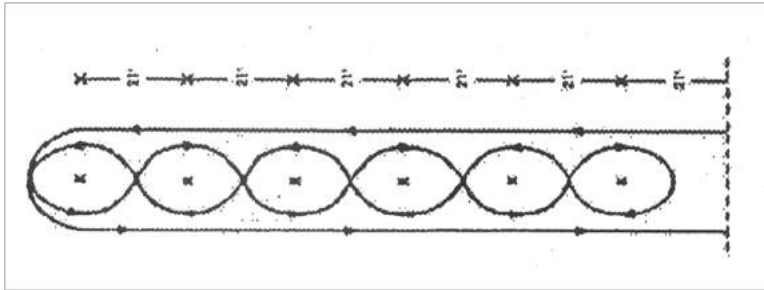
**253. POLE BENDING** Six (6) poles, two (2) inches in diameter, and six (6) foot high plus base set in a straight line shall be used.

A. The poles shall be set 21 feet apart starting with the first pole 21 feet from the timing *line*. (See Rule 251 and 251C for time line)

B. Entry shall **cross** the timing *line*, along either side of the poles to the last pole, turn around the last pole, weave around poles down and back, turn last pole again, and run straight back to the finish line.

C. Two second penalty added for each pole knocked down.

D. Going off prescribed course will result in disqualification. Crossing over timing *line* after start but before pattern is completed, shall also result in disqualification.



**254. KEYHOLE** The course shall be laid out with a limed keyhole pattern on the ground. (See Rule 251 and 251C for time line)

A. The throat of the keyhole shall be perpendicular to and facing the timing line, with the center of the circle 150 feet from the timing poles.

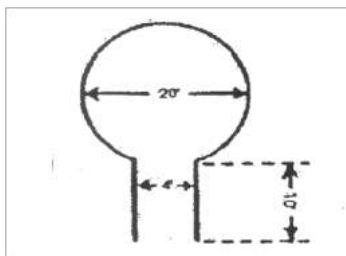
1. The keyhole shall be in the form of a broken circle 20 feet in diameter, with a throat 4 feet wide inside the white *line*, and 10 feet long.

B. Mule shall cross the timing *line*, enter the circle of the keyhole through the throat, turn around in either direction, entirely within the circle of the keyhole, exit through the throat, and re-cross the timing *line*.

C. The mule shall be disqualified for stepping **on or out of any line**.

D. It is show management's responsibility to keep all limed lines visible at all times. Course should be raked and relined where line has been fouled.

E. After each run, line must be checked by foul judge. Judge and assistant will stand to the side of the keyhole and no closer than 20 feet. After each foul, line is to be repaired.



**255. BIG T:** Can be started on either side of first pole.

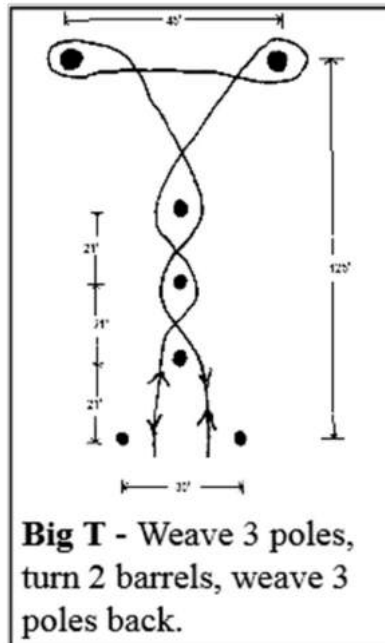
A. Go through the timing line, pass the first pole on either the left or the right, pass the next two poles on alternate sides.

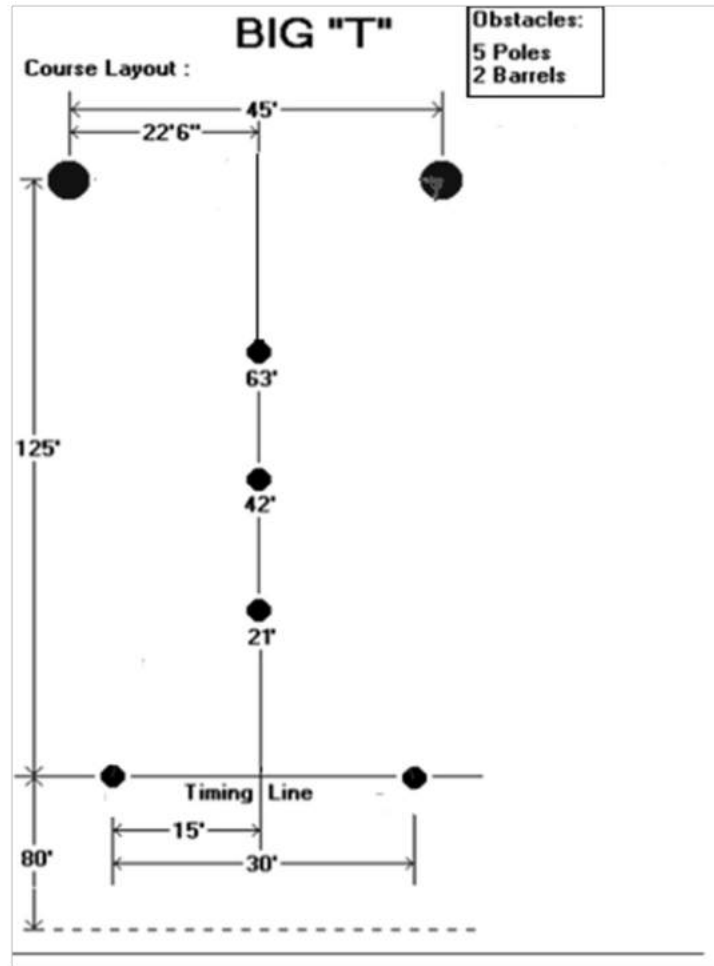
B. If the 3rd pole is passed on the right side, proceed to the barrel on your left, making a left turn and then a left turn around the other barrel.

C. Then weave back through the three poles on opposite sides to pass through the timing line.

D. If the first pole is passed on the right side, the two barrels will both be left turns. If the first pole is passed on the left side, the two barrels will both be right turns.

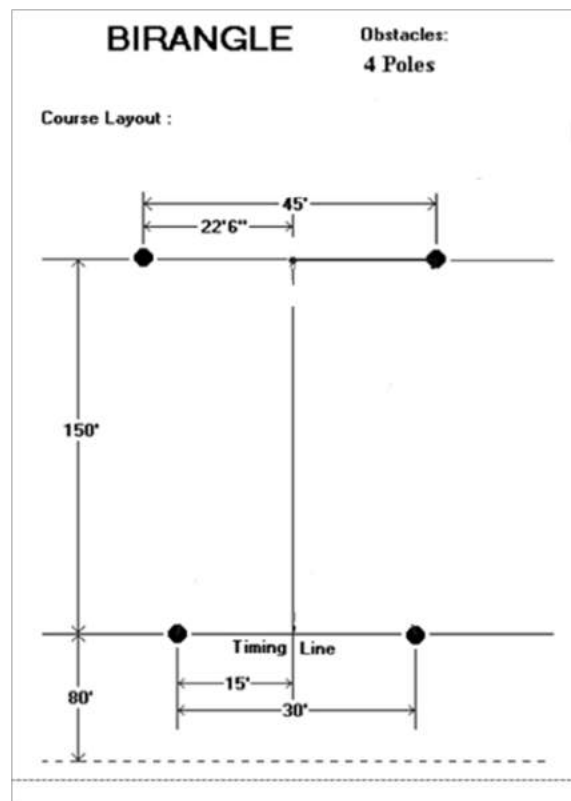
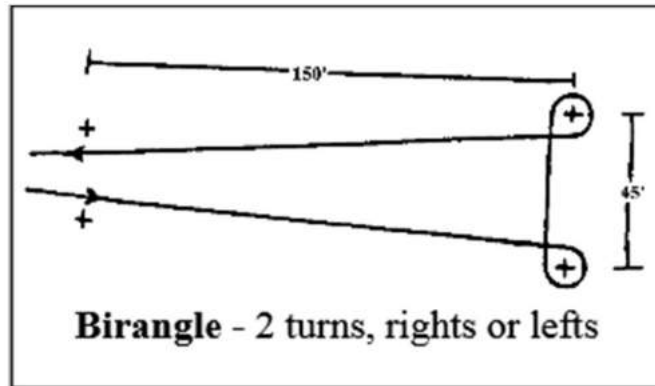
E. Each of the three poles will be 21' apart and from the timing line, the two barrels at the top will be 45' apart and 125' from the timing line.







**256. BIRANGLE:** Go through the timing line and run to the inside of either pole. Turn the pole and run to the second pole, turning in the same direction as the first pole. Return to timing line.



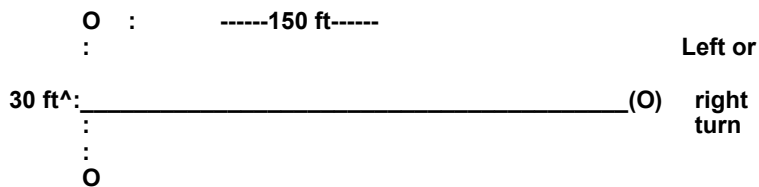
**257. SINGLE STAKE**

A. Coarse Pattern: Go through the timing poles to the single pole, go around pole in either direction and go back through the timing poles.

1. Two second penalty for down pole.
2. No time for failure to complete pattern.

B. Coarse Layout:

1. Timing poles set at least 30 feet apart.
2. 150 feet from time line to pole.



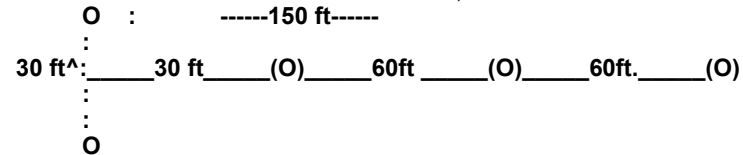
**258. SPEED BARRELS**

A. Course Pattern: Go through the time line, pass the first barrel on either side, pass the succeeding barrels on alternate sides, turn around the third barrel, and return in the same manner through the time line.

1. Two second penalty for each downed barrel.
2. No time for failure to complete pattern.

B. Coarse Layout

1. Timing poles set at least 30 feet apart.
2. First barrel 30 feet from time line, next two at 60 feet.



Rule 259—260 are unassigned

**Notes:**

## YOUTH PERFORMANCE DIVISION

**261. GENERAL YOUTH RULES** Open to youths 6 years old and over that have not reached their 18th birthday as of January 1<sup>st</sup> of that year.

A. Classes may be held as 6 years through 17 years or split as 6-13 and 14-17.

B. Youth may ride or drive mules or donkeys, either female or castrated male only.

C. Mules (or donkeys) must be gentle and be able to be controlled by youth contestants at all times.

D. Youth contestants, in the youth division, shall show only one animal for year-end points. To receive year end points, animal must be registered, and both owner and youth current members.

1. Points shall be for the youth/mule combination. If another mule is used, points will begin accumulating from time of change.

2. AMA will allow hardship clause; in case of injury or sickness another mule may be substituted upon approval by the AMA Executive Board.

E. Youth contestants shall wear appropriate attire for equipment being used. (Western attire: safety helmet, belt, western boots, long sleeve shirt with sleeves down and fastened. Shirts shall be tucked in; unless they are designed to be worn out. No bare midriffs are to show. Long pants are required. Authentic suspender pants shall be worn with suspenders, with western saddle. English attire : Exhibitors shall dress in attire suitable for type of English equipment being used with English saddle.

1. Hunt seat: Hunt coat, breeches, high English boots or jodhpurs.

2. Saddle Seat: Suit or coat.

3. Youth are required to wear properly fastened protective head-gear which meets or exceeds ASTM standards for equestrian use and carries the SEI tag, whenever mounted or riding in wagon or cart at an AMA approved event. This is NOT limited to classes. Youth are encouraged, but not required, to wear an approved safety helmet in all non riding or driving classes (halter, showmanship, packing).

4. Saddle should fit the youth as well as the mule.

F. Each contestant must have an adult waiting outside the arena so that when class is dismissed, the adult handler may help the contestant exit or, if contestant should lose control, adult may help to prevent accidents.

G. Green mules (or donkeys) shown in snaffles or bosal hackamore by a youth shall be ridden with two hands.

1. No tie-downs, martingales, cavessons or draw reins permitted unless otherwise stated in specific division rules. Cavessons are required with English tack and attire.

H. Classes shall compete at the walk, jog (trot), and lope (canter) at the judges' discretion in the appropriate classes. Youth may be asked to back up.

## **262. YOUTH and ADULT AMATEUR SHOWMANSHIP**

A: SHOWMANSHIP AT HALTER. Available only in the amateur and youth divisions, showmanship is designed to evaluate the exhibitor's ability to execute, in concert with a well groomed and conditioned mule, a

set of maneuvers prescribed by the judge with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced, functional and fundamentally correct body position.

1. It is mandatory that the judge post the initial pattern to be worked at least one hour prior to the commencement of the class; however, if the judge requires additional work of exhibitors for consideration of final placing, an additional pattern may be posted. Pattern(s) should be designed to test the showman's ability to effectively present a mule to the judge. All ties will be broken at the judge's discretion.

B: CLASS PROCEDURES: All exhibitors may enter the ring and then work individually or each exhibitor may be worked from the gate individually. When exhibitors are worked individually from the gate, a working order is required. The following maneuvers are considered acceptable: lead the mule at a walk, jog, trot or extended trot, or back in a straight or curved line, or a combination of straight and curved lines; stop; and turn 90 (1/4), 180 (1/2), 270 (3/4), 360 (full turn) degrees or any combination or multiple of these turns. The pull turn is an unacceptable maneuver. The judge must have exhibitors set the mule up squarely for inspection sometime during the class.

1. Showmanship whips (dressage whips etc.), war bridles or like devices or any type of wire or rope over a mule's head are not permitted for showmanship purposes.

2. A minimum gauge link of 4.0 mm is required.

C: SCORING: Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge, and each maneuver will be scored from +3 to -3 with 1/2 point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties, and should reflect equal consideration of both performance of the exhibitor's pattern and the form and effectiveness of the exhibitor and presentation of mule to result in the following scores: +3 Excellent, +2 Very Good, +1 Good, 0 Average or Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor. Exhibitors overall form and effectiveness should also be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent.

D: Overall Presentation of Exhibitor and Mule. The exhibitor's overall poise, confidence, appearance and position throughout the class, and the physical appearance of the mule will be evaluated.

Presentation and Position of Exhibitor. Appropriate western attire must be worn; clothes and person are to be neat and clean. The use of any type of artificial aid including, but not limited to lighters, hay, dirt, sharp pins, magnetic device, etc. will result in a disqualification.

1 Exhibitors should be poised, confident, courteous and genuinely sportsmanlike at all times, quickly recognizing and correcting faults in the positioning of the mule. The exhibitor should continue showing the mule until the class has been placed or they have been excused, unless otherwise instructed by the judge. The exhibitor should appear business-like, stand and move in a straight, natural and upright manner, and avoid excessive, unnatural or animated body positions.

2. The exhibitor must lead on the mule's left side holding the lead shank in the right hand near the halter with the tail of the lead loosely coiled in the left hand unless requested by the judge to show the

mule's teeth. It is preferable that the exhibitor's hand not be on the snap or chain portion of the lead continuously. The excess lead should never be tightly coiled, rolled or folded. When leading, the exhibitor should be positioned between the eye and the mid-point of the mule's neck, referred to as the leading position.

3. Both arms should be bent at the elbow with the elbows held close to the exhibitor's side and the forearms held in a natural position. Height of the arms may vary depending on the size of the mule and exhibitor, but the arms should never be held straight out with the elbows locked.

4. The position of the exhibitor when executing a turn to the right is the same as the leading position except that the exhibitor should turn and face toward the mule's head and have the mule move away from them to the right.

5. When executing a back, the exhibitor should turn from the leading position to face toward the rear of the mule with the right hand extended in front of the exhibitor's chest still maintaining slight bend in the elbow and walk forward. The ideal position is for the exhibitor's left shoulder to be in alignment with the mule's left front leg.

6. When setting the mule up for inspection, the exhibitor should stand angled toward the mule in a position between the mule's eye and muzzle, and should never leave the head of the mule. The exhibitor is required to use the Quarter Method when presenting the mule. The exhibitor should maintain a position that is safe for themselves and the judge. The position of the exhibitor should not obstruct the judge's view of the mule and should allow the exhibitor to maintain awareness of the judge's position at all times. The exhibitor should not crowd other exhibitors when setting up side-by-side or head-to-tail. When moving around the mule, the exhibitor should change sides in front of the mule with minimal steps and should assume the same position on the right side of the mule that they had on the left side.

7. Leading, backing, turning and initiating the set-up should be performed from the left side of the mule. At no time should the exhibitor ever stand directly in front of the mule. The exhibitor should not touch the mule with their hands or feet, or visibly cue the mule by pointing their feet at the mule during the set-up.

E: Presentation of Mule. The mule's body condition and overall fitness should be assessed. The hair coat should be clean, well-brushed and in good condition. The mane, tail, forelock and wither tuft may not contain ornaments (ribbons, bows, etc.), but may be braided or banded for English or Western. The length of mane and tail may vary, as long as they are neat, clean and free of tangles. The mane should be even in length or may be roached, including forelock and tuft over withers. The bridle path, eyebrows, and long hair on the head and legs may be clipped, except where government regulations prohibit. Hooves should be properly trimmed and if shod, the shoes should fit correctly and clinches should be neat. Hooves must be clean and may be painted black or with hoof dressings, or shown naturally. Tack should fit properly and be neat, clean and in good repair.

F: Pattern Performance. The exhibitor should perform the work accurately, precisely, smoothly, and with a reasonable amount of speed.

Increasing speed of the work increases the degree of difficulty, however, accuracy and precision should not be sacrificed for speed. The mule should lead, stop, back, turn and set up willingly, briskly and readily with minimal visible or audible cueing.

1. The mule should be led directly to and away from the judge in a straight or curved line and track briskly and freely at the prescribed gait as instructed. The mule's head and neck should be straight and in line with the body.

2. The stop should be straight, prompt, smooth and responsive with the mule's body remaining straight.

3. The mule should back up readily with the head, neck and body aligned in a straight or curved line as instructed.

4. On turns of greater than 90 degrees, the ideal turn consists of the mule pivoting on the right hind leg while stepping across and in front of the right front leg with the left front leg. An exhibitor should not be penalized if their mule performs a pivot on the left hind leg, but an exhibitor whose mule performs the pivot correctly should receive more credit.

5. A pull turn to the left is an unacceptable maneuver.

6. The mule should be set up quickly with the feet squarely underneath the body. The exhibitor does not have to reset a mule that stops square.

G: Penalties. Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied for each occurrence and will be deducted from the final score:

1. Three (3) points

Break of gait at the walk or trot up to 2 strides Over or under turning up to 1/8 of a turn ticking or hitting cone

Sliding a pivot foot

Lifting a pivot foot during a pivot and replacing it in the same place

Lifting a foot in a set-up and replacing it in the same place after presentation

2. Five (5) points

Not performing the specific gait or not stopping within 10 feet (3 meters) of designated location

Break of gait at walk or trot for more than 2 strides

Splitting the cone (cone between the mule and exhibitor)

Mule stepping out of or moving the hind end significantly during a pivot or turn

Mule stepping out of set-up after presentation

Mule resting a foot or hipshot in a set-up

Over or under turning 1/8 to 1/4 turn

3. Ten (10) points

Exhibitor is not in the required position during inspection

Exhibitor touching the mule or kicking or pointing their feet at the mule's feet during the set-up

Standing directly in front of the mule

Loss of lead shank, holding chain or two hands on shank

Blatant disobedience including biting, kicking, rearing or pawing; mule continually circling exhibitor

4. Twenty (20) points

Exhibitor's going off pattern, knocking over or on wrong side of cone, never performing specified gait, or overturning more than 1/4 turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a major (20 point) fault.

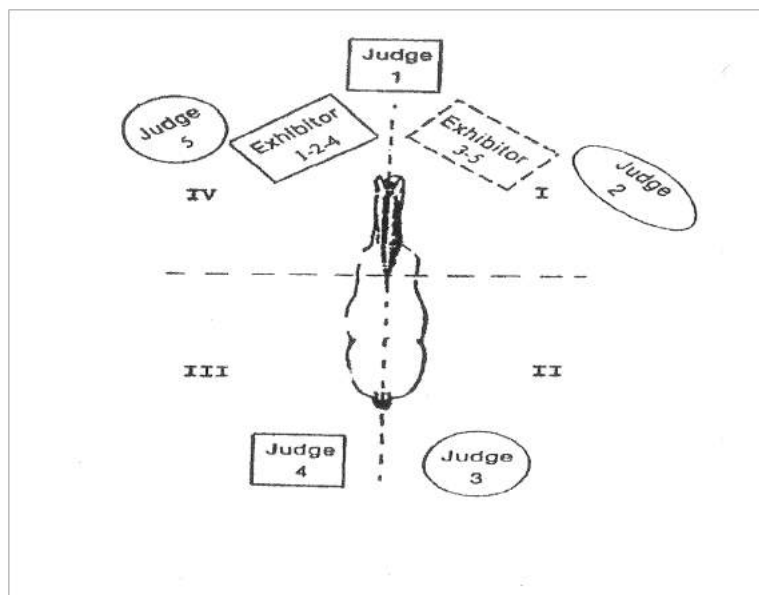
5. Disqualifications (should not be placed) including:

Loss of control of mule that endangers exhibitor, other horses, or judge  
Mule becomes separated from exhibitor

Failure to display correct number

Willful abuse

Excessive schooling or training; use of artificial aids Illegal equipment



Showmanship Diagram

**263. YOUTH PLEASURE** - Open to both English and Western riders.

A. To be judged as a pleasure class with emphasis on manners, disposition, and responsiveness to rider's cues. (**See General Performance Rules and Western Pleasure - Rule 211 and English General Rules.**)

B. Mules are to be shown at a walk, jog/trot, and lope/canter both ways of the arena on a reasonably loose rein for Western and light contact for English, and be under control at all times.

1. Animals will be asked to reverse to the inside of the arena.
2. Judge may ask contestants to back their mules.

C. To be shown in appropriate tack and attire.

1. Western mules in western tack and attire, one hand on the reins (unless in a snaffle or bosal.)



2. English mules in English or hunt seat tack and attire, both hands must be on reins.

**264. YOUTH EQUITATION** - Open to both Western and English riders  
(See Youth General Rules 261.E)

A. Riders judged on seat, hands, and ability to control and show mule at the walk, jog/trot, and lope/canter and while backing.

B. Performance of the mule is NOT considered more important than the method used by rider.

C. Basic position of the rider should be eyes forward, shoulders back, and sitting alert in the center of the saddle.

1. An imaginary straight vertical line should be from the ear, down through the center of the shoulder and hip, to the back of the heel.

2. Slight bend in knees with heels lower than toes.

3. Should appear alert, comfortable, and supple with a straight back.

4. Hands and arms relaxed with shoulders back and down.

a. Upper arm in a straight line with body, lower arm with reins forming a straight line from the elbow to hand to mule's bit.

b. Wrist is straight but relaxed, with fingers closed around reins.

5. Reins are to be held over or slightly in front of saddle horn.

a. One hand only if showing in a curb bit.

b. Two hands allowed with snaffles, bosals, and English bridles.

c. If riding two handed, reins are to be held evenly apart slightly forward of the saddle.

6. Light contact with the mule's mouth shall be maintained: excessively loose reins shall be penalized.

D. Saddle should fit the rider and the animal. All tack clean, workman-like and fit properly.

E. Both rider and animal shall be neat and clean, and properly attired in appropriate clothing and tack.

**265. YOUTH TRAIL** – Same General Rules as Western Trail  
(Rules 217-218).

A. To be judged on the mule's performance, manners and responsiveness to rider's cues over obstacles, with safety to their rider.

1. Rider's manner of cueing and negotiating obstacles, and overall attitude shall be taken into consideration and given credit or penalized at judge's discretion.

B. To be shown at a walk, jog, and lope at the judge's discretion.

C. Contestants who go off course will be faulted with a penalty, not necessarily disqualification, at the judge discretion.

D. Mandatory obstacles are: Logs, bridge and markers set in a pattern.

E. Optional obstacles may include: Gate, side-pass, backing.

F. Course to be a minimum of three obstacles.

G. PLEASE REMEMBER THESE ARE YOUTH - DO NOT HAVE ANYTHING THAT MIGHT ENDANGER THEM OR THEIR ANIMALS.

**266. HUNTER HACK**—SEE HUNTER HACK RULES #304.

A. MAXIMUM JUMPS 18 inches.

## YOUTH GYMKHANA DIVISION

**267. YOUTH GYMKHANA** - Same rules as Gymkhana Division, **Rules 251 -256**, with the following exceptions:

A. An adult helper may enter and remain in the arena with the youth rider for safety and verbal support.

B. They may coach and encourage the youth verbally but may not touch or guide the mule after crossing the starting line, except in case of danger to the youth or animal.

C. Youth required to wear regulation safety head gear. (Western attire: belt, western boots, long sleeve shirt with sleeves down and fastened. Authentic suspender pants shall be worn with suspenders, Shirts must be tucked in; **unless they are designed to be worn out. No bare midriffs are to show.** Long pants are required.

**268. YOUTH 10 AND UNDER WALK JOG-** For youth aged 10 and under. Western rules apply. Only shown at the walk and jog. Classes to include:

Western w/j pleasure  
Western w/j equitation  
Western w/j trail  
Western w/j showmanship

**Rules 269--280** are unassigned.

**Notes:**

## ROPING AND PENNING DIVISION

### **281. GENERAL ROPING AND PENNING RULES**

- A. Barrier shall be a minimum of five feet and a maximum of fifteen feet at the management's discretion.
- B. Barrier may be a rope or invisible line.
  - 1. Chute judge shall drop flag to begin time.
  - 2. Breaking barrier is an automatic 10 second penalty.
- C. Mule may only enter once in the Steer Stopping, Ranch Steer Stopping, Calf Roping, and Steer Daubing.
- D. Mules may enter twice in Team Roping, Cattle Penning, and Cattle Sorting, but one mule of the team must change.
  - 1. Points will be earned on "best go."
- E. Refer to Timed Events, **Rule 17** and Approved Bits, **Rule 106**.
  - 1. Martingales, tiedowns, and cavessons may be used.
  - 2. Green mules must use approved bits listed in **Rule 106**.
- F. Western attire: Western hat, belt, western boots, long sleeve shirt with sleeves down and fastened. Authentic suspender pants shall be worn with suspenders. Shirts must be tucked in; unless they are designed to be worn out. No bare midriffs are to show. Long pants are required.
- G. A star run may only be implemented for team roping and/or penning or sorting.
  - 1. A star run can be implemented when a contestant is drawn to make an extra (3rd) go/run with a paid contestant because there are not enough paid contestants to make another team. The star participant does not pay for their run nor do they get the AMA points from the star run. If the star team places in the event the non star participant will get full points/awards and the star participant receives 0 AMA points or awards, including cash awards.
    - 2. A star run is only acceptable if there are no other paid participants to team up with. All paid participants will be teamed up before a star run can be considered.
    - 3. A star participant must declare they are willing to make a star run and accept the conditions (pay and point award system for star person).
    - 4. A star run must be posted on the roster as an extra or star(\*) run prior to the event starting.
    - 5. A star participant can not choose the team or team mate as to which they will participate with, an AMA or show representative will decide how to pair up the star team, they must take into account whether the paid contestant needs a heeler or header and they will be paired accordingly.
    - 6. A paid participant can not refuse to make a run with another paid participant because they would rather have a star run with a different partner, if so they forfeit their second run.

### **282. STEER STOPPING** - Timed event, mule may only enter once.

- A. Barrier required.
  - 1. Steer must cross barrier line before it can be roped.
  - 2. A chute judge is required.
- B. Flagger must be mounted for entire class.
- C. There shall be three legal head catches.

1. Horns.
  2. Around neck.
  3. Half head.
- D. All other catches will be disqualified.
- E. After the steer is roped, he must be brought to a stop and faced (turned facing the mule) before the flag is dropped.
- F. Maximum of TWO LOOPS. Dally or hard and fast, optional.
- G. See General Rules, Timed Events– **Rule 17.**

**283. RANCH STEER STOPPING** - This is a timed event. Mule may only enter once. Must have a legal head catch (both horns, one horn and head, or around neck).

A. Chalk line is drawn 1/3 to 1/2 way down the arena from the release chute. Line is at the discretion of the show management. In place of chalk line, two cones or barrels may be used.

B. Roper must be at a standing start on the opposite side of the chalk line (cones or barrels) from the release chute, and within two (2) feet of the line. A running start is disqualification.

C. Flagger must be mounted for entire class.

D. Flagger will drop flag to start timing clock when the roper crosses the chalk line. The steer will be released from the chute when the roper crosses the line and flagger drops the flag. Flagger should be at the chalk line with an unobstructed view of the line and roper for the start. Timer must have an unobstructed view of the flagger.

E. Roper can rope the steer at any point but it must be a legal head catch.

F. Maximum of two (2) loops. Dally, or hard and fast, optional.

G. After the steer is roped, he must be turned to face the roper, then the flagger will drop the flag to stop the clock.

H. The roper has sixty (60) seconds to complete the task or is disqualified.

I. Any infraction of the rules is a disqualification; an illegal head catch, a running start, over on time.

**284. TEAM ROPING** - Timed event, each mule may enter TWICE only, but not with the same mule more than once. Points will count on "best go."

A. Barrier required.

1. Steer must cross barrier line before it can be roped.

2. A chute judge is required.

3. Cannot rope from behind barrier.

B. Flagger must be mounted for entire class.

C. There shall be three legal head catches:

1. Horns.

2. Around neck.

3. Half head.

D. All other catches will be disqualified.

E. Maximum of THREE LOOPS. Dally or hard and fast optional for heeler.

F. There will be a five second penalty for heeler catching only one

hind foot.

G. Each entry must include the name of the partners.

**285. CALF ROPING** - May only enter once.

A. Contestant must rope calf, dismount, go down rope and throw calf by hand and cross and tie any three feet.

1. Rope must be tied hard and fast.

2. Tie must hold and calf's three legs must remain crossed until passed by the judge.

3. Roper must not touch calf after giving the finish signal, until after the judge has completed his examination

4. If tie comes loose or calf gets to his feet before the tie has been ruled a fair one, the roper will receive a "no time".

5. There will be a two minute time limit.

B. TWO LOOPS will be permitted, catch as catch can.

1. Roping calf without releasing loop from hand is not permitted.

2. If roper intends to use two loops, they must carry two ropes and must use second rope for second loop.

C. The field flag judge will pass on the tie of calves through use of a stop watch, timing six (6) seconds from the time the rope mule takes his first step forward, after the roper has remounted.

D. Ten second penalty for breaking the barrier.

E. There shall be two or more timers, a field flag judge, and a barrier judge.

1. Time will be taken between two flags.

2. Arena conditions will determine the length of score.

3. Length of score to be determined by arena director and AMA representative.

F. Neck ropes must be tied with string. No metal snaps or hardware shall be used on neck ropes in the timed event

**286. STEER DAUBING**. Judged on time only.

A. Mule may only enter once.

B. Barrier or score line required. Time shall start when barrier is sprung, and will stop when contestant raises the lance aloft signaling that he has marked the animal.

1. Ten second penalty for breaking the barrier,

2. Score line to be determined by arena conditions.

C. The rider shall use a "lance" furnished by the show management.

1. Lance shall be approximately six feet long, padded on one end and soaked in washable paint or white wash.

D. A broken or dropped lance is cause for disqualification.

E. The steer should have a 16 to 20 inch circle painted on each side, starting from a point just in front of the hip bone and below the back bone toward the rib cage.

F. The object of this event is for the rider to get the steer and daub his lance into one of the circles.

1. Only one touch per steer allowed.

2. If any part of the daub is inside or on the line it is considered legal.

G. There will be a one minute time limit on this event to prevent

needless chasing of the steer.

H. Each exhibitor may daub the steer only once within the one minute time limit then must raise his lance aloft, signaling he has marked the animal.

I. More than one mark is a NO TIME.

**287. BREAKAWAY ROPING**—May only enter once.

A. This event shall be performed following the same general rules as steer stopping.

B. Mule must start from behind a barrier. A 10-second penalty will be added to the time for breaking the barrier.

C. Two loops will be permitted. One or two ropes are to be tied to the saddle horn by a heavy string, in such a manner as to allow the rope to be released from the horn when the calf reaches the end of the rope. A visible cloth or flag must be attached to the end of the rope tied to the horn to make it easier for the flagger to see it break free.

D. If the roper is carrying one rope and the roper desires to use a second loop, he/she may recoil provided the rope is still tied by a string to the saddle horn. If the rope is no longer attached to the saddle horn with the string after the roper has thrown the first loop, it cannot be rebuilt for a second throw. If the roper is carrying two loops he may use the second loop provided it is still attached to the saddle horn with a string. If the second loop falls loose, it cannot be rebuilt.

E. The contestant may free his first rope from the horn after a miss, before getting his second loop ready if he wishes.

F. The contestant shall receive no time should he break the rope from the horn by hand or touch the rope or string after the catch is made. If the rope dallies or will not break free when the calf reaches the end of it, the contestant will receive no time.

G. Time will be called from drop of flag at barrier to the break of rope string from the saddle horn. A legal catch is a loop that passes over the head of the calf and then holds on any part of the calf to cause the string to break away from the saddle horn. Roping the calf without releasing the loop from the hand is not permitted.

H. The contestant shall not attempt to rope the animal until the barrier flag has been dropped. Any attempt by a contestant to position his mule behind the barrier, enabling the contestant to rope the calf without leaving the barrier or box, shall be considered a disqualification.

I. Rope may not pass through bridle, tie-down, neck rope or any other device.

J. A judge may, at his discretion, use the ring steward, other show officials or approved AMA judges to assist as barrier judges and to help determine legal catches or any rule infractions.

K. Flagger shall be mounted.

**288. CATTLE PENNING- THREE MAN** - Team to cut three assigned cattle from herd, when herd is available. **See Rule 295**, Cattle Penning—Two Man Team, to be used when a herd is not available.

A. Each team shall have a 2½ minute time limit to pen three head of cattle assigned to them. The team of three must cut out from the herd and pen three head of cattle with their assigned (identical) number (or color).

1. Numbers must be at least six (6) inches tall and colored

neckbands at least six (6) inches wide.

2. Numbers must be applied to both sides of the cow, high up on side.

3. Working orders and numbers (or colors) shall be drawn for by the judge and show management before the start of the contest.

B. A warning signal will be given to the team 30 seconds prior to the final time being called.

C. Fastest time to pen three head wins.

1. The team may choose to call time with only one or two assigned cattle penned.

2. Teams penning three head shall place higher than teams penning only two head, and two higher than one, regardless of time.

3. Mules may enter twice, but one mule of the team must change. Points will count on "best go".

**289. ALL CATTLE WILL BE** bunched on the cattle side of the starting line before time begins.

A. The flagman will raise the flag to signal the arena is ready.

1. Team will be given their assigned number (or color) to pen when the flagman drops his flag as the nose of the first mule crosses the starting line.

2. Riders are committed once they enter the arena.

3. Any delay will be disqualification.

B. To call for time, one rider must stand in gate and raise one hand for flag.

1. Flag will drop when the nose of the first mule enters the gate and the rider calls for time.

2. All un-designated cattle must be completely on cattle side of the starting line.

3. If team calls time with only one or two of their cattle penned, the remainder of their un-penned designated cattle do not need to be across the line.

4. A team calling for time with any unassigned cattle in the pen or on the pen side of line will be judged a no time. **(Also see Rule 290.D.)**

**290. THE OPTIMUM NUMBER OF CATTLE** per herd is thirty, with a minimum of 21 head per herd being required, even if there are less than seven teams entered.

A. Roping steers shall not be used in Cattle Penning.

B. All cattle within a herd must be numbered in groups of three.

1. There must be three head of assigned cattle (with identical numbers or colors) per team in the herd as each new team begins a run.

2. There must always be the same number of cattle in each of the herds used in a go-round.

3. In the event more or less than three assigned cattle are discovered within a herd, the team (s) with more or less than the three assigned cattle must have a re-run at the end of the total go-round. Time for all other teams within such a misnumbered herd shall remain the same.

4. Cattle cannot be re-used within a go-round of a division except as specified in a re-run as above.

C. If no fresh cattle are available for re-runs, the cattle to be used will



be determined by the show management and judge.

1. If more than one run is given in any go-round, they will be taken in order of occurrence.

2. If cattle are to be re-used and more fresh cattle are needed the used cattle must be mixed with the fresh cattle and re-numbered or color banded.

3. Every attempt must be made to insure each team work the same number of used and fresh cattle.

D. In the event a team is given a number or colored neckband that has already been used within a given herd, a re-run must be given immediately, using the correct number or color within the same herd.

1. Should the error be discovered after the herd has been removed from the arena, then the re-run will be given at the end of the total go-round using the same herd.

### **291. PENALTIES AND DISQUALIFICATION**

A. Touching cattle with hands, hats, ropes, bats, romal or any other equipment is a disqualification.

1. No hazing with whips, hats or ropes allowed. Romal or reins may be swung or popped on chaps.

B. Fall of mule and/or rider shall not eliminate the entry; however, any attempt by the dismounted rider to work cattle before remounting will result in an automatic disqualification.

C. A team may be disqualified by the judge for any action he feels to be unnecessary roughness to the cattle or mules or unsportsmanlike conduct.

1. If five (5) or more head of cattle are across the starting line at any time, that team will be judged a no time.

D. If, for any reason, a team does not show after the order of go has been drawn, their cattle number will be drawn in the order the team would have run, the drawn number (or colored band) will not be used in that set of teams.

1. This will avoid changing the order of go for the other contestants.

2. If team fails to show when called they shall be disqualified, and may not enter later after another team has gone. **See Rule 287.A.3.**

**292. ONCE COMMITTED TO THE CATTLE** the team is completely responsible for their animals.

A. It is the teams' responsibility before working the cattle to pull up and call for a judge's decision if, in their opinion, there is an injured or unusable animal in their numbered or colored cattle.

B. Once the cattle are worked, no excuses are accepted.

C. If an animal leaves the arena, either over or through the fence, the team can either be disqualified for unnecessary roughness, or can be given a rerun, depending on the judge's decision.

D. If a rerun is given, it must be given at the end of the total go-round.

**293. IN THE EVENT OF A TIE** affecting the placing (s), each team will be allowed to pen one numbered (or color banded) animal. Fastest time breaks the tie.

**294. THERE SHALL BE TWO FLAGMEN**, one at the entrance to the pen and one at the start/foul line.

A. The judge must also be at the start line and may or may not actually flag the contest at his/her discretion.

B. There shall be at least two time keepers.

1. The first shall be the official time and the second shall be the back-up time, in the event the first timer misses the time or his watch fails.

**295. THE STARTING AND FOUL LINE** must be designated by markers located on the arena fence, and easily viewed by the line judge and the exhibitors.

A. Start/foul line shall be approximately 2/3 length of the arena away from the far fence where cattle are gathered.

B. Pen shall be set up 3/4 length of the arena from same far fence.

1. Pen may be placed on either side of the arena, with the opening facing away from the cattle.

2. Pen shall be set 16 feet from side fence, creating an "alley."

3. Pen shall have three sides and a gate. Minimum of three 16 foot sides, with a 16 foot gate open wide; optional 24 feet deep.

4. Opening to pen shall be 18 feet wide without panel, or 10 feet wide with 8 foot panel. The 8 foot panel is optional.

**296. CATTLE PENNING- TWO MAN ON 3 HEAD-** If no herd is available, the following class will be used.

A. The same basic rules of Cattle Penning-**Rules 287-294** shall be used with the following exceptions:

B. A team shall consist of two riders.

1. Mules may enter twice but not with the same mule.

C. When team is called, team shall enter arena.

1. Team must stay behind the start/foul line until flagger signals time has started.

2. Team must call for their cattle within 30 seconds.

D. Three head of cattle shall be released from the chute or pen into arena.

1. Flagger will signal that time has started as soon as the tail of the last steer enters the arena.

E. Time will end when at least one member of the team calls for time as mentioned in (**Rule 288 B**)

**297. CATTLE SORTING- TEAM OF THREE-** Mules may enter twice ; one partner (mule) must change. Points will count on "best go".

A. There will be ten (10) cattle in the end of the arena marked with visible numbers from 0-9.

1. Cattle will be settled after each run to the satisfaction of next team.

2. Starting number for each team will be drawn when team is in arena.

3. As the "Team Captain" approaches the foul line (approximately 10 feet) "Team Captain" will signify satisfaction of settling of herd and readiness to start by raising his/her hand. At that time, the starting num-

ber will be announced.

a. The number will be announced two (2) more times for a total of three (3) times.

B. The team is to start with the starting number announced and continue in numerical order. For example, if your number is 8, your team must first sort out number 8, then 9, 0, 1, 2, etc.

1. If any cattle already sorted re-enter to the herd, the team is DISQUALIFIED.

2. If any cattle cross the foul line out of sequence the team is DISQUALIFIED.

C. The team continues to sort until all cattle are sorted out over the foul line or until they are out of time.

1. There will be a two minute time limit.

2. A 30 second warning will be given.

D. Teams are judged on the number of cattle sorted, not on the time it took to sort them.

1. If all ten cattle are sorted, then the time will be the determining factor.

2. The clock will be stopped when the last cow crosses the line.

3. It is permissive to stop sorting anytime and hold cattle already sorted until the clock runs out.

E. There will be two flaggers.

1. The flaggers will not change after the Cattle Sorting begins.

2. The flaggers will stay in the same position during all sorting goes. They are to be positioned outside the arena near the foul line on opposite sides of the arena.

3. It is the show management's responsibility to ensure that the flaggers know the AMA Cattle Sorting Rules.

F. Decision of the flaggers is final.

1. Appeals must be made before leaving the arena.

a. Appeals will be resolved by the AMA Representative and the flaggers, if involving the flaggers' decision.

2. No hazing of cattle with hats, romals, or ropes permitted

a. Slapping hand to leg or romal to leg is permitted.

3. There will be no abuse of cattle or mules.

4. Use of foul language while participating will be cause for ejection from event without refund of entry fees.

G. In the case where a cow goes down behind the line, any team member can stop the clock by raising their hand.

1. Flaggers' options are, but not limited to:

a. Allow team to continue with the time remaining on the clock.

b. Remove the faulty cow, replace with another cow, resettle herd, and continue with the time remaining on the clock.

c. Remove the faulty cow, resettle the herd, and start with the time remaining on the clock.

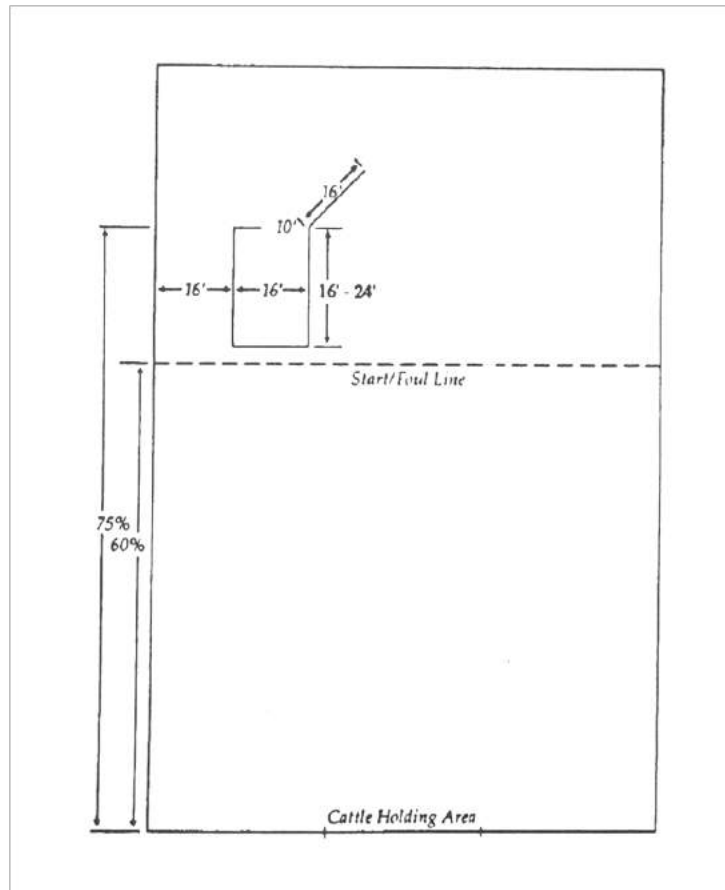
2. This decision shall be based in part on the time during the run that the animal went down and under what conditions.

H. In a case where the flagger mistakenly flags a team out, the AMA Representative will consult the flagger and where the flagger indicates a mistake was made, the team will get another run at the end of that herd using the same herd and number, regardless of the team's order of go.

**298. SUGGESTED SETUP OF ARENA**

- A. Arena must be at least 100' by 200'.
1. Standard foul line is 50'.
  2. Any arena over 150' wide will use a 75' foul line.
  3. If an arena is under the 150' but is sloped on 2 sides, the decision will rest with the management as to whether they use a 50' or 75' foul line.
  4. Foul line will be chalked after each herd is worked.
  5. A designated number line will be chalked 10' from foul line.
- B. A separate announcer and timer shall be used at all sporting (s), with the announcer being a backup timer.

**ARENA LAYOUT FOR CATTLE PENNING**  
 (Note: Pen may be placed on either side of arena)



## PRE-GREEN DIVISION

**299. PRE-GREEN DIVISION**– To provide classes that encourage the slow and steady growth of young and/or green animals. To allow mules to build balance, cadence and strength at slower gaits while gaining valuable exposure to the excitement of the show environment. To allow new owners or people coming to the show arena from other disciplines to have a safe and productive start, with the hopes that they will continue to train and build their animals through the upper divisions of competition.

A. Gaits: Animals to be shown at the walk and jog/trot. May be asked to extend either or both gaits at Judge's discretion, if deemed safe for all participants. Must reverse direction toward the inside in a rail class. Must be asked to back in line or on the rail. Any animal deemed unsafe to itself or others will be excused.

B. Animals showing in Pre-Green may show in Halter, Showmanship (if amateur or youth exhibitor), driving, and packing. At the time when an animal is shown in an AMA GREEN class or any class at any type of show that includes loping, they may no longer show in Pre-Green.

C. Pre-Green eligibility is 1 year only. The second year of showing for that animal will be in our GREEN division (includes lope/canter).

D. Guidelines for tack, bits, attire and appointments will remain the same as Green. See corresponding green sections that go with the specific classes.

E. Shows may offer any or all of the following Pre-Green classes.

1. PG Western Pleasure (walk/jog)
2. PG Ranch Pleasure (walk/jog)
3. PG English Pleasure (walk/trot)
4. PG Hunter Under Saddle (walk/trot)
5. PG Western Trail (walk/jog) No drags, bogs or extreme

trail tests may be used.

6. PG Dressage (Western/English) Walk/Jog or trot test must be used.

F. Standard rules apply for the judging guidelines, please refer to appropriate class in Green division.

**Rules 300** is unassigned

## ENGLISH PERFORMANCE DIVISION

### **301. GENERAL ENGLISH RULES** Bridled, Green, Open and Amateur.

- A. Equipment - Mules must be shown in appropriate English tack.
1. English bridle shall be light show type, with regulation snaffle, English bit or full bridle.
  2. Must have a cavesson noseband.
  3. Hunt seat mules to use a hunting or forward seat saddle.
  4. Saddle seat mules to use a show, cutback, or park saddle and full bridle (double reins on Weymouth or Pelham bit).
  5. Dropped, flash, and figure eight nosebands, hackamores, tie-downs, martingales, and draw reins are PROHIBITED. Tie downs and running martingales are allowed in Hunter/Jumpers.
  6. Whips are allowed in all English classes but must not exceed 30" for hunt seat and English classes and 47" including lash, for dressage. Only one whip can be carried when riding. Whips that are weighted are prohibited.
  7. Maximum spur length is 1.5" with curve of the spur shank pointing down, no rowels allowed., except in dressage.
- B. Exhibitor must hold reins in each hand and use direct method of reining.
- C. Attire - Exhibitors must be neatly dressed in suitable attire for type of English equipment for which they are showing in. When allowed, by the judge, to show without jacket a shirt must be long or short sleeved; no sleeveless shirts unless worn under jacket. This includes all English flat and fence classes.
1. Approved safety headgear with chin strap fastened must be used in all over fence classes, all dressage levels and by all riders under 18 years old.
  2. Exhibitors showing in hunt seat tack must be neatly dressed in suitable attire - hunt cap, hunt coat, breeches, and tall English boots or jodhpurs with matching half chaps mandatory. Gloves are optional.
  3. Saddle seat riders must be properly attired; conservative saddle seat suit or coat, derby or soft hat, tie, and boots mandatory. Gloves are preferred. Formal attire may wear top hat.
  4. English spurs are optional.
- D. **See Rule 109.A,D,E and F** for English gaits.
- E. Mules to reverse to the inside; away from the rail.
- F. Characteristics of a good English working mule; in addition to **Rule 107**, are as follows:
1. Moving with long, low strides reaching forward with ease.
  2. Able to lengthen stride and cover ground willingly.
  3. Supple in the poll, neck and body, especially while turning.
- G. Faults of an English mule in addition to **Rule 108**
1. Quick short, vertical strides.
  2. Excessive speed at any gait or running away.
  3. Slowness at any gait, loss of forward momentum.
  4. Wrong lead at the canter.
  5. Evading or lugging on the bit so light contact cannot be maintained.

**302. ENGLISH PLEASURE** Bridled, Green, Open and Amateur.  
Hunt seat or Saddle Seat attire and equipment permitted.

A. To be judged as a pleasure class suitable to purpose. Emphasis on manners, disposition, and performance. Judge may ask to work on a loose rein. To be shown at a walk, trot and canter both ways of the ring with light contact of the mules mouth.

B. Judge will ask mules to back in a straight line.

C. It will be at judges discretion to ask for extended trot.

D. To be judged on:

Performance	70%
Conformation	20%
Appointments	10%

**303. HUNTER UNDER SADDLE** Bridled, Green and Open. Hunt seat tack and attire, no saddle seat tack or attire allowed..

A. To be shown at a walk, trot, and canter both ways of the ring with light contact of the mule's mouth. To be judged for suitability to perform as a hunter. Emphasis on quality of gait / movement and way of going as per #107 D. **OUTLINE 301 F.**

B. Judge may ask for extended trot, canter from the trot, or trot from the canter, at his / her discretion. Not to jump.

C. Hand gallop may be asked for of all, or just top six mules, one or both ways of ring. No more than 12 mules to hand gallop at one time.

D. During the hand gallop, judge may ask the group to halt and stand quietly on a free rein.

E. Judge may ask mules to back in a straight line.

**304. HUNTER HACK** Bridled and Green Hunt seat equipment to be used. NO saddle seat equipment.

A. The hunter hack mule should move in the same style as a working hunter.

B. Mules to be shown at a walk, trot and canter both ways of the ring with light contact.

C. Mules required to jump two jumps on a line 44 feet to 69 feet apart.

1. Green mules to jump 2' maximum.

2. Bridled mules to jump 2'6" maximum, but at least 3" higher than the green mules.

3. A ground line is mandatory for each jump. Should be set approximately 1' forward of the jump pole.

4. Jump standards may be plastic/PVC but must be heavily weighted with sand/dirt. Standards must be a minimum of 2' higher than the jump pole it is holding.

5. The use of plastic/PVC jump poles is NOT allowed.

D. At the discretion of the judge, may be asked to hand gallop, pull up, then back and stand quietly.

E. To be judged with emphasis on fence work, with the recommendation that flat work be performed after fence work.

1. Style over fences, even hunter pace 70%

2. Flat Work, manners and way of going 30%

F. Faults over fences will be judged as in Working Hunter class. See Working Hunters – **Rule 311.**

**Rules 305-309** are unassigned.

## HUNTER/JUMPER

**310. GENERAL RULES** –Refer to USEF Rulebook for any issues not covered here. The use of plastic/PVC for jump poles is not allowed.

A. Martingales and Tiedowns are allowed in all Hunter and Jumper Classes. (see appendix VI-B). Hunter: : Bridled mules to be shown in regulation snaffle, kimberwicks, pelham, and full bridles as described in appendix A III. Exception: Bridled mules may also show in hunter classes using a mild twisted wire snaffle. Green mules to be shown in a regulation snaffle. Exception: Green mules may also show in hunter classes using a mild twisted wire snaffle. (Exceptions described in appendix A – under approved snaffles for exceptions – rule 3). Jumper: Bridled mules may be shown in any humane bit. Green mules may be shown in a regulation snaffle, mild twisted wire snaffle, or gag snaffle.

B. Jump poles must be a minimum of 10' long and 3" in diameter.

**C. See Appendix B for Hunter/Jumper courses.**

### **311. WORKING HUNTER** Bridled and Green

A. Mules to be worked over a course of eight or more jumping efforts. Approved courses must be used. Two options for approved courses may be used.

Option 1: Any approved course or set of courses may be used from Appendix B page 205.

Option 2: Management may choose to design the courses but must have them approved prior to the start of their show by the AMA course committee. If taken from the Appendix, the show manager shall choose the course(s). Courses are to be designated Bridled, Green, Bridled and Green (with different height requirements) and Open. Course to be posted one hour prior to class.

1. Course must contain at least two changes of direction.

2. Fences should simulate obstacles found in the hunting field, such as post and rails, brush, stone wall, chicken coop, gate, etc. At least one spread fence consisting of at least two elements is required. Spread of fence will not exceed height of fence. Square oxers are prohibited. A minimum 2" difference is required for the back element of an obstacle. A ground line on the take off side is required for all obstacles.

Green Mules 2'6" maximum

Bridle Mules 2'6" to 3' maximum (but at least 3" higher than green mules)

3. Distances between obstacles at 11 1/2 foot increments with 46 foot minimum, except for some combinations.

4. Combination set: one stride in-and-out at 22-23 feet; two strides in-out at 34'-35' feet.

B. To be judged on performance and manners, with preference shown to the mules covering the course with free-flowing strides and which jump the fences from these strides without interrupting the rhythm.

1. Judge shall penalize unsafe jumping and bad form over fences.

2. Incorrect leads around corners or ends of arena or cross cantering shall be penalized.

C. Upon completion of entire class, finalists may be jogged past the judge for soundness at judge's discretion.

1. Any mules showing lameness, broken wind, or impaired vision



shall be refused an award.

2. Judges shall award mule on merit of performance; this shall break all fault ties.

D. In case of broken equipment, the rider may either continue without penalty or stop and correct the difficulty, in which case he will be penalized four (4) faults.

E. Faults-

1. The following faults are scored according to the judge's opinion and depending on the severity of the fault or the division, may be considered minor or major.

- a. Light touches or rubbing the jump
- b. Swapping leads in a line or in front of a jump
- c. Simple changes of lead
- d. Late lead changes
- e. Spooking
- f. Kicking up or out
- g. Jumping out of form
- h. Jumping off the center line of jump
- i. Bucking and/or playing
- j. Adding a stride in a line with a related distance
- k. Eliminating a stride in a line with a related distance

(Should take into consideration the size and stride of the mule competing as classes are not split according to height)

l. Striking off on a wrong lead on the courtesy circle.

(May be corrected with either a simple or flying change of lead)

2. The following are considered major faults.

- a. Knockdown
- b. Refusal
- c. Refusal or stopping while on course, (any loss of forward motion anywhere on course).
- d. Dangerous jumping
- e. Addressing a jump - coming to a stop in front of a jump in order to show the jump to the mule.
- f. Completely missing a lead change
- g. Adding or eliminating a stride in an in and out.
- h. Breaking stride, or Trotting while on course.

(Exceptions-Where posted on the course diagram i.e. trot jumps, steep banks, etc, and also as outlined above in 311. E. 1 c.)

i. Bolting while on course

F. Elimination - The following shall result in elimination:

1. *Refusals*—Three (3) refusals. *Deduct 4pts. For first (1st) refusal. Deduct 8 pts for second (2nd) refusal. Elimination for third.*

2. *Crossing path is counted as a refusal.*

Off course

Jumping a fence before it is reset

Bolting from the ring

Fall of mule or rider

(Fall of mule - When shoulder and haunch of same side touch ground or the obstacle and the ground)

(Fall of rider - Rider becomes separated from mule that has not fallen, in such a way as to necessitate remounting or vaulting into the saddle)

**312. WARM-UP HUNTERS** - Judged the same as Working Hunters with the fences being set at the following heights:

- A. Green Mules 18" to 2'
- B. Bridled Mules 2' to 2'6" (but at least 3" higher than green mules)

**313. LOW HUNTERS** - Judged the same as Working Hunters with the fences being set at the following heights:

All divisions 18" - 2'

**314. JUMPERS**- Bridled and Green

A. Martingales and Tiedowns are allowed. Bridled mules may be shown in any humane bit. Green mules may be shown in a regulation snaffle or gag snaffle. (**See Rule 106**) Draw reins prohibited.

1. Protective boots are allowed.

B. Course to be made of a minimum of four obstacles and require mule to make at least eight jumping efforts.

1. One spread fence consisting of two or more elements is mandatory. Spread of fence will not exceed height of fence.

2. First fence to be no more than minimum height.

Green Mules 2' to 2'6"

Bridled Mules 2'6" to 3' (but at least 3" higher than green

mules)

3. To jump post and rail at least twice, other fences are optional to type such as chicken coop, stone wall, triple bar, brush jump, etc.

4. Obstacles, other than combinations (**see 311.A.4**), to be set at 11 1/2 foot increments, a minimum of 46 feet apart. (1) stride should be set at 22'-23' (2) strides should be set at 34'-35' depending on height.

5. Starting line at least 12 feet in front of first jump, and finish line at least 24 feet beyond last jump marked preferably by vertical poles. Markers must be at least 12 feet apart but can be as far as the width or length of the arena and they can be a common set of start/finish poles if warranted.

6. Mules must start by passing through the markers in the proper direction and finish the course by passing through the finish markers in the proper direction with the rider mounted. Passing through the starting markers in the improper direction before starting, does not incur penalty. Once a mule has started on course it may pass through the start/finish markers in either direction without penalty, while on course.

7. A bell or whistle will signal the course is ready for the mule to begin (jumpers only, no signal is used in hunter classes). Upon receiving the signal the rider has 60 seconds to pass through the markers and begin the course. The mule must not resist for 60 consecutive seconds or take more than 60 seconds to jump the first obstacle after the time of the round has begun or take more than 60 seconds to jump the next obstacle on course.

C. Jumpers are scored on penalties incurred between the start line and the finish line. To be SCORED MATHEMATICALLY with penalties for knockdowns, disobedience and falls. Touches not to count.

1. Knockdown of jump, standard or timing marker by mule or rider:

4 faults

2. 1st disobedience-refusal, bolting, circling, stopping: 4 faults
- 2nd cumulative disobedience anywhere on course: 4 faults
3. ELIMINATION will result from any of the following:
  - 3rd cumulative disobedience anywhere on course
  - Fall of mule/rider
  - Jumping obstacle before it is reset
  - Starting before judge's signal to proceed
  - Failure to enter arena within one minute of being called
  - Failure to begin course within one minute of signal.
  - Jumping obstacle before crossing start line
  - Going off course
  - Deliberately addressing an obstacle any time in ring
  - Leaving arena before finishing the course
  - A mule resisting for 60 consecutive seconds
  - Taking more than 60 seconds to jump the first jump after the time on course has begun.
  - Taking more than 60 seconds to jump the next jump on course.
4. Broken equipment - In cases of broken equipment the rider may continue on with no penalty or retire.
5. Loss of shoe - May continue on with no penalty or be eliminated.
6. Mule must maintain forward movement, while on course at any gait (unless due to uncontrollable circumstances such as when an obstacle is being reset) or shall be penalized as a disobedience.
7. *A refusal is when mule loses forward motion(1 step backward) anywhere on course or in front of an obstacle to be jumped and whether or not it knocks it down or displaces it, is penalized as disobedience.*
  - a. Stopping at an obstacle without knocking it down and without backing, followed immediately by jumping from a standstill, is not penalized. However, if the halt continues, or if the mule backs even a single step or circles to retake the course, a refusal is incurred.
  - b. in combinations, the faults committed at each element are scored separately. In case of refusal or run-out at one element of a combination (and upon the judge's signal that the obstacle has been reset, if necessary), the competitor MUST re-jump the entire combination.
8. Run out occurs when the mule evades or passes obstacle to be jumped.
9. Any circling or **crossing ones path between two consecutive jumps once on course**.
10. If obstacle falls **after passing through finish markers**, no penalty for knock down.
11. Use of Audible Signal. An audible signal (bell, horn, whistle, gong or buzzer) is sounded for the following purposes:
  - a. to give the signal to start;
  - b. to stop a competitor in the event of an unforeseen incident (which also designates a time-out);
  - c. to interrupt the 60-second period which a rider has to begin the course in the event of an unforeseen incident;
  - d. to indicate that an obstacle has to be reset before being retaken after it has been knocked down during a refusal (designating a time-out);
  - e. to give the signal for a competitor to continue his round after

an interruption.

f. to indicate by repeated and prolonged ringing that the competitor has been eliminated; and

g. to indicate that the rider should not proceed to the jump-off round in a Table II Sec. 2. (c) class, or a Table IV(c) class

12. During rounds where time is a deciding factor, a re-jump of the entire course may only be considered as an option if there is no automatic or manual time due to very exceptional circumstances. In these cases a competitor may elect not to re-jump the course and instead be placed after competitors with equal faults. If a re-jump does take place, the original score will be void.

D. Jump offs to determine placing(s) of clean rounds shall be timed.

1. Shortened course of no less than one half original length.

2. Sequence of jumps in any order, but remain in original direction.

3. Increase of height and spread, of at least half of jumps, only in clean round ties for first place or when points involved.

a. Height increase 3' and spread at a maximum of 3' wide, not to exceed height of jump

b. In case of ties with faults, fences shall not be raised.

4. When jump off is required, winner will be decided by fastest time only if faults are equal.

E. Time is to be taken as mule's chest crosses start line and ends when chest crosses finish line.

1. Time will be stopped if knocked down rail must be reset to finish the course or jump must be reset after refusal. Time starts when judge blows whistle to indicate permission to continue.

2. To avoid above rule, jump off should be over each jump on shortened course one time.

### **315. CLASS DESCRIPTIONS**

A. Time First Round (Table II, Sec. 1)—The first round is decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. Mules with clean rounds or equal faults are classified according to their time taken to complete the course.

B. Time first jump-off

1. Table II, Sec. 2 (a/b)—The first round and first jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. In the event of equality of faults after the first round, there will be one jump-off for first place only in which time will decide in the event of equality of faults. If a competitor has gone clean in the first round, the competitor will have the option to:

a. leave the arena and return for the jump off after all of the first round of mules has competed, or:

b. without leaving the ring, upon an audible signal, commence the designated jump-off course.

C. Table II, Sec. 2 (c)—Two Phase Competitions - The first phase to consist of 8 to 10 jumping efforts and the second phase (immediate jump-off) of 5 to 7 jumping efforts. Scores are decided by add-

ing together the faults incurred over the course and any penalties for exceeding the Time Allowed if any. If a competitor has gone clean in the first round, he will, upon crossing the finish line, immediately start the designated jump-off course. Time starts as the mule crosses the finish line for the initial course. If there are no clean rounds and a tie exists for first place, there will be one jump-off, in which time will decide in the event of equality of faults. The use of a Time Allowed is optional in the first round.

D. Fault and Out – Competition is timed and takes place over single obstacles (no combinations/in-and-outs). The competitors round ends with the first fault incurred under Table II. Points are awarded instead of faults, two points will be awarded for each obstacle jumped cleanly, and one point for each obstacle knocked down. The winner is the competitor that scores the greatest number of points. Time will decide in the equality of points.

1. If the fixed time is reached at the moment when the horse is already taking off, this obstacle counts whether it is knocked down or not. If a fall or disobedience occurs after landing, the horse is scored as though the fault had occurred at the next obstacle. When the penalty of elimination is incurred, the rider is credited with obstacles cleared.

2. When an obstacle is knocked down or the Time Allowed, if there is one, has been reached, a signal is sounded. The competitor must then jump the next obstacle and the clock is stopped at the moment the horse's forefeet touch the ground. No points are scored for obstacles jumped after the signal has been sounded.

a. When a fault constitutes a disobedience or fall, or when the rider is eliminated or does not jump the obstacle at which the clock should have been stopped, the signal is sounded, and the competitor is placed last of those gaining an equal number of points.

b. Fault and Out classes can be conducted in one of two ways: which must be designated on the course map as either: Once Around, in which case the maximum number of obstacles to be jumped is fixed, and the clock is stopped when the competitor crosses the finish line, or; With a Fixed Time Allowed which must not be set at less than 50 seconds, nor more than 60 seconds. If the competitor has jumped all the obstacles before the expiration of the Time Allowed, he starts around the course again but is not required to go back through the start markers.

### **316. GAMBLER'S CHOICE JUMPERS** Bridled, Green, Open

A. To be ridden over a course of obstacles, in no particular order, with each jump assigned a specific point value according to its difficulty and each rider tries to amass as high a score as possible within the time allowed. Combination obstacles are not allowed. The obstacles must be built so that they can be jumped in both directions.

B. After passing through the starting line, the rider may ride the course in any order, from any direction. Each obstacle may be jumped twice but not in succession. If jumped a third time, no points will be awarded.

C. A whistle/ bell will signal the end of the round.

D. The competitor is credited with the number of points carried

by each obstacle that was jumped correctly. No points are awarded for a knocked down obstacle (the height lowered). No obstacle may be jumped again once it is knocked down. A knocked down obstacle will not be rebuilt.

E. All disobediences are penalized by the time lost by the competitor. The competitor must retire after a fall; nevertheless he is placed according to the points obtained up to the moment of his fall, disregarding the time.

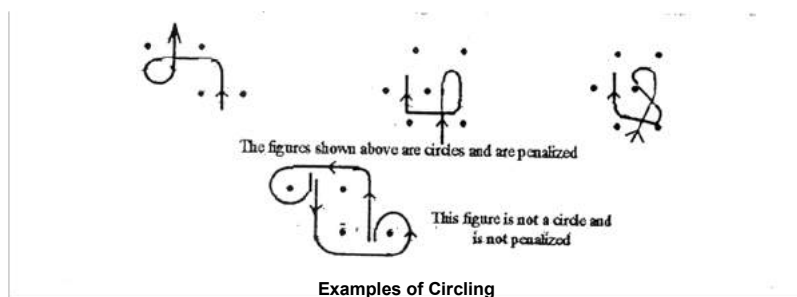
F. Each competitor has 45 (minimum) to 60 seconds (maximum), at show management's discretion. 45 seconds is recommended as to not over work the mules. Time starts when the mule crosses through the start line and the time stops when the mule crosses back through the finish. The start and finish are the same line and can be crossed in either direction. The competitor who has accumulated the highest number of points will decide the winner. In the event of a tie in points, the fastest time taken between the starting line and the finish line will decide. In the event of equality of points and if he does not cross the finish line, he is placed last of the competitors with the same number of points.

G. In this class the circling rule does not apply. If a mule should refuse or run-out at a jump, the rider may elect to circle and re-attempt the jump. If it is jumped correctly appropriate points will be awarded. If the rider chooses not to attempt it he may ride to another obstacle without penalty. The jump may be attempted later, and if correctly jumped, the appropriate points will be recorded.

H. If the signal sounds when the competitor is committed to a jump the competitor may complete the jump and receive the appropriate points, then proceed through the finish markers for total time recorded. Whether or not the competitor was committed to the last obstacle at the signal will be left to the discretion of the judge.

I. Placing(s) are determined on a high score basis. Time decides ties. If a tie occurs in points and time, the winner will be decided by a jump-off. In the event of equality of points and time for first place, there will be a jump off according to the same formula with a fixed time of 40 seconds.

**Rules 317 - 318 unassigned.**



**Notes:**

### **DRIVING DIVISION, TEAM DRIVING DIVISION, AND YOUTH DRIVING DIVISION**

**319. DRIVING DIVISION** - Driving division is for single mules pulling a vehicle or farm implement. It does not include racing or pulling.

**320. TEAM DRIVING DIVISION- PAIRS ONLY-**

A. Driving division is for **two** mules pulling a vehicle or farm implement. It does not include racing or pulling.

B. Classes - Any class offered in the driving division may be offered.

C. Where time is a consideration, teams may compete in the arena at the same time as singles but shall be judged separately only if the show premium lists it as two separate classes. If it is listed as one class, they will be judged together and points assigned according to their designation; single or team.

**321 MULTIPLE HITCH DIVISION-**

A. 3 or more mules pulling a vehicle or farm implement. Also includes tandem hitch.

**322. GENERAL DRIVING RULES**

A. Definitions:

*Mule* - shall be inter-changeable with animal, hinny, or donkey.

*Driver* - Refers to the person controlling the lines/reins and whip.

*Management* - Person (s) responsible for organizing the competition.

*Entry* - The combination mule (s), and vehicle competing.

*Junior Driver* - Under 18 years of age. \*\* AMA age as of January 1<sup>st</sup>. All junior drivers must be accompanied by a knowledgeable adult driver. Junior drivers under the age of 11 may not compete outside a securely enclosed arena. **Protective headgear must be worn.**

*Terms of "Prohibited" and "Mandatory":* When any competitor fails to comply with these terms when used in these rules **MUST BE ELIMINATED** by the judge, unless another penalty is stipulated.

*Must and Shall* - When used in these rules, any competitor failing to comply **MUST BE SEVERELY PENALIZED** by the judge.

*Should* - In these rules, failure to comply **SHALL BE PENALIZED** by the judge, unless another penalty is stipulated.

*Headgear* - Safety approved headgear.

**323. SAFETY**

A. All persons involved in the competition (drivers, passengers, grooms, officials, and spectators, etc.) shall keep safety foremost in their minds. Having animal (s) under control at all times not only is a safeguard for a driver and his passenger, but for everyone involved in the sport.

B. All officials and competition management should be constantly on the lookout for unsafe actions by a participant or unsafe harness or vehicles and report them to the judge. The judge **MUST** excuse from competition an unsafe vehicle, unruly animal, or driver clearly out of control.

C. Junior driver must be accompanied by a knowledgeable adult driv-



er or *BE ELIMINATED*.

D. It is the responsibility of each driver to insure that harness and vehicle are in good repair and structurally sound.

E. It is the responsibility of each driver to insure that his mule (s) are physically fit to fulfill the tasks required of them.

F. The driver will always be the first person to enter the vehicle and the last to leave. Passengers must never be left on the vehicle while the driver is dismounted unless the passenger has taken control of the reins/lines.

G. The driver should strive to maintain a safe distance from other vehicles both in the competition and in the warm up and parking areas.

H. All rules of the roads shall be observed unless uniformed officials direct otherwise.

I. The AMA Representative or Steward should inspect obstacle course at a time early enough to allow for any changes or alterations to conform to the rules and directives for safety and drivability. The AMA Rep. or Steward must bear in mind the alterations to the course are only in order if the plan violates a specific rule or is clearly un-drivable or is not safe.

J. When grooms are required, failure to comply requires ELIMINATION.

#### **324. RESPONSIBILITY TOWARDS THE ANIMAL**

A. Bridles should fit snugly to prevent catching on a vehicle or other pieces of harness. UNDER NO CONDITION SHALL A BRIDLE BE REMOVED FROM AN ANIMAL WHILE THE ANIMAL IS STILL PUT TO A VEHICLE. Failure to comply will incur ELIMINATION FROM THE EVENT.

B. The animal MUST NEVER BE LEFT UNATTENDED WHILE PUT TO A VEHICLE. A verbal warning will be given and then failure to comply will incur ELIMINATION FROM THE EVENT.

### **THE DRIVER**

#### **325. STYLE OF DRIVING**

A. The driver should be seated comfortably on the seat so as to be relaxed and effective.

B. Either one or two handed method of driving is acceptable. Common to both methods, elbows and arms should be close to the body with an allowing, but steady hand enabling a consistent "feel" with the animals mouth. The driver shall not be penalized or rewarded for the use of one style over the other.

C. When there are passengers, the driver will sit on the right side of the vehicle.

#### **326. USE OF THE WHIP**

A. An APPROPRIATE driving whip shall be carried in the driver's hand in Pleasure Driving, Obstacle, Timed Obstacle, Gambler's Choice and Utility driving classes when driving one (1) animal. Whip in hand is optional when driving pairs or more.

B. The tong of the whip should reach the shoulder of the farthest animal.

**327. OUTSIDE ASSISTANCE**

A. Only the driver may handle the reins/lines, whip, and brake during competition. Penalty for non-compliance is elimination for that class.

B. No change of driver is permitted, unless otherwise specified.

C. Drivers receiving outside assistance after the judging has started will be disqualified unless that assistance has specifically been allowed (example: groom or passenger heading an animal in a line up).

D. Outside assistance which requires ELIMINATION includes, but is not limited to:

1. The use of communication devices of any kind between the driver and anyone else.

2. The use of electrical devices of any kind intended to give the driver an advantage.

3. Directing the driver in any way during a dressage test or on an obstacle course.

**328. DRESS OF THE DRIVER**

A. Dress of the driver and passengers should conform with the type of vehicle and harness used. Drivers must wear a long sleeved shirt/blouse with sleeves rolled down and buttoned or snapped. Any attempts to introduce period costumes or gaudy trappings is discouraged. Ball caps and shorts are prohibited. Bare shoulders for women are prohibited. Wet weather clothing may be worn as needed and aprons are not required in wet weather.

1. Dress of the driver should conform to the standards as described with each class; always neat and clean. Driver must wear gloves.

2. Gentlemen to wear long pants, long sleeved shirts with sleeves rolled down and buttoned or snapped, vest, coat, or jacket, with a tie or neck scarf. When accepting awards, gentlemen are requested to remove their hats.

3. Ladies are to wear a conservative dress, tailored suit, or slacks. May wear a jacket or vest. Floppy hats are discouraged.

B. The driver shall wear gloves and a hat appropriate to the class.

Single driver must carry whip in hand. Lap robe, apron, or knee rug is required for Pleasure Driving classes, unless specified in the individual class. **Gloves, lap robe, apron or knee rugs are required in all hitch classes unless otherwise specified in the individual class.**

C. Western attire will be allowed for both men and women as long as it meets the above requirements.

D. Failure to display the correct entry number will be a disqualification.

**329. GROOMS**

A. A groom is optional for all driving classes. Except the Youth driver who must be accompanied by an able adult groom.

**330. GENERAL INFORMATION ON THE MULE**

A. The driving mule may be any breed type, color or size. Must be serviceably sound and not show signs of lameness, broken wind, impairment of vision in BOTH eyes. Un-castrated mules and donkeys are prohibited in classes restricted to Juniors, Maiden, Novice, and Limit Drivers.

- B. In Pleasure Driving competitions, boots or wraps are prohibited.
- C. If shod, mules should be suitably shod for pleasure driving.
- D. Braiding of mane and tail is optional. Any trimming of mane, tail, or fetlocks may conform to breed standards.
- E. The application of artificial hair in mane or tail (except for costume classes) is prohibited. A tail set or use of any foreign substance to induce a high tail carriage is prohibited.

### **331. THE HARNESS**

- A. The driver is responsible to see that the harness is in good condition, is clean and fits properly.
- B. A throatlatch and noseband or cavesson is mandatory in Pleasure Driving classes. Noseband or cavesson is optional in all Hitch Classes.
- C. Black harness is considered appropriate for *painted vehicles and natural wood vehicles having black trim* (i.e. shaft coverings, ironwork, dash or upholstery). Brown or russet harness is considered appropriate with *natural wood finish vehicles trimmed in brown*.
- D. All metal furnishings should match, be secure and polished.
- E. Harness may be of Collar and hames type or Breast Collar type as is appropriate to the vehicle.
  - 1. Breast Collar is appropriate with lightweight vehicles.
  - 2. Full Collars are considered appropriate for heavy carriages (coaches, brakes, phaetons, dog carts, etc.) and wagons.
- F. A wider saddle is suggested for two wheel vehicles.
- G. Martingales and tiedowns only with appropriate vehicles. Martingales and overchecks are prohibited in dressage and obstacle classes for ALL vehicles. Failure to comply requires elimination. Sidechecks (below the ear) are optional.
- H. Snaffle bits and other types of traditional driving bits are allowed. Bits may be covered with rubber or leather. Twisted, burr, and wire bits of any type are prohibited. Tying down the tongue is prohibited.

### **332. VEHICLES**

- A. Drivers must strive to present an appropriate turnout. *Appropriate* indicates the balance and pleasing appearance of the combination of animal and vehicle.
  - 1. Factors determining this include compatible size, type and weight of animal and vehicle.
  - 2. The way of going of the animal may also affect the overall appearance, i.e. a mule with high action or animation is more suited for a formal vehicle; the low ground covering animal presents a more pleasing appearance for a road or country type vehicle.
- B. Wire wheeled and pneumatic tired vehicles are permitted if in good condition.
- C. Pleasure class vehicles **MUST** have a seat and floor.
- D. Obstacle class vehicles **MUST** have a seat.
- E. Chariot must not have a seat and must be driven while standing.

### **333. GENERAL DRIVING RULES**

- A. If show management wishes to offer a class described in this division, the class must be conducted as described in these rules.

B. If they wish to alter the class to fit "house rules" they must change the name of the class to avoid confusing it with the classes in this rule-book. This altered class will NOT receive AMA points.

C. Such classes should be clearly stated in the show premium/class list along with the "house rules" and judging criteria. Must state no AMA points will be given.

**334. ENTRY**

A. An entry is any combination of mule or mules and driver and will be assigned a specific entry number. (Points shall go to the Mule or Mules).

B. A change in any part of the combination constitutes a different turnout and requires that a different number be assigned.

**335. LARGE CLASSES**

A. Classes may be split by the judge or show management if conditions warrant. The judge has the discretion on how the class split is made, keeping in mind, when applicable:

1. Multiple and single entries
2. Miniature and larger animals
3. Two and four wheeled vehicles.

B. Management has the option to have final placing (s) determined by working off the leaders of each section or by awarding duplicate awards as if they were separate classes.

**336. VERBAL CUES**

A. Excessive use of loud voice, shouting or whistling to the mules, may be penalized by the judge. Discreet use of vocal aids shall be allowed

B. Grooms are encouraged to remain silent.

**337. LEAVING THE ARENA**

A. No entry may leave the arena after the judging has begun without the permission of the judge or ringmaster.

B. If asked to leave by the judge or ringmaster, the turnout must do so as soon as possible.

**Rule 338 is unassigned.**

**339. PLEASURE DRIVING GAITS**

A. WALK - A free, regular and unconstrained walk of moderate extension is required. The mule should walk energetically, but calmly, with an even and determined pace.

B. SLOW TROT - Should maintain forward impulsion while showing submission to the bit. It is slower and more collected; however the mule should indicate a willingness to be driven on the bit while maintaining a steady cadence.

C. WORKING TROT - This is between the slow and the strong trot. It's more round than the strong trot. The mule goes forward freely and straight; engaging the hind legs with good hock action; on a taut, but light rein. The footsteps of the hind feet touch the ground in the foot prints of the fore feet.

D. **STRONG TROT (TROT ON) - SINGLE DRIVING ONLY-** This is a clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced and showing lateral flexing on turns. Excessive speed will be penalized. The term "TROT ON" should be used to call for this gait.

E. **HALT** - Mules and vehicles should be brought to a complete square stop without abruptness or veering. At the halt, mules should stand attentive, motionless and straight with the weight evenly distributed over all four legs and be ready to move off at the command of the driver.

F. **REIN BACK** - A backward movement in which the legs are raised and set down simultaneously in diagonal pairs with the hind legs remaining well in line. To be performed in two parts:

1. The mule must move backwards at least four steps in an unhurried manner with head flexed and straight, pushing the vehicle back evenly in a straight line. The driver should use quiet aids and light contact.

2. Move forward willingly to the former position using the same quiet aids.

*NOTE: Road coaches and park drags should not be asked to back.*

**Rules 340 – 342** are unassigned.

## CLASS SPECIFICATIONS

### **343. PLEASURE DRIVING TURNOUT**

A. Appropriate hat and dress should conform with the style of turnout (see rule 328). Ladies are to wear a conservative dress, tailored suit, or slacks, no bare shoulders. Single driver must wear gloves and carry a whip in hand. Lap robe, apron or knee rug are required. **Gloves, lap robe, apron or knee rug are required in all Hitch classes.**

B. Entries are judged primarily on the performance and quality of each turnout.

C. To be shown both ways in the arena at a walk, slow trot, working trot and strong trot (**single driving only**). To stand quietly and rein back.

D. Judge may request a workout of chosen entries at any gait, and may be asked to execute a figure of eight.

E. Judged as follows:

1. 40% performance, manners and way of go.
2. 30% condition, fit and appropriateness of harness and vehicle.
3. 15% neatness and appropriateness of attire.
4. 15% overall impression.

### **344. PLEASURE DRIVING WORKING**

A. Appropriate hat and dress should conform with the style of turnout (see rule 328). Ladies are to wear a conservative dress, tailored suit or slacks, no bare shoulders. Single driver must wear gloves and carry a whip in hand. Lap robe, apron or knee rug are required. **Gloves, lap robe, apron or knee rug are required in all Hitch classes.**

B. Judged primarily on the suitability of the mule to provide a pleasant drive.

C. To be shown both ways in the arena at a walk, slow trot, working trot, and strong trot, (strong trot for singles only), to stand quietly, both on

the rail and while lined up, and to rein back.

D. Judge may request a workout on chosen entries at any gait and may ask to execute a figure of eight.

E. Judged as follows:

1. 70% performance, manners and way of go.
2. 20% condition and fit of harness and vehicle.
3. 10% neatness of attire.

#### **345. PLEASURE DRIVING-REINSMANSHIP**

A. Judged primarily on the ability of the driver.

B. To be shown both ways in the arena at a walk, slow trot, working trot and strong trot (**single driving only**). Driver will be required to rein back.

C. Appropriate hat and dress should conform with style of turnout. (see rule 328) Dress requirements are the same as other classes. Single drivers to wear gloves and carry whip in hand. Apron, lap robe or knee rug are required. **Gloves, lap robe, apron and knee rugs are required for all Hitch classes.**

D. Drivers chosen for a workout may be worked at any gait requested by the judge and may be asked to execute a figure of eight and/or perform other appropriate test.

E. Judged as follows:

1. 75% handling of the reins and whip, posture and overall appearance of driver.
2. 25% condition of harness and vehicle and neatness of attire.

**Rule 346** is unassigned.

#### **347. DRIVE AND RIDE**

A. Single mule to be shown in two concurrent sections.

B. Attire may be either English or Western but should be suitable for the vehicle and saddle used. Coat or vest are optional, hat/helmet, gloves and appropriate footwear are required and will conform to style of clothing. (see rule 328)

C. In Harness - to be shown to suitable pleasure driving vehicle, both ways in the arena at a walk, slow trot, working trot, and strong trot and to stand quietly and rein back.

D. Under Saddle - both ways in the arena at a walk, jog / trot and lope/canter. To stand quietly and back.

E. One or two attendants may assist with the un-harnessing and saddling.

F. Removal of the bridle while mule is still put to the vehicle requires instant elimination.

G. Judge may not request entries to be re-harnessed after performing under saddle.

H. A mounting block may be used and put back into vehicle by attendant after mule is mounted. Judge must approve that mounting block is a size to be safe.

I. The judge may allow vehicles to remain in the arena or request that they be removed. If they are to be removed, additional attendants may enter the arena to assist. If allowed to stay in the arena, a groom may attend the vehicle.

J. Protective head gear must comply with current safety standards and be properly fit and in good condition.

K. To be judged:

1. 50% performance, manners way of go and suitability in harness.
2. 50% performance, manners, way of go under saddle.

**Rule 348** is unassigned.

### **349. OBSTACLE DRIVING**

A. Obstacle driving vehicles are required to have a driver's seat.

1. A groom may stand behind the driver if the vehicle has a step and hand holds, and the vehicle is designed for the groom to stand while competing.

2. A groom must sit behind the driver or obtain permission to sit next to the driver where vehicle does not allow sitting behind.

B. A person who rides as a groom/passenger with one entry may not compete as a driver in any class using the same course. EXCEPTION: Person may ride as a passenger with a junior driver and not be eliminated from further competition as a driver in an adult class.

C. Appropriate hat and dress should conform with the style of turnout. (see rule 328) Single driver must wear gloves and carry a whip in hand. Ladies are to wear conservative attire consistent with pleasure driving rules. No bare shoulders. Apron, lap robes or rugs are optional. Gloves are required in Hitch class; apron, lap robe or knee rug are optional.

D. Drivers must be allowed time to walk the course prior to the start of a class and to inspect each obstacle. While walking the course, drivers shall not alter, adjust or in anyway move an obstacle or any part thereof. Should a competitor have any question regarding a specific obstacle, he should call it to the attention of the AMA Rep or Judge for clarification and/or adjustment. The animal (s) must not be left unattended while put to vehicle. Failure to comply will trigger a verbal warning, failure to address warning will incur elimination from the event.

E. Drivers are prohibited from driving, riding or leading mules or allowing mules to be driven, rode or led on course at a time prior to the competition. Failure to incurs ELIMINATION.

F. A mule may be entered only once in the same obstacle class or in classes which use the same course. EXCEPTION: One mule in a team, may compete as a single. Also, a mule may be entered in the same obstacle class with a youth driver.

### **350. THE COURSE**

A. Made up of a series of individual and/or multiple obstacles.

B. Obstacles must be clearly marked. Prescribed course, if numbered, must be clearly numbered and visible to the driver.

C. Gamblers' Choice class point values must be clearly displayed at each obstacle.

D. Orange traffic cones are the preferred marker, are easy to obtain and set up quickly. Cones should be 22 inches with a hollow top to accommodate a ball or orange, or similar round object.

E. A course diagram and applicable time allowed must be posted at least one hour before start of the class.

**351. WIDTH OF OBSTACLES** The width of obstacles is generally determined by the width or tread of the vehicles, not the size of the animals.

A. Width of wheel base of vehicle to be measured by show management. The track width of each vehicle should be taken at the ground on the widest pair of wheels.

1. Obstacle spacing to be as follows:

Wheelbase	Obstacle Spacing
60 inches or over	not over 14 feet
59 inches-44 inches	not over 12 feet
Under 44 inches	not over 9 feet

2. *The allowance is added and the cones aligned and adjusted from corner to corner. (See illustration page 147) This allows the greatest distance between the corner of the base and the upright portion of the cone. The taper of the cone provides clearance for normal hubs or whiffle trees or splinter bars.*

3. *If a whiffle tree or splinter bar or the wheel hubs proves to be too wide for this arrangement, the cones must be adjusted using the widest measurement plus the appropriate allowance, measured at a height on the cone at the same height that the widest part is above the ground.*

4. *On markers with perpendicular sides, adjustment for the widest part of the vehicle at the highest part of the cone may be made.*

5. *Care should be taken when numbers are placed to ensure that the numbers do not protrude inside the markers where they might be disturbed without hitting the obstacle itself.*

6. *It is the responsibility of the Steward to ensure that each set of markers is properly adjusted.*

**352. Unassigned.**

**353. EXAMPLES OF OBSTACLES** Picture on Page 147

**354. TIME ALLOWED**

A. All obstacle courses should be accurately measured with a measuring wheel, if possible, or tapeline.

B. Time allowed is calculated by dividing the course measurement by the set speed for each class.

C. Be sure to use a drivable line from obstacle to obstacle when measuring the course.

D. Suggested Speeds:

Singles and pairs	800 ft. per minute
4-in-hand	700 ft. per minute

**355. Unassigned.**

**356. TIME LIMITS**

A. Timing with Stopwatches - Time is taken when first mule's nose crosses line until the first mule's nose crosses the finish line except where



specifically noted in class rules, i.e. Fault and Out, etc.

B. Timing with Electronic Timers shall be when beam is first broken by any part of turnout until beam is broken at the finish. AMA requires at least one back-up stopwatch.

C. Stopping Time - If time must be stopped for any reason (marker blown over, unauthorized animal on course, etc.) a signal will be given and time stopped.

1. The driver is allowed to go back far enough to regain momentum and wait for signal.

2. At a second signal, the driver must resume course.

3. The timekeeper's watch will be restarted when the competitor reaches the point at which time was stopped.

**357. DISOBEDIENCE** Penalized as stated in the individual class specifications. Defined as follows:

A. Run-Out - Evading or passing an obstacle to be driven or the finish line.

B. Refusal - Stopping or reining back before an obstacle.

1. Stopping in front of obstacle without dislodging it and without backing up followed immediately by driving cleanly through is not penalized.

2. If the halt is prolonged or if the mule backs even a single step, voluntarily or not, a refusal is incurred.

3. If in the commission of the refusal any part of an obstacle is disturbed and class specifications require repair or resetting, the time will be stopped. (**See Rule 356.C.**)

C. Circling - Any form of a circle which causes the driver to cross the original track between two consecutive obstacles except to retake an obstacle after a refusal or run-out.

**358. OTHER PENALTIES** - Described below.

A. Off Course - When driver deviates from the designated pattern shown on the diagram by consecutive number and drives an obstacle out of order before correcting the deviation.

1. Any disobedience committed while correcting the deviation must be scored.

2. Failure to follow a continuous line in a course diagram will not be considered off-course unless an obstacle is taken out of order.

B. Outside Assistance - A driver shall be eliminated if a groom or passenger touches the reins/lines, whip or brake or if he receives assistance from any source.

C. Starting Signal - Failure to cross the starting line within one minute of the signal to proceed or starting before the signal shall incur elimination.

D. Equipment Failure - Breakage of either harness or vehicle which necessitates a halt for repairs shall incur elimination. This includes an overturned or damaged vehicle.

**359. BREAK IN GAIT** - Obstacle classes are usually driven at the trot.

A. In Pleasure Driving classes, cantering is not allowed unless clearly stated to the contrary in the prize list. If cantering is not allowed, breaks in

gait on the course will be penalized. Canter will be allowed in Obstacle Driving Classes at Judge's discretion.

B. A break in gait is defined as any break from the prescribed gait in all mules of an entry (i.e. skip, hop, canter, etc.) A gallop or canter for 4 or more full strides. Break to walk, 2 full strides at the walk. Break from walk, 3 full strides of any other gait or stopping.

### **360. TIES IN PLACING -**

Ties for first place must be broken by a drive-off. Ties for lower placing (s) may be broken by coin-flip upon agreement of tied parties.

A. If tied entries are under the same ownership, owner may designate placing.

B. If competitor declines drive-off, they shall remain tied among themselves. Should there be only one remaining competitor, he is required to attempt at least the first obstacles to earn first placement in drive-off.

C. Except in Fault-and-Out class: When two or more competitors incur elimination during drive-off, they remain tied regardless of the cause of elimination or point at which it occurred. A competitor who voluntarily withdraws must always be placed after a competitor who has been eliminated in the same drive-off.

### **361. UTILITY DRIVING OR TRAIL DRIVING (AMA RULES)**

A. The purpose of this class is to demonstrate the general utility of the mule or donkey as a driving animal in everyday working situations.

B. Judging shall be judged 100% on the manners and performance of the mule or donkey through the course, response to the driver, intelligence and manner of travel at the walk, collected trot, and working trot.

1. The three gaits should be performed as the mule moves from one obstacle to the next, giving the judge an opportunity to evaluate all three gaits somewhere within the course.

C. Course shall consist of three mandatory obstacles and two additional obstacles selected from the optional list.

1. Mailbox - Exhibitor must open box, remove letter for judge's approval and replace, then close box.

2. Bridge - A flat 4'x8' plywood may be used.

3. Back Thru - Two poles on ground placed parallel, one foot apart. Driver must keep one wheel between the poles for the entire length.

D. Optional obstacles shall be two of the following:

1. Straight and Narrow - Two 50' hoses placed parallel, one foot apart. Driver to keep one wheel between the hoses, driving forward for the entire length.

2. Sheep Pen - Drive-by.

3. Pylons - Driver makes figure eight, minimum of 10 feet.

4. Box - A three rail box on the ground, the rails which are a minimum of ten feet long. Mule must be driven in, then pivoted out in either direction.

5. Cowhide

6. Simulated water hazard.

E. Appropriate hat and dress should conform with the style of turnout (see rule 328) No baseball type or floppy hats allowed. Single drivers will wear gloves and carry a whip in hand. Lap robe or knee rug is optional.

Gloves are required for Hitch class; apron, lap robe or knee rug optional.

**362. TIMED OBSTACLE DRIVING** To be driven over a prescribed course of obstacles *at a trot*. The number of obstacles to be proportionate to the dimensions of the *arena*. Not to exceed 20 obstacles.

A. After passing the starting line, the driver shall proceed through each obstacle in order to the designated finish line.

B. Course faults are scored as penalty seconds and are added to the driver's elapsed time. Pacing's)) are determined on a low time basis. Ties for first place will be decided by a drive-off (unless otherwise stated in prize list.

C. Penalties:

- |   |             |
|---|-------------|
| 1. Exceeding time allowed<br>(every commenced second)             | 0.5 seconds |
| 2. Knocking over start or finish marker                           | 5 seconds   |
| 3. Knocking down or dislodging obstacle                           | 5 seconds   |
| 4. Break in gait ( <b>see Rule 359</b> )                          |             |
| 1st break from trot   | 5 seconds   |
| 2nd break from trot   | 5 seconds   |
| 3rd break from trot   | 5 seconds   |
| 4th break from trot   | Elimination |
| Prolonged canter or walk  | Elimination |
| 5. Disobedience and/or groom dismounting (cumulative over course) |             |
| 1st incident  | 5 seconds   |
| 2nd incident  | 10 seconds  |
| 3rd incident  | Elimination |
| 6. Starting before signal   | Elimination |
| 7. Failure to cross starting line within<br>one minute of signal  | Elimination |
| 8. Off course   | Elimination |
| 9. Exceeding Time Limit<br>(2 X Time allowed)                     | Elimination |
| 10. Outside assistance  | Elimination |
| 11. Failure to carry whip<br>(Singles only– Rule 326)             | Elimination |
| 12. Breakage of harness or vehicle                                | Elimination |

D. Appropriate hat and dress should conform with the style of turnout (see 328) No baseball type hats. No floppy hats allowed. Single drivers will wear gloves and carry a whip in hand. Lap robe or knee rug is optional. Gloves are required in Hitch class; apron, lap robe or knee rug are optional.

**363. PICK YOUR ROUTE**

A. To be driven at a trot over a prescribed course of obstacles (paired markers) with no set route. The number of obstacles to be proportionate to the dimensions of the driving area. Not to exceed 20 obstacles.

B. Typically obstacles in this type class are not measured for each entry, but are set at 9 feet at the start of the competition, and only reset in the event of a knockdown.

C. After passing the starting line, the driver shall proceed through

each obstacles to the designated finish line, choosing his own route. Each obstacle is to be negotiated once and only once, but may be approached from either direction.

D. Course faults are scored as penalty seconds and are added to the driver's elapsed time. Placing (s) are determined on a low total time basis. Ties for first will be decided by a drive-off (unless otherwise stated in the prize list).

- |   |                      |
|---|----------------------|
| 1. Driving through an obstacle again                                  | 10 seconds each time |
| 2. Missing an obstacle  | Elimination          |
| 3. Break in gait ( <b>see Rule 359</b> )                              |                      |
| 1st break from trot   | 5 seconds            |
| 2nd break from trot   | 5 seconds            |
| 3rd break from trot   | 5 seconds            |
| 4th break from trot   | Elimination          |
| Prolonged canter or walk  | Elimination          |
| 4. Disobedience and/or groom dismounting (cumulative over course)     |                      |
| 1st incident  | 5 seconds            |
| 2nd incident  | 10 seconds           |
| 3rd incident  | Elimination          |
| 5. Starting before signal   | Elimination          |
| 6. Failure to cross starting line within<br>one minute of signal      | Elimination          |
| 7. Off course   | Elimination          |
| 8. Exceeding Time Limit<br>(2 X Time allowed)                         | Elimination          |
| 9. Failure to carry whip ( <b>Rule 326</b> )<br>(single driving only) | Elimination          |
| 10. Use of a tie-down or overcheck                                    | Elimination          |
| 11. Breakage of harness or vehicle                                    | Elimination          |

E. Appropriate hat and dress should conform with style of turnout (see rule 328). No baseball type hats or floppy hats allowed. Single drivers will wear gloves and carry a whip in hand. Lap robe or knee rug is required. Gloves are required in Hitch class, lap robe, or knee rugs are optional.

### **364. GAMBLER'S CHOICE** (Cantering will be allowed)

A. To be driven over a course of un-numbered obstacles each carrying a specific point value. Each driver has the same amount of time to negotiate as many obstacles as possible. Each obstacle is assigned a point value according to its degree of difficulty and each driver tries to amass as high a score as possible within the time allowed.

B. After passing through the starting line, the driver may drive through the obstacles in any order, from any direction. Each obstacle may be driven twice, but not in succession. If driven a third time, no points will be awarded.

C. *A signal shall be sounded if an obstacle is disturbed.* No obstacle may be re-driven once it has been disturbed. (Exception: Obstacles which are designed to be knocked down). No points will be awarded for an incorrectly completed obstacle. If the obstacle is incorrectly driven, but not disturbed, it may be attempted again.

D. In this class the circling rule does not apply. If a mule should refuse

or run-out at an obstacle without disturbing it, the driver may elect not to attempt it and may drive to another obstacle without penalty. The obstacle may be attempted later, and if correctly driven, the appropriate points will be recorded.

*E. Time allowed shall be 2 minutes and 30 seconds. A warning signal will sound at two (2) minutes. All signals used need to be loud enough to be heard by all competitors.*

F. If the signal sounds when the competitor is committed to an obstacle, the competitor may complete the obstacle and receive the appropriate points, then proceed through the finish markers for total time to be recorded. Whether or not the competitor was committed to the last obstacle at the signal will be left to the discretion of the judge.

G. Placing (s) are determined on a high score basis. Time decides ties. If a tie occurs in points and time, the winner will be decided by a drive-off.

H. Appropriate hat and dress shall conform with style of turnout (see rule 328). No baseball type or floppy hats allowed. Single drivers will wear gloves and carry a whip in hand. Apron, lap robe or knee rug are optional. Gloves are required in Hitch class; apron, lap robe or knee rug are optional.

**See 431 and 432, page 157 & 158 for Driven Dressage and Super Reinsmanship**

**Rule 365 is unassigned.**

### **366. HITCH CLASSES**

A. Hitch classes are open to teams of any size.

B. Hitch classes are open to four wheeled vehicles only.

1. Wagons in hitch pairs need not be fifth wheel type.

2. All wagons in Hitch competition must be fifth wheel type. ( see

369 A) Failure to comply will result in elimination from that class.

3. Wagons may have rubber tires or wooden wheels with iron or rubber tires.

C. Show harness is suggested in all hitch classes.

D. All harness and equipment must be clean and in good repair. Any questions regarding safety of harness or equipment needs to be brought to the attention of the judge and ring steward as soon as possible.

Uncorrectable problems need to be immediately excused from the class.

E. Grooms are optional for all hitch classes. Except with Youth drivers an able adult groom is required.

F. Dress for drivers and all passengers (grooms): See general driving rules section 328. A means should be devised to secure all hats during competition. English or formal attire allowed, women may wear pioneer style.

G. AT NO TIME SHALL THE BRIDLE BE REMOVED FROM ANY ANIMAL WHILE HOOKED TO A VEHICLE, NOR SHALL THE ANIMAL (S) BE LEFT UNATTENDED WHILE HOOKED TO A VEHICLE. FAILURE TO COMPLY WILL RESULT IN ELIMINATION FROM THE EVENT.

**367. HITCH PAIR**

A. This class is to show case the working hitch and wagon as well as the abilities of the driver. Wagons in this class need not be of the fifth wheel type.

B. To be shown both directions in the arena at a walk, slow trot and working trot. To stand quietly and back freely.

C. To show an ability to work as a unit with evenness of tugs. Use of brakes will be penalized by the judge.

D. To be judged on performance, presence, quality, manners and match.

E. Attire: See general driving rules section 328.

F. Shall not be ask to fan except in the case of a work off, where other maneuvers may also he ask for.

**368. HITCH FOUR, SIX AND EIGHT UP, TANDEM, UNICORN, 3 AND 4 ABREAST**

A. These classes are to show case the working hitch and wagon as well as the abilities of the driver.

B. The wagons in these classes are REQUIRED to be of the fifth wheel type. Any hitch not pulling the appropriate wagon will be eliminated and ask to leave the arena.

C. To be shown both ways in the arena at a walk, slow trot, and working trot. To stand quietly and back freely.

D. To show an ability to work as a unit with an evenness of tugs.

E. To be judged on performance, quality, manners and match.

F. Attire: See general driving rules section 328.

G. In the case of a work off, hitches may be ask to fan as well as other maneuvers.

**369. HITCH DRIVING COMPETITION**

A. Open to teams of *four (4)*, *six (6)*, or *eight (8)* mules only. Teams of four (4) or six (6) donkeys will be judged separately, but may be in the arena at the same time.

B. Class to be divided as follows:

1. Teams of four and six (may be divided to teams of four and teams of six if entries warrant)

C. Wagons are required to be fifth wheel wagons for all hitches in this class.

D. Attire: See general driving rules section 328.

E. Each entry shall drive a specific course, the order of go determined by draw. The course shall be at the discretion of the judge. However, at least two changes of direction and two different gaits shall be required. All hitches will be required to fan in both directions and back.

F. Any hitch unable to finish the course will be eliminated.

G. All courses to be posted by show management at least 1 hour prior to the classes.

H. To be judged on responsiveness and smoothness of hitches in completing the course. Match of team need not be taken into account.

**370. FARM CLASS**

A. Attire to be Western style, bib overalls with long sleeve shirt. Women may wear a dress as long as it does not interfere with operation of farm equipment. Work hats (no baseball type caps) are allowed.

B. Open to rubber tired two or four wheel, home built or training vehicles or farm equipment in working condition, *pulled by a single, pair, or team of four (4) or more, including Unicorn, 3 and 4 abreast.*

C. To be judged on the suitability of mule or donkey or team to pull and work the specific vehicle or equipment, with emphasis on manners and responsiveness to driver.

D. Judged at a walk only.

E. Judge may ask for any maneuvers which might be required while working specific equipment. Pattern to be determined by judge.

F. Where time is a consideration, teams may compete in the arena at the same time as singles but shall be judged separately only if the show premium lists it as two separate classes. If it is listed as one class, they will be judged together and points assigned according to their designation; single or team.

**371. TEAM HALTER**

A. AMA points to be awarded to the Team Driving division only.

B. Team must be shown in harness in another class at the same show.

C. Team to be driven in at a walk in harness. Judging to be based 50% on conformation and manners, 50% on matching in size, color, and traveling qualities.

**372. Youth Driving** Open to youth 18 years and under as of January 1st. They must wear an approved safety helmet. Must be accompanied by a responsible adult driver. Any driving class offered (besides farm class and team halter) can be offered to the youth and the rules are the same as the open classes. Points will go to the driver. If no youth classes are offered at a show, they can show in the corresponding open class and designate points earned to go to the youth driving division year end awards.

**373. Fault and Out Obstacles**

A. A timed course of numbered obstacles to be driven at the trot. The number of obstacles to be proportionate to the dimensions of the driving area and not to exceed 10.

B. After passing through the Start markers, the driver proceeds through each consecutively numbered obstacle, in order, until time allowed expires (suggested time 90 seconds to 2 minutes), or until an obstacle is dislodged or a disobedience occurs.

C. If all the obstacles are driven cleanly before the allowed time expires, the driver will begin the course again, starting with obstacle #1, without having to pass through the start markers, however, passing through the start markers more than once is not considered "off course" and is not penalized.

D. Two points will be scored for each obstacle cleared before the allowed time expires, a disobedience occurs or an obstacle is dislodged.

E. When the allowed time expires, a disobedience occurs or an obsta-

cle is dislodged, a signal will be given, The driver then proceeds through the next consecutively numbered obstacle. The time will be taken when the rear axle clears this obstacle. If that obstacle is cleared, one point is scored. If it is dislodged, no points for that dislodged obstacle are scored, but the time is still taken.

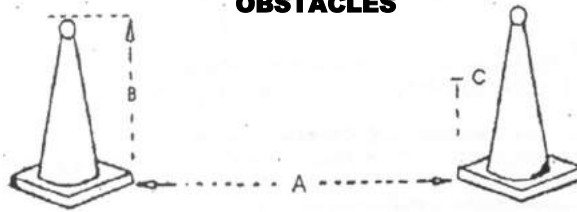
F. The score of a driver who fails to drive the next consecutively numbered obstacle after the whistle is blown counts, up to the point where the signal is given, but the competitor must be placed after those with an equal score and time.

G. Placings will be determined by the greatest number of points.

**Rule 374-400 is unassigned.**



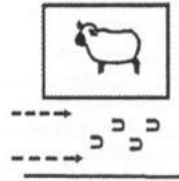
### OBSTACLES



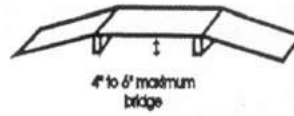
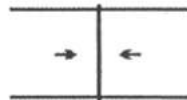
U-Turn



Pen



BACKUP



PARALLEL RAILS

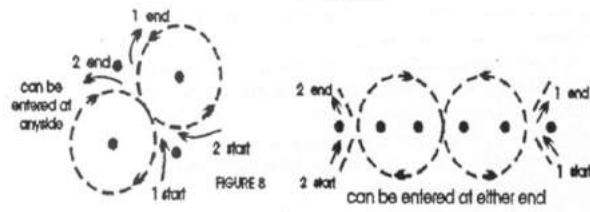
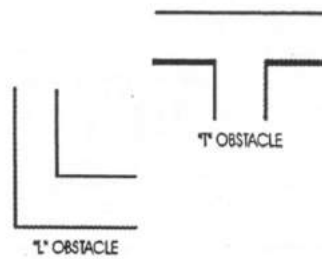
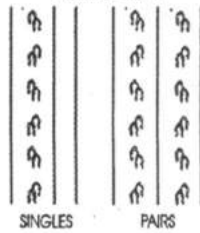


FIGURE 8

## DONKEY HALTER DIVISION

### **401 HALTER-JACKS; JENNETS AND GELDINGS**

A. All donkeys may be eligible to show at halter.

1. All donkeys and their handlers must be registered with the AMA to receive points for AMA awards. Non-AMA donkeys and handlers will compete for show awards only.

2. Both Jacks and Jennets shown at Halter, shall have their teeth shown to the Judge. Judge should not touch Donkey's mouth. Geldings are excluded from this rule. Excessive over bite/under bite that exceed half the width of the teeth will be severely penalized.

3. Un-castrated males (Jacks) must only be shown by adults (18 years and older); NO EXCEPTIONS.

4. All mature Jacks, age three and older with one or both testicles undescended shall be disqualified. (Cryptorchidism or Monorchidism)

B. Consideration on judging donkeys shall be given to overall balance; correct form and structure of parts; trueness, elasticity and coordination or action; muscular development and health; and disposition and manners.

1. General halter judging procedures should be followed ( **See Mule Halter Rule 201**). Must be measured before first show.

C. Sizes of donkeys shall be classified as follows:

Miniature	36 inches and under, at the withers
Small Standard	36.01" to 48 inches
Standard	48.01" to 56 inches (54" for jennets)
Mammoth	56.01" and over (54.01" for jennets)

D. All donkeys will be measured at first show where a variety of height classes are offered.

1. A designated AMA official and two adult witnesses shall measure the donkeys with an official equine measuring stick with attached level.

2. Measuring shall take place on a level, concrete or paved surface.

3. Shoeing will be taken into consideration when measuring.

E. If a donkey is entered in the wrong class, it shall be moved to the appropriate height class.

## DONKEY PERFORMANCE DIVISION

**402. GENERAL RULES** - General Mule Performance Rules for specific classes shall be followed except for the following:

- A. All donkeys, regardless of size are eligible.
  - 1. Jacks must be handled, ridden, or driven by adult (18 years and over). Absolutely no youth may show or handle a jack at an AMA approved show.
  - 2. Any unruly donkey, of any sex, will be excused from the arena at judge's discretion.
- B. Donkeys of any age or training may be ridden with two hands in any approved snaffle, bosal or shanked bit. Once an exhibitor has committed to riding one handed in an event, they shall not change to two handed riding or risk penalty at the discretion of the judge.
  - 1. English or Western equipment and attire may be used in donkey pleasure classes and donkey trail classes.
  - 2. Judged more on manners, response to rider and smoothness and pleasure of ride than if donkey performs the ideal "English" or "Western" gait, unless class is split into English and Western.
  - 3. Appropriate attire and equipment must be used according to class entered.
  - 4. See specific class requirements in the corresponding Mule Divisions.

**403. DONKEY PLEASURE** - English or Western

- A. Judged at the walk, jog (trot), and lope (canter) both ways of the arena and back up.
  - 1. Emphasis on manners, response to rider, and smoothness of ride.
- B. Refer to mule performance - Western Pleasure and English Pleasure rules for further clarification.

**404. DONKEY TRAIL AND DONKEY GAMBLER'S CHOICE TRAIL**

English or Western

- A. To be shown over a course of obstacles normally encountered on the trail.
- B. Same general rules as mule Western Trail and Gambler's Choice Trail.

**405. DONKEY WALK/JOG PLEASURE & DONKEY WALK/JOG TRAIL**

- A. Same rules as Donkey Pleasure and Donkey Trail except to be shown at a walk and jog (trot) and back up only.
- B. Will NOT be asked to lope or canter.

**406. IN-HAND-TRAIL** - May be split for handlers 18 years and under and adults.

- A. To be shown while being led at a walk and jog from the ground. Not to be asked to lope.
  - 1. All sizes and ages of donkeys may compete.
- B. Donkey must be wearing a saddle or pack saddle of suitable size to show it is broke to carry one.

1. Donkeys need not be broke to ride.
2. Saddle must only be able to be packed with saddle bags, panniers, pack bags, etc. Saddle stirrups may be tied up over seat.
  - a. No bags are required, but contestant encouraged to outfit donkey for a "hike" or "picnic" for spectator enjoyment. However, not to be considered by judge.
  - b. Saddles may be used without fenders and stirrups attached.
- C. Donkeys may be led with halter or approved bridle only. Lead chains may be used under chin only.
- D. Exhibitor to wear AMA approved western attire.
- E. Recommended obstacles include mail box, walk-over's, bridge, jump (no higher than 12"), and gate. Should include short jog preferably to and over jump.
  1. Optional obstacles that may be used, but not limited to: back-up, side-pass, pick up one or all feet, ground tie, trash cans, and walk over branches.
  2. Show Management should strive to design course realistically, as might be found on a "hike" or "picnic".
  3. Livestock that may spook the donkeys should be discouraged, as children are encouraged to enter this class.
  4. If class is split into Youth Handlers and Adults, livestock may be used in the Adult class.

**407. DONKEY GYMKHANA** - See Gymkhana Division, 251-256.

- A. Donkeys may be ridden or driven in the donkey gymkhana classes.
  1. May only enter once, either under saddle or in harness.
  2. There will be no alteration of course to accommodate donkeys being driven.

**408. DONKEY DRIVING CLASSES** - See Division 12 Classes

- A. Any class listed under Driving Division may be offered as a "Donkey" driving class (example: Donkey Pleasure Driving – Working; Donkey Drive and Ride; Donkey Farm Class, etc.)
- B. Driving Division Rules 319-371 shall be followed.
- C. Donkeys may show in pneumatic tires and wired wheels.

**Rules 409-419 are unassigned.**

**Notes:**

## PULLING DIVISION

### **420. ATTIRE FOR THE PULLING DIVISION**

- A. Jeans or "bib" type overalls with appropriate long sleeve shirt.
- B. Women may not wear a long dress.
- C. A work hat (no baseball type hat) will be worn. Gloves are required.
- D. All participants and helpers must be 18 years old.
- E. Failure to display the correct entry number will be a disqualification.

### **421. WEIGHT CLASSES AND CONTEST RULES**

- A. A mule cannot be entered as a member of more than one team, but may compete in the single mule contests.
- B. All teams and mules in single contest must be weighed within one month (31 days maximum) prior to date of contest and the teamster must have certified weight slip confirming date and weight of team. If scales are available at contest grounds, the show management may require all teams to weigh at those scales.
- C. Mule teams shall be classed and sized by combined weight of the team and the classes are as follows:
  - Combined Small Mule Team                      1,500 pounds and under
  - Combined Heavy Mule Team                      1,501 pounds and over
- D. If entries are large, show has option of expanding to four classes:
  - Mini Mule Team - 1,000 pounds and under total team weight
  - Small Mule Team - 1,001 to 1,500 pounds total team weight
  - Medium Mule Team - 1,501 to 2,300 pounds total team weight
  - Heavy Mule Team - 2,301 pounds and over
- E. Single mules for Single Pulling and Single Log Skidding shall be classed as follows:
  - Small Mules    750 pounds and under
  - Large Mules    751 pounds and over

### **422. WEIGHTS TO BE PULLED, DISTANCE TO PULL AND CALCULATIONS OF WEIGHT PERCENTAGES**

- A. Pulling lane shall be marked by two parallel lines twelve (12) feet apart.
  1. Qualifying pulls will be a straight distance of ten (10) feet for all classes.
  2. Final pulls must be a minimum distance of two (2) feet.
  3. "Pull Weight" or "Load" is defined as the total weight of the stone boat and any legal weights which have been added. Teamster weight will NOT be added to compute the pull weight or load.
  4. "Pull Weight" will be calculated as a percentage of the weight of the team.  
 Example:  $\frac{2,400 \text{ lbs weight of load (pull weight)}}{1,200 \text{ lbs weight of team}} = 200\%$  of team weight.
- B. Beginning Pull Weights and Added Weight for Pulling
  1. Teamster must add the minimum weight noted until only two teams are left in the competition for over-all champion.
  2. When only two teams remain, the weight to be added will be at teamster's decision.
  3. Any teamster may add more than the minimum weight at any

time.

C. Following is a list, by class, of approximate beginning weights (including sled weight) and added weights for subsequent pulls:

Combined Small Mules	Begin at 1,000 lbs., add 100 lbs.
Combined Heavy Mules	Begin at 1,200 lbs., add 150 lbs.
OR	
Mini Mule Teams	Begin at 800 lbs., add 50 lbs.
Small Mule Teams	Begin at 1,000 lbs., add 100 lbs.
Medium Mule Teams	Begin at 1,200 lbs., add 150 lbs.
Heavy Mule Teams	Begin at 1,400 lbs., add 200 lbs.
SINGLES	
Small Single Mules	Begin at 500 lbs., add 75 lbs.
Large Single Mules	Begin at 1,000 lbs., add 100 lbs.

D. The team (or single) which pulls the greatest percentage of team weight will be designated the winner if the pull equals or exceeds the minimum legal pull distance.

1. If one team is able to pull its designated weight the distance of 10 feet and another team is unable to pull its designated weight the distance of two (2) feet, the team pulling the legal distance of 10 feet will be designated the winner.

2. If neither team is able to pull the legal 10 foot distance, the team pulling the greatest percentage of weight the legal minimum distance of two feet will be designated the winner.

3. Distance between two feet and ten feet will not be a factor in determination of winners unless both teams pull identical percentages of weight, in which case, the distance pulled will determine the winner.

E. Winners will be chosen in each weight class, and at option of show management, an overall winner may be chosen from among the various classes.

#### **423. GROUNDS, EQUIPMENT AND WEIGHT**

A. A minimum area is about 50 feet by 150 feet.

1. Ground should be spring-toothed lightly and wet down enough to settle the dust.

2. Ground work should be supervised by the judge.

B. Tractor team which pulls the sled into the arena should attempt to flatten the pulling area somewhat when pulling the sled into the arena and should leave the sled at the end of the pulling lane.

C. Weights to be used for the load must be uniform and accurately measurable, sacks of feed, blocks of salt, lead or steel, or concrete blocks, etc., are acceptable but must be of known weights and shall not be partially opened or broken.

1. No weight shall be used unless the exact weight can be determined by the judge at the time it is placed upon the stone boat or sled.

2. It is the responsibility of show management to provide the weights to be used and minimum of 5,500 to 6,000 pounds of weight should be available.

**424. PULLING TEAM-GENERAL RULES**

A. Pulling positions: Lightest team shall go first in each division.

Smaller divisions should go first. Post entrants, if accepted, shall pull first with the post entrants competing in reverse order of entry.

B. Each teamster shall provide his own single and/or double trees and hooks.

C. Each teamster shall be allowed one hooker and one header only.

1. Swampers (hookers and headers) must attempt to be outside the pull lane before the teamster begins the pull.

2. If the judge determines that any swamper who is inside the lane, while the pull is attempted, is encouraging or interfering with the team, the judge may disqualify the team, excuse the swamper from the area, or allow the teamster another pull attempt.

3. The swamper who has been excused from the arena for interference or encouragement of a team shall not be replaced by another swamper.

4. Swampers may not return to the pull lane or assist the teamsters in any way after a pull attempt has begun and Swampers may not touch or unhitch and re-hitch until the pull is completed.

D. When the pull attempt begins, the teamster is allowed voice commands only.

1. There will be no cursing of the team or slapping of the team with the reins or lines.

2. No whips will be allowed

3. Judge may disqualify any contestant, at judge's discretion, for continuing the above violations after a fair warning is given.

E. The teamster may ride the stone boat or sled at his option, but his weight will not be added to the "pull weight" or "load", and will not be computed when calculating percentage of weight pulled.

1. The teamster may jump on or off the stone boat during pull attempts and may ride on the pull and elect not to do so on the next pull.

F. The teamster may swing his mules to begin an attempt; however, any hoof on line marking the lane boundaries is considered a "scratch".

1. The teamster is allowed three attempts to pull and if there is a scratch, he may begin another attempt from the point of the scratch.

2. Distance pulled prior to the scratch shall not be counted.

3. Following a scratch, any new attempt is considered to be at the full 10 feet distance.

4. The team shall be disqualified on the third scratch.

G. An attempt shall begin from when double tree is lifted off ground, and will be considered an attempt if it returns to the ground, whether or not the sled was moved.

**425. PULLING-SINGLE MULE:** Follows same general rules and guidelines of team pulling.

A. When only two mules are left in competition, the teamster may choose direction of pull and the amount of weight to be added, starting with the smallest mules in that weight class.

**426. JUDGING OF THE PULLING CONTESTS:**

A. Judges may provide their own stewards or request that show man-



agement provide a satisfactory number of stewards for the conduct, calculation of pull weights, etc.

B. A judge will stop an attempt if, in his opinion, the animal's limits of endurance have been reached.

The judge's decision will be final.

#### **427. LOG SKIDDING**

A. Dress requirements are the same as Pulling Division.

B. Log Skidding is open to both mules and donkeys. To be judged separately, not in competition with each other, but may compete on the same course. All attempts should be made to hold event in a closed arena with a closed gate.

C. Log Skidding is a timed event.

1. Logs must not be over 12 feet in length.

2. If two logs are used, they should be fastened at both ends to keep them from separating. They should be light enough for the smallest team in the contest, but heavy enough to create a light drag on the largest team. Approximately 250 to 350 pounds.

3. Each single or team shall be measured. Measurements from the obstacle classes may be used.

4. Divisions will be:

a. Single under 14.2 hands - over 14.2 hands

b. Teams under 14.2 hands - teams 14.2 hands but less than 16 hands - Teams over 16 hands

c. No course adjustments will be made. These are time divisions only.

D. The course should be laid out to fit the arena used.

1. There should be a 14 to 16 foot starting gate marked by pylons (cones) or similar object.

2. The starting gate will be 15 feet from the first obstacle.

3. Course shall be 4 to 6 objects, pylons recommended, placed an equal distance apart on a straight line. Each pylon position shall be marked by chalk or a nail and ribbon (recommended).

4. The distance between pylons shall be 5 feet farther than the length of the log.

5. Pylons will be measured from the widest part of the base.

6. Sides of the skidding lane should be marked 12 feet down both sides of the pylons.

7. If a line is used at the far end of the course it shall be 20 feet from the last pylon.

8. Side lines should be clearly marked and easily seen by the driver.

E. Team must start behind the starting gate.

1. Time to start when either mule's nose crosses start line until finish of course when either mule's nose again crosses the line. Must continue through finish, not stop before clear.

2. Team may start course on either side of the first pylon, and weave in a serpentine pattern to the last pylon, go around the end and weave back down the other side in the same serpentine pattern, and out the start/finish markers.

3. Driver may drive from either side or move from side to side

but may not use any portion of his/her body to deflect the course of the log.

4. Driver may walk beside logs, ride on the logs, or any combination of such during the course.

F. Flagger shall flag start and finish, and separate line judge shall determine if any obstacle or lines were disturbed. If back line is used, two line judges shall be used.

1. If animal (s), driver, equipment, or log disturbs any part of the course, as determined by the judge, there will be a 10 second penalty for each occurrence.

2. Each time a mule /donkey steps on or over side lines or end line, a 10 second penalty will be added, and shall accumulate for each occurrence.

3. Pylons will be considered trees. Team, driver (including hands), lines and log must go around the same side. This infraction is a disqualification.

4. If pylons are disturbed a 10 second penalty will be assessed. The course will continue to be worked as if the pylon is still where it is designated by the marker underneath it. It is the judge's job to determine the course is ran to the specifications and to the best of their ability determine the correctness of the pattern ran around the marker as if the pylon is still there. i.e, the animal, driver (hands) and lines stay on the correct side.

G. Driver is allowed one helper, but helper must stay outside of the course and its lines, and may not interfere with the driver or mules, in any way.

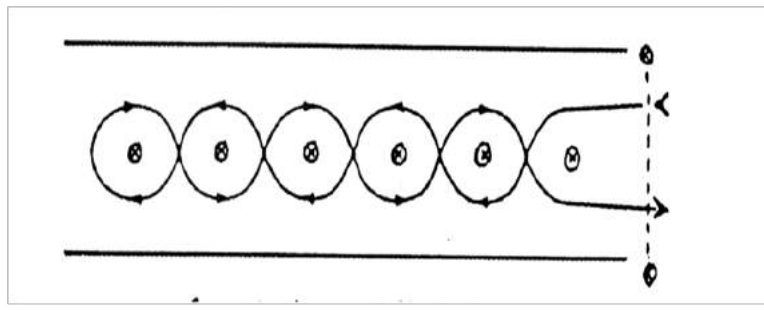
1. Helper may help before start of course and in case of accident.

2. Interference by helper, in any way during course, shall cause automatic disqualification.

H. A mule may only be used as a member of ONE team and may not be paired with a different mule to create a new team.

1. A mule that is a member of a team may enter as a single mule in single events, as this would be a different class.

#### LOG SKIDDING



**428. LOG SKIDDING-SINGLE MULE:** Open to all mules, (see Rule 427.I.1). Same general rules of Log Skidding with “single mule” substituted for “team”.

**429. OBSTACLE LOG SKIDDING:** Team or Single.

- A. Course to be set by show management.
- B. Ability of each team or animal to fit the course must be considered.

**430. YOUTH LOG SKIDDING:** Open to youth 18 years and younger as of January 1st. Must wear an approved helmet. Must be accompanied by one or two responsible adult handlers. Same rules as above. Youth can share animals. Handlers must keep safety of all involved above all else.

**Penalty notes:**

- Hitting any chalk lines– 10 second penalty
- Disturbs pylons (moved from marked position)- 10 second
- Off Course– Disqualification
- Animal(s), driver (hands), lines and log over the pylons– DQ
- Interference by handler– DQ
- Judge’s say is final...

**431. DRIVEN DRESSAGE:** The object of Dressage is the harmonious development of the physique and ability of the mule. Tests are available at the ADS Website: [www.americandrivingsociety.org](http://www.americandrivingsociety.org). Singles and pairs.

A. Through progressive training the mule (s) become calm, supple, and flexible as well as confident, attentive and keen in his work.

B. These qualities are revealed by:

1. The freedom and regularity of the paces.
2. The harmony, lightness and ease of movement.
3. The lightness of the forehand and the engagement of the hindquarters, originating in a lively impulsion.
4. The acceptance of the bridle, without any tenseness or resistance.

C. The mule, confident and attentive, submits generously to the driver, remaining straight in any movement on a straight line and bending accordingly when moving on curved lines.

D. His walk is regular, free and unconstrained. His trot is free, supple, regular, sustained and active.

E. Because the mule has impulsion and is free from resistance he will obey without hesitation and respond to the various aids calmly and with precision, displaying a natural and harmonious balance both physically and mentally.

F. In all his work, even at the halt, the mule should be “on the bit” when the hocks are correctly placed, the neck is more or less raised and arched according to the stage of training and the extension or collection of the pace, and he accepts the bridle with a light and soft contact and submissiveness throughout. The head should remain in a steady position, as a rule slightly in front of the vertical, with a supple poll as the highest point of the neck, and no resistance should be offered to the driver.

G. The object of the Driven Dressage Test is to judge the free-

dom, regularity of paces, harmony, impulsion, suppleness, lightness, ease of movement and correct bending of the horses on the move. Competitors will also be judged on style, accuracy and general control of their mules, and also on their dress, condition of harness and vehicle and the presentation of their whole turnout. Presentation for Training and Preliminary division entries may be judged at the halt, in a separate area, prior to the Driven Dressage Test.

\*\*See American Driving Society Rulebook Dressage– Section B-E and Appendix DR-A thru DR-C for more details.

**432. SUPER REINSMANSHIP:** Competitors enter the ring individually and drive a short course of defined elements in order at prescribed paces. Super Reinsmanship Tests may be downloaded at [www.americandrivingsociety.org](http://www.americandrivingsociety.org).

A. Specifications.

1. To be judged on the driver's skill: use of aids, control of the mule (s), accuracy, quality of transitions and gaits, with additional consideration of impressions of the turnout and driver.

2. Tests-All the entries will complete a number of prescribed elements from memory and in order (between 8 and 12 elements are recommended).

3. Entries must follow the designated track without deviation keeping red markers on their right and white markers on their left. Numbered or lettered markers, such as posts, single cones, cones set at a minimum 80 inches (2m), or natural elements, such as trees, shall be used to indicate the sequence and starting point of each element. Unless otherwise specified, elements begin when the mule's nose reaches the marker.

4. Management may use one of the Super Reinsmanship Tests 1-3 or may design a suitable test to be used.

5. Tests must be posted at least 1 hour before the start of the test.

6. Position and aids– the driver should be seated comfortably on the box so as to be relaxed and effective. Either the one or two-handed method of driving is acceptable. Common to both methods, contact with the mule's mouth should be maintained with an elastic, supportive hand.

7. Drivers should not be penalized or rewarded for using one style over another. The use of the whip and the voice are important aids in driving and should be used effectively and discreetly.

B. Scoring:

1. The entry receives numerical scores between 0-10 for:

\* Each element– on use of aids, control of the mule (s), accuracy, quality of transitions and gaits. (Maximum total score= 10x number of elements.

\*Overall impression– of the turnout on the condition and fit of the harness and vehicle, neatness of attire. (Maximum total score=10)

\*General Impression– of the driver on posture, relaxation, confidence and effectiveness. (Maximum total score=10)

2. Perfect Score= 10 x total number of elements + 10 for General Impression + 10 for Overall Impression.

3. Ties are decided by the total of Overall Impression and General Impression scores.

4. The scale of marks:

10= Excellent 9= Very Good 8= Good

7= Fairly Good 6= Satisfactory 5= Marginal

4= Insufficient 3= Fairly Bad 2= Bad

1= Very Bad 0= Not Executed\*

\*Not executed means that nothing of the required movement has been performed.

5. The Judge may state the reason on the score sheet for each mark.

6. Scoring: half points may be used for scoring all elements.

C. Penalties:

1. Off Course

\* Failure of the turnout ( all mules and entire Vehicle) to pass on the correct side of a marker or dislodging any parts of a marked gate: 5 points subtracted from total score.

\* Significant deviation from the designated track: 5 points subtracted from the total score per occurrence.

\* When an element is driven out of sequence, the judge will signal the entry and indicate the error. Drivers should re-sume the test from where the error occurred. 10 points subtracted from the total score per occurrence.

2. Entries will be eliminated for:

\* Outside assistance

\* Failure to carry a whip in hand

\* Failure to start the test within one minute of the signal to proceed or starting before the signal.

**Rules 433-498 are unassigned.**

### COON JUMPING DIVISION

**499. MULE COON JUMPING** - May be offered as OPEN or split - Mules 49" and Under, and Mules Over 49".

- A. All mules must be handled by one person. No helper allowed.
  - 1. Mules may be jumped by handler leading or standing by side.
- B. Mules do not have to be broke to ride.
  - 1. Mules may jump in only one class.
  - 2. Mules 49" and under may elect to compete in the Over 49" class but not both classes at the same show.
- C. Starting height shall be chest height of the smallest animal. Any contestant may pass jump on the starting height only.
  - 1. Jumps are to be of a breakaway type.
  - 2. Mule must clear starting height to be eligible for AMA awards.
  - 3. In deciding a tie the mule that goes over the jump with better form will be placed above a mule that jumps poorly, or refuses the jump.
- D. Judges' decision will be final.
  - 1. Two judges are preferred (one on each side) but one may be used.
- E. Mule has one minute at each height for three tries.
  - 1. The mule must make a clean jump.
    - a. Mules must clear the jump from the hind hocks down.
    - b. Mules may rub the jump with chest or belly as long as they do not knock bar down.
    - c. If they clip bar with tip of rear hooves, this is a missed try.
    - d. Failure to stop forward motion constitutes a missed try.
  - 2. If mule misses a try, he must come right back and try again while time is going.
- F. Time will start as soon as mule has walked across back line and his rear feet are inside and comes to a complete stop!
  - 1. Rear line will be 12 feet back from jump for mules over 49 inches tall, and 10 feet back for mules 49 inches and under.
  - 2. Side lines will be 10 feet wide and if mule steps over line or hits side barrier he is disqualified for one try.
- G. Mule must land in an upright position.
  - 1. Handler may pull mule over, but may not pull down on mule's head to assist mule in getting rear feet up higher.
  - 2. No feeding mules any treats before or after jump.
  - 3. No choke rope or chain across nose or around neck.
  - 4. May have rope or chain under chin.
  - 5. No whipping or mistreatment allowed.
  - 6. No stimulating drugs will be allowed. **See General Rule 4.**

**Notes:**

**PACKING DIVISIONS  
OPEN, NON-PRO AND YOUTH**

**500. ATTIRE** Western hat, western boots, belt, long sleeved shirt with sleeves down and fastened. Authentic suspender pants shall be worn with suspenders. Applies to packers and swampers.

**501. THESE RULES APPLY TO ALL** classes held at AMA approved shows.

A. Violation of any rule will result in penalty assessment or disqualification of the packer for that event in which the violation occurred. Violation of rules which are subject to disqualification are marked with **Penalty DQ.**

1. Mules and donkeys will be the only animal allowed in any packing classes except for the lead animal. **Penalty DQ.**  
a. Jacks and stallions cannot be used in any classes that require the release of animals. **Penalty DQ.**

b. Jacks can only be used as lead animals in pack trail. **Penalty DQ.**

2. Mules and donkeys in the Hitch classes, trail and packing, (**excluding Scrambles**) must be under control. If animals are unmanageable they will be asked to leave the class. At Judges discretion **Penalty DQ.**

3. Each packer may enter each class only once.

4. Points earned in all classes will go to the packer.

B. American Mule Association standard hitches and equipment must be used throughout each class.

1. No artificial aids or gimmicks such as modified boxes (wings, curvatures, etc), no taping or fastening down tarp will be allowed in any packing class. Hobbles can not be used. No part of packer or attire may touch lash rope after "Ready" and before "Start". An artificial aid or gimmicks is determined by the Judge. If a Judge sees an aid before the start of the class, they may call it and give the contestant the opportunity to correct the infraction. The Judge will inspect for a gimmick and check for standard equipment, during the judging portion of each class. It is the contestant's responsibility to use standard equipment, if in doubt on an aid or equipment; the contestant should ask the judge before their go. **Penalty DQ.**

C. Each packer will be timed individually by a qualified timer who has been instructed by the judge on the use of the timing device.

1. There must be one judge for each four packers during a heat, but only one judge can inspect hitches **and loads** throughout the show. The ring steward to read all times.

2. The packer with the fastest time and clean go will be the winner. All clean goes will place before goes with penalties.

a. Minor infractions shall carry a 5 second penalty; major infractions shall carry a larger penalty and be assessed accordingly at the discretion of the judge. See 510-C-7 for time penalty exception.

b. One minute minimum penalties per infraction shall be assessed in the Packing class. Stiffer penalties may be assessed by the judge.

D. Prior to the show, the show management will draw publicly, at ran-



dom, each packer's number to determine in which heat each packer is to compete.

1. A separate drawing will be held for each packing class.
2. The results of each drawing will be posted prior to any hitch or packing class.
3. This rule is subject to availability.

E. Show should schedule classes so that Open go first, then Non-Pro, followed by Youth.

F. Neither packer, swamper, nor bystander can touch the load or hitch after the packer signals "finished" and before the judge's inspection.

**Penalty DQ.**

1. The swamper cannot help the packer in any way, except to move stock and give verbal encouragement. **Penalty DQ.**
2. After packer has control of the animal, swamper may still assist with animals before packer crosses the finish line.
3. In the event that the packer or swamper loses control of the stock, for safety, a bystander, judge, ringman, other contestant, etc. may assist with stopping, catching, and regaining control of the stock. **Penalty DQ** at discretion of Judge in accordance with Rule 501 A2. The fact alone of outside assistance with the stock will not mean automatic DQ.

**502. JUDGING OF PACKING DIVISION CLASSES**

- A. The packing judge will inspect for the following:
1. Use of American Mule Association standard equipment and hitch.
  2. ALL hitches must be started and completed from the LEFT side of the mule.
  3. All ropes must be under tension.
  4. The tie-off is secure.
  5. Any extra rope or "tail" must not hang below the bottom of the load.
  6. On all hitches the lash cinch must have open side of the hook toward the rear of the animal. Rope cannot be in lash hook..
  7. The lash cinch must be between the front of the front girth and the rear of the back girth, with no steel touching the animal's skin.
  8. Lash cinch must lie flat with no twist in it.
  9. No gimmicks or artificial aids.

**503. NON-PRO PACKING DIVISION**

- A. General AMA packing rules will apply for Non-Pro classes.
- B. Only those contestants who fit the following criteria are eligible:
1. A non-pro is a person who has not been paid or compensated to pack within the last two years. All ages apply to this rule.
  2. Never placed first at a show in an open class. Unless competing as a Non-Pro in an Open class according to rule **503 D.**
- C. A Non-Pro packer can move up to the Open division at any time, but cannot move back down.
- D. Non-Pro packer may only compete in the Non-Pro division. Exception: If no Non-Pro class is offered a non-pro may compete in the Open classes. Points will be awarded to the Non-Pro Division.
1. AMA points are accredited to Non-Pro year end status.

2.No points will be accrued toward the Open packing year end awards.

#### **504. YOUTH PACKING DIVISION**

A. General rules shall apply to Youth packing classes with the following exceptions:

1. Youth packer must have an adult swamper.
2. Youth may only compete in the Youth Division for points. Exception: If no Youth class is offered a Youth may compete in the Non-Pro Hitches, if they meet the criteria of a Non-Pro. If they do not meet Non-Pro criteria, they may compete in the Open Hitches. Points will be awarded to the youth Division. Youth may not compete in the Non-Pro or Open pack contest or scramble.
3. Youth Packing Class and Youth Pack Trail will be at the walk only.
4. Youth shall be eligible for the Youth Packing division until he/she reaches 18 years of age.
5. Previous awards and titles, or experience at Pack Station will not effect eligibility for Youth classes.
6. Judge's decision will be final as to when youth entry shall be removed from the ring. **Penalty DQ.**
7. Maximum weight for any single item in Youth Packing is 20 lbs.
8. Youth cannot compete in Pack Trail outside an arena or outside a safe enclosed area.

#### **505. DIAMOND HITCH**

A. Each packer will furnish one pack mule and a standard lash rope.

1.A top load that extends above the top of the forks is required at the start and finish of the hitch. **Penalty DQ.**

B. Time will start at the judge's signal to "go" and end when the packer signals he is "finished" by throwing his hands in the air.

1.Before starting the lash rope will be coiled on the ground in coils of three feet or less.

2.The packer cannot touch his lash rope from the time he signals he is ready, until the judge's signal to "go". No part of packer or attire may touch lash rope after "Ready" and before "Start". **Penalty DQ.**

C. At this time he will tie a diamond hitch.

1.The hitch can be thrown so that it can be tied off either in front or behind the diamond.

2.The hitch cannot be tied from one side. **Penalty DQ**

3.The packer **MUST** go to the right side and put the lash rope under the right side load before he puts it under the left side load. **Penalty DQ**

D. The judge will inspect for the following as well as in **Rule 502.**

- 1.Diamond hitch and equipment.
- 2.The extra rope cannot hang below the bottom of the side loads when the hitch is completed.
- 3.The lash rope must pass under lower ends and over top ends of the side load.
- 4.The ropes attached to the lash cinch must pass over the side of the side loads.
- 5.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.

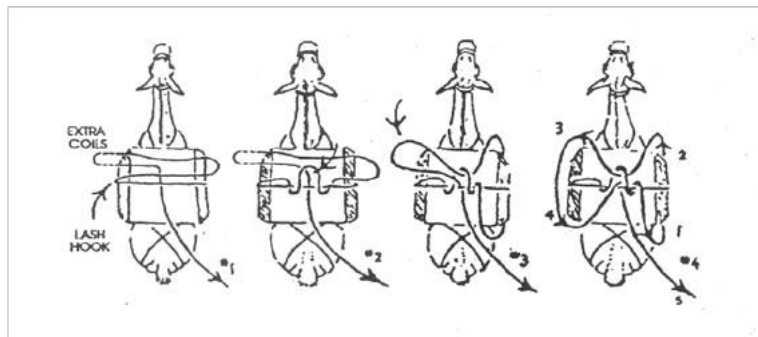
6. Any part of the diamond cannot be below the top edge of the side load.

7. Diamond must stay on top of load.

8. Rules of judging Hitch classes in **Rule 502**.

E. The tail of the lash rope is to be thrown over the load, and cannot be purposely pulled off. **Penalty DQ**

Diamond Hitch



### **506. BOX HITCH**

A. GENERAL DIAMOND HITCH RULES APPLY WITH THE FOLLOWING EXCEPTIONS:

B. A top load is optional.

C. AMA standard box hitch will be tied.

1. Throw lash cinch over load and under mule.

2. Take complete wrap or half-hitch on hook with lash rope; then throw or take rope to right side.

3. Tie box hitch on that side, throw rope to the left side.

4. Tie remaining box, then tie off end above upper outer edge of the left side load.

D. The judge will inspect for the following:

1. AMA standard box hitch and equipment.

2. Ropes under tension and tie-off secure.

3. Lash rope **MUST** pass inside the lower inner corners of each side load, and can pass inside the upper inner corners of each side load.

4. The ropes attached to the lash cinch must pass over the sides of the side load.

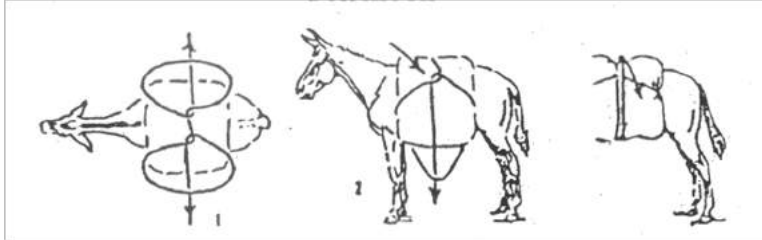
5. The lash rope must make at least one complete wrap or half-hitch on the lash cinch hook.

6. The lash rope cannot pass through the lash cinch hook when making the near (left) side box.

7. Bottom rope should not extend above the outside bottom edge of box.

8. Additional rules listed in **Rule 502**.

### Box Hitch



#### **507. PACKING CLASS**

A. Each packer will furnish, at least one saddled pack mule/donkey and one saddled lead animal and a swamper to hold them, mat and lash ropes.

1. Jacks and stallions not allowed. **Penalty DQ**
2. If more than one pack mule/donkey is used, they must be strung without excessive length between the two animals. String as normal, down the trail distance.
3. Show management must specify on entry blank if more than one mule/donkey is to be used.

B. The show management will furnish the goods to be packed and the pack equipment for each packer.

1. Packers may be asked to use their own boxes. No bags, slings, etc. unless furnished by show. **Penalty DQ**
2. No person competing in the contest can help show management or judge set up the loads. **Penalty DQ. Once a packer has competed/packed the load, they may help set up the load for the next packer.**
3. The goods to be packed can be anything that has been or can be packed on a mule.
4. The judge must approve the goods to be packed prior to the start of the contest.
5. The pack loads must weigh a maximum of 150 lbs. with no single item being over 50 lbs. YOUTH maximum of 20 lbs. for single item.

C. Prior to the start of each heat, the goods will be arranged for each packer by the show management, and the arrangement must be the same for each packer. This is the ring steward's responsibility.

1. The packer can arrange his stock, mat, lash rope and boxes or bags to suit him.
2. He cannot touch goods or equipment until judge's signal to "go".

#### **Penalty DQ**

3. Time will start at the judge's signal to go and time will end when the tail of the last animal crosses the finish line.
4. The distance between the packing area and the finish line will be across the arena or at least 100 feet; and will be the same for each packer.
5. The packer must be on his lead animal and have control of the lead mule when he crosses the finish line.
6. Judge will inspect the hitches as in the Box and Diamond Hitch

classes.

7. Both types of hitches can, but need not be used.

D. The judge will inspect the loads for the following:

1. Balance of load.
2. Protection of the mule from the load.
3. Protection of the load for what it is.

E. One minute minimum penalty, per infraction, will be assessed by the judge in the packing class.

1. Stiffer penalties can be assessed by the judge in the packing class.

### **508. STANDARD PACKING CONTEST EQUIPMENT**

A. This equipment must be used in all Packing Division classes held at an American Mule Association approved show.

1. Pack Rigging: Each pack mule must have a full rigging.

a. This includes: A sawbuck saddle tree, 2 girth cinches, breeching, and breast collar.

b. No tackaberry buckles allowed.

c. Western riding saddles only on lead animal.

2. Side Loads: All boxes, kyacks, pannier, leather ends, must have a minimum inside measurement of 10" x 20" x 14".

a. Two square 5 gallon cans must be able to fit completely into each pannier.

b. May have and can use a cross strap. No add on to Side Loads allowed : such as fold out barrel or pole carriers, curved tops. This will be considered a gimmick. Judges call as to what is standard equipment,

#### ***Penalty DQ.***

3. Matte: Must be unfolded and cover the load for what it is.

a. Should be centered and tucked between the mule and the side loads, when possible.

b. Matte must be approximately 5' x 7'. *May be larger. Cannot be adhered to the boxes or saddle in anyway, must be tucked when possible.* No tape, adhesive, etc. ***Penalty DQ.***

4. Lash Rope: The lash cinch hook must be a single hook and constructed so that the hook is flat with the lash cinch itself.

a. The opening on the hook cannot exceed two inches in width at the widest place inside.

b. The cinch cannot have an overall length, including ring and hook, of greater than 40 inches.

#### ***5. Any infraction of section 508 Penalty DQ.***

B. The following items may be packed during the packing class: Load 150 lbs. maximum. Remember maximum weight of single item is 50 lbs; youth maximum single item is 20 lbs:

sacks of sawdust	fire grates	breadbox or egg box
sacks of grain	5 gallon cans	5 gal. propane bottle
buckets	1 gal. anti-freeze bottle	milk cans
backpacks	sleeping bags	1 gallon cans
rolls of camp rope	extra pack saddle	pillows
protein blocks	extra pack boxes/bags	poles (6' max.)
fishing poles	lantern carrier	shovel

ice chest	extra riding saddle	cooler
wash pans	lanterns	tarps
tents	foam sleeping pads	dunnage bags
suitcases	horseshoes	toilet seats
beer kegs	bricks	horse blankets
extra lash rope	bales of hay	bucksaws
salt blocks	deer horns	cook stoves
4x4 sheet of plywood	canned goods	small barrels
rain gear	portable table, folding chairs	pots and pans

C. Any item given to be packed must be on the pack animal when contestant crosses the finish line. A no time is to be given to the contestant that does not finish with the entire load.

### **509. PACK TRAIL**

A. Packer must ride lead animal and lead the pack mule/donkey through a course of obstacles simulating those found on the trail.

1. Jacks can only be used as lead animals. **Penalty DQ**

2. Combination of animals may only go once in the Open Division, but if needed the same combination may be used in the Non-Pro and Youth divisions also only once. Animals may go more than once if combination of animals is changed.

B. There must be at least one obstacle change between Open class and other classes.

C. Refer to Western Trail – (**Rules 217-219**) for general information.

### **510. PACK SCRAMBLE Open, Non-Pro**

A. Shows may be offered as an individual or team event

1. Jacks and stallions are not allowed. **Penalty DQ**

2. Show must state on entry if individual event, or how many packers on team and number of animals to be used.

B. Packers may only enter once in each class.

C. The following rules are to be used:

1. No tying of any kind, except stringing up.

2. No catching aids such as grain, carrots, feed bag, etc.

3. No gimmicks or artificial aids such as tackaberry buckles.

4. All equipment used must meet AMA standards.

5. Hitches to be judged under AMA packing rules.

6. A 30 second penalty assessed for each infraction.

7. Sleeping bags may be used as bed rolls.

8. Western attire to be worn.

D. If goods are to be packed, load must be trail worthy and balanced.

## **DECKER PACKING DIVISION**

### **511. DECKER RULES** No specific rules are available at this time.

A. Shows wishing to hold any of these classes must follow general AMA packing rules.

B. Classes approved by the AMA will be the following:

1. Decker Barrel Packing

2. Decker Sling Packing

3. Decker Bow Hitch

- 4. Decker Diamond Hitch
- 5. Decker Packing Class (Jacks and stallions not allowed).
- C. Check with AMA office for additional rules.
- D. Mules and donkeys will be the only animals allowed in Packing classes except lead animal. **Penalty DQ**
- E. Jacks and lead animals only in Pack Trail. **Penalty DQ**
- F. Mules and donkeys in the hitch classes will be asked to leave if unmanageable. **Penalty DQ**

Rules 512 – 550 are unassigned.

**TEAM RACING DIVISION**  
(Formerly Chariot Racing)

**551. GENERAL RULES** All drivers, chariot ropers, and chuck wagon "cooks" must be at least 18 years old.

A. Protective headgear is mandatory on all participants, including chariot ropers and "cooks".

I. Loss of headgear, clothing or any other material causing interference or distraction to other teams will be reason for disqualification for that particular race.

B. Stewards for Team Racing will be selected prior to racing at each meet.

1. The use of drugs, mechanical devices, or such objects is not allowed resulting in disqualification if found and other appropriate measures. ( **See General Rule 4.A,B,C.**)

2. During the course of a chariot race if a team moves out of the lane in which it starts in such a manner that it interferes with or impedes another team, the offending team shall be disqualified when, in the opinion of the stewards, the outcome of the contest was affected.

a. Any such teams disqualified shall be placed behind the team or teams it fouled and shall be given the time of the team it was placed behind plus .01 seconds.

C. Team races are timed events and placing (s) determined on the basis of the time elapsed for each team in the contest.

1. The time for any given team will be the time electrically recorded for that team or the average of the hand timers in the event the electric timer is not used or fails to operate.

2. The winning team in each contest shall be the team with the least elapsed time between the time when the starting flag is dropped at the start of the race and the time when the nose of the leading mule on such team crosses the finish line.

3. The remaining places in a contest shall be determined in like manner provided; however, that in the event of photo electric strip camera is not used, then in that event only the times for the winning teams in each race shall be considered.

D. Starting Positions - All races will be from a standing or walking start and all positions and heats will be drawn for prior to the races by the drivers or owners. Drivers to draw if starting gate is used.

E. Each individual mule must be registered in order to compete for year end awards.

1. Points will go to the team. If team changes, points will begin accumulating for new team from time of change.

2. Driver and owner (s) of mules must be current members, also, to accumulate points for year end awards.

**552. EQUIPMENT**

A. All teams and equipment will be inspected for safety and stability prior to each race.

B. A chariot is a two wheeled vehicle that requires the driver to stand and has no seat. A pleasure vehicle will not be allowed to compete as a chariot.



C. Chariots shall be used in all classes other than the Chuck wagon race, which requires a four wheeled wagon.

1. Any other intentional distraction during a race may be reason for disqualification.

2. These matters will be ruled on by the stewards of each race.

**553. TEAM RACE** shall be open to any size teams, but should be split for Straight -Away racing as follows:

Small Teams	1,500 lbs. and Under
Large Teams	1,501 lbs. and Over.

**554. CHARIOT STRAIGHT-AWAY RACE**

A. Course to be set by show management.

B. Teams shall compete at the same time or in heats, depending on number of entries and size of track.

C. Class should be split (**see Rule 553**), except in the case of less than two entries in a division.

**555. CHARIOT LAP RACE**

A. Course shall be set by show management. Use of cones to mark course recommended.

**556. CHARIOT BARREL RACE** To be run individually for time.

A. Pattern for barrels is same as in mule Gymkhana division. See Rule 252 - Cloverleaf Barrels.

B. General Barrel Race rules shall also apply.

**557. CHARIOT STEER STOPPING** Timed event

A. May be held as a group event or individually.

B. If held as a group event, all entries shall compete in the arena at the same time.

1. A group of steers shall be turned loose at far end of arena and stirred up while chariot racers wait at other end for signal.

2. At signal, chariots race to cattle and first one to rope steer and signal flagger will be the winner. All who catch in order will be placed.

C. If held as an individual event chariot to wait against end of arena with roping chutes (either side).

1. Must wait for steer to be flagged out of the chutes before chariot may start.

2. Chariot roper to rope steer and pull slack, then signal flagger

3. Must be a legal catch: head, horns, or half head.

4. There will be a 5 minute time limit, two loops maximum.

5. All gates will be closed.

6. Team may only go once, but roper may go twice only.

7. Roper must be at least 18 years or older.

**558. CHUCK WAGON RACE** No chariots allowed, must use a buckboard wagon.

A. The course will be set by management.

B. Chuck wagon "cook" must be at least 18 years or older.

**559. WAGON BARREL RACE-** Pattern to be same as mule gymkhana division.

**Rule 560 is unassigned**

**Notes:**

## GAITED PERFORMANCE

### **561. RULES FOR GAITED CLASSES**

A. Attire and Tack: Saddle Seat or Western attire depending on class.

1. In all Gaited Mule western classes, western attire and tack will be used. Mules will be shown in western saddles.

a. Optional Equipment: spurs, chaps, gloves, rope, riata, chinks cruppers, breeching.

b. Prohibited Equipment - Australian saddles, cavesson, crops, mechanical hackamores, martingales, training paraphernalia, action devices, tie downs, tack collars, jerk lines.

2. In all Gaited Mule English type classes, saddle seat habit of a two or three button saddle suit is correct both day and night. Brighter colors may be worn during daylight hours or formal attire for eveningwear. Vests may be worn and may either match or contrast with the habit color. Jodhpur pants should always be worn. Boots should be of the English jodhpur type in either calf or patent leather. A matching or coordinated snap-brim hat, Derby, **Riding Helmet** or Fedora should be worn. The rider's hair should be neat and well groomed. Ladies with long hair shall secure hair so that the back number is always visible. Nothing should detract from the genuine beauty of a well-trained mule and skilled rider.

B. TACK

1. Bits: Gaited bits are recognized as any standard Walking horse bit. Severe bits are discouraged and bleeding from the mouth or muzzle will be cause for disqualification. These bits are curbs with a solid or broken mouthpiece. A green mule shall be shown in a snaffle bit consistent with the rules for green AMA mules. A description of a legal Gaited mule bit includes:

a. **9½"** maximum length shank. Shanks are to be measured from the very top of the metal to the very bottom of the metal, including the rings to which the cheeks and reins are attached. Shank may be fixed or loose.

b. With regard to mouth pieces, nothing may protrude below the mouthpiece. Solid or broken mouthpieces may have a port no higher than three (3) inches. Smooth round, rubber, wrapped copper wire, twisted wired, double twisted wire, Tom Bass ports are acceptable. Bits featuring mouth pieces with cathedral, donuts, prong edges or tough, sharp material **SHALL** be cause for elimination.

2. Bridles: Mules will be shown in Saddleseat bridles with attached cavesson with the exception of no cavesson in the Gaited Western Pleasure. Bridles or Saddleseat halters may be used in the Gaited Mule Halter classes. Curb chains must meet the approval of the judge and be at least one-half inch in width and must lie flat against the jaw of the mule.

3. WHIPS: Whips can be used in under saddle classes (English only) and halter classes but must not exceed four (4) feet in length.

C. SHOEING

1. *Toe Length* - Toe length must exceed the height of the heel by one inch or more. The length of the toe shall be measure from the coronet band, at the center of the front pasterns along the front.

2. *Barefoot* - Barefoot mules may be shown in the flat shod classes, however, judge must disqualify lame or tender footed mules.

3. *Flat Shod Mules* - Applying to all four feet, the mule is shod flat, hoof to toe. The shoe shall be made either in a conventional manner or hand made. The shoe must not exceed  $\frac{1}{2}$  inch in thickness or  $1\frac{1}{2}$  inch in width. No pads allowed. No additional artificial weight appliances will be allowed and are prohibited on Flat Shod Pleasure Mules.

4. *Heavy Shod-Plantation Shod* - Applying to all four feet, the mule is shod with a shoe not to exceed  $\frac{1}{2}$  inches in width, with no bare plate or other weight inside the shoe. The caulk must not exceed a one inch turnback and the shoe must not exceed more than  $\frac{1}{4}$  inch beyond the hoof at the toe. The heel of the shoe must not exceed beyond the bulb of the mule's heel to the ground. The use of borium is permitted on the caulks of the pleasure shoes, but the thickness of the shoe and the caulk with the borium must not exceed  $1\frac{1}{8}$  inches. The use of hoof bands is permitted.

5. *Light Shod* - Applying to all four feet the mule is shod with a shoe no wider than  $\frac{3}{4}$  inch and no thicker than  $\frac{3}{8}$  inch with the exception of the caulk, which must be no thicker than  $\frac{3}{4}$  inch and the turnback shall not exceed one inch. The shoe is not to exceed beyond the bulb of the mule's heel when a perpendicular line is drawn from the bulb of the mule's heel to the ground. The use of borium must not exceed  $\frac{7}{8}$  inches. The use of hoof bands on lite-shod mules is not permitted in the show ring or on the show grounds.

#### D. DESCRIPTION OF GAITS

1. All mules must exhibit a saddle gait other than a trot - such as a smooth, easy gait, a single foot, a running walk, a rack, a stepping pace: Paso Fino, Foxtrot, etc.

2. Abusive treatment and/or training techniques to produce alteration for the gaits will be cause for disqualification.

#### E. Walking Mule Gaits

1. *Flat Walk* is true, bold and four cornered, with fore legs moving straight in an elevated arc, and with a pronounced and cadenced head motion. The rear legs should follow through close to the ground, comfortable and over striding the front tracks. Stiff legged front or rear leg motion and irregular gait, especially when entering the ring, are typical of the movement of a sore mule and the judge must immediately excuse any mule exhibiting this type of motion from the ring.

2. *Running Walk* is the same general motion as the flat walk, but with additional speed. The mule shall exhibit a smooth gliding, overstepping, four cornered gait with greater stride and accelerated head motion. The running walk should be a free and easy gait. Mules exhibiting an exaggerated, hesitating way of going, with a tendency to point with the front feet, are not in form. Twisting the hocks or stiff-legged rear leg motion shall also be considered a deviation from the true running walk and a mule exhibiting these ways of going shall be penalized.

3. *Canter* is to be smooth and straight on both leads, not walking behind, but cantering on both ends with a rolling, rocking chair motion, comfortable in hand. Exaggerated "pumping" of the mule at the canter is not considered good form and shall be penalized. Being on the wrong lead more than five strides shall be severely penalized.

4. Judging Consideration-The Walking Mule should move freely in each gait and proceed in a smooth fluid, rhythmic manner. At all gaits, the

mule should be flexed at the poll with muzzle slightly tucked. Stiff front or rear leg motion, stumbling, bucking knees, lack of rhythmic timing, pointing, or favoring a particular leg, necessity for excessive pumping or bumping of the mule, or any tendency to rack, pace or other deviation from the true walk are not considered good form and shall be penalized in judging.

F. Racking Mule Gaits

1. *Show Walk* is a smooth collected, showy four-beated gait.

2. *Slow Rack* is a relaxed four beat gait showing style and grace.

The mule must be ridden on a looser rein and display a smooth round covering stride that is suitable for the trail. The mule should easily turn when asked to reverse. Green mules shall be shown in a snaffle bit as required by AMA rules. Plantation Shoes are not allowed.

G. *Gaited Western Trail Pleasure* - For any age mule or any type of gaited mule to be shown in western attire and tack. If mule is not a green mule it is to be shown with one hand on the reins and no cavesson. Green mules are required to show in a snaffle bit and two hands are required. This class can call for two or three gaits including the slow gait. The class description must indicate if this is a two or three-gaited class. The mule should be ridden on a looser rein and display a smooth ground covering stride that is suitable for the trail. Excessive speed and animation shall be penalized. Mules should neck rein when asked to reverse. Plantation Shoes are not allowed.

H. *Gaited Mulemanship* - A class designed to evaluate the rider's ability to execute a set of maneuvers prescribed by the judge with precision and smoothness while exhibiting poise and confidence with correct, balanced body position. The ideal mulemanship pattern is extremely precise. The pattern may include, but not limited to the following maneuvers: gait a serpentine without breaking at the slow gait or favorite gait, be able to track a straight line in a gait, stop when asked, back on command, canter and break to a slow gait without trotting. To be shown English or Western.

I. *Gaited Halter* - Class to be judged 50% on conformation and 50% on gait. The mules will be exhibited at a slow gait both ways of the ring before being brought to the center for inspection. The ideal gaited mule should be proportioned, having a long neck that comes out of the shoulder at the angle of 45 to 55 degrees, short back, long sloping croup and the hind legs should have some set to the hock which will enable the gaited mule to stride under himself. When tracking the mule should carry his head above the withers, and his fore legs should move from the shoulder allowing extension and breaking in the foreleg and the hind legs should step over the front foot stride. When tracking the mule should move very loose and free. The handler should wear Western or Saddleseat attire and the halter or bridle should match the exhibitor's attire. Parking out is optional.

J. *Gaited Parade Mule*

1. Judging Considerations of the Parade Mule - Classes will be judged on performance, manners and conformation 75%, appointments of mule and rider 25%. Mules shall enter the ring at a parade gait and shall be shown at both gaits with martial music wherever possible. It is recommended that entries be asked to halt from both gaits and to walk

and parade alternately to illustrate that they are under complete control. Gaits are animated walk and parade gait.

2. Faults - The following shall be considered faults and shall be penalized: excessive speed, bad manners, switching tail, exaggerated opening of mouth, hard mouth, lugging on the bridle and fighting bit, halting or hesitating, zig-zagging or sideways movement, or carrying sour ears.

3. Disqualifications - The following shall be considered as faults and result in disqualifying entries.

a. Executing other than specified gaits (i.e. slow gait, dressage steps, canter, pace, running walk, etc)

b. Use of tie downs, martingales, draw reins, boots and other appliances.

c. Use of artificial color, hair or markings.

d. Noticeable lameness or unsoundness.

e. Bleeding from mouth.

K. Workouts - All mules chosen for a workout must be worked both ways of the ring at each gait asked for by the judge. A judge shall not place any entry in a workout unless the entry has performed all required gaits both ways of the arena in the initial performance. Workouts shall be judged as a separate class. Any and all mules performing in the arena must be considered for first place.

L. Falls -

1. A rider is considered to have fallen when separated from a mule that has not fallen in such a way as to necessitate remounting or vaulting into the saddle.

2. A mule has considered to have fallen when the shoulder and haunch on the same side have touched the ground.

3. The fall of a mule and/or rider shall not disqualify the entry, unless due to bad manners of the mule or unless the safety of the rider is threatened.

M. Unruly Mules: Mules being unruly, rearing up, running off, balking, kicking out or endangering other riders and mules must be excused from the ring or called to the center at the discretion of the judge.

N. Timeouts: Timeouts interrupt the show; therefore unauthorized timeouts are not allowed. A total of ten (10) minutes in aggregate shall be allowed for each entry for authorized time outs, but no more than two (2) per class.

1. Time outs may be granted by the judge for replacement of shoes, broken devices or in any other instance where the judge finds reasons. Time-outs will not be granted for repair of curb chains.

**NON-PRO WALK/JOG DIVISION**

**562. NON-PRO WALK/JOG DIVISION**

A. Open to any person (s) deemed an Amateur or Youth. Classes may be split if shoe management so deems and division may split if funds and the number of exhibitors so warrant. Exhibitor can ride a mule or donkey (no Jacks allowed) Competitors may compete in both regular amateur or youth and the non-pro division, but they must be done on a different animal.

B. Classes include:

See Division 35, page 36.

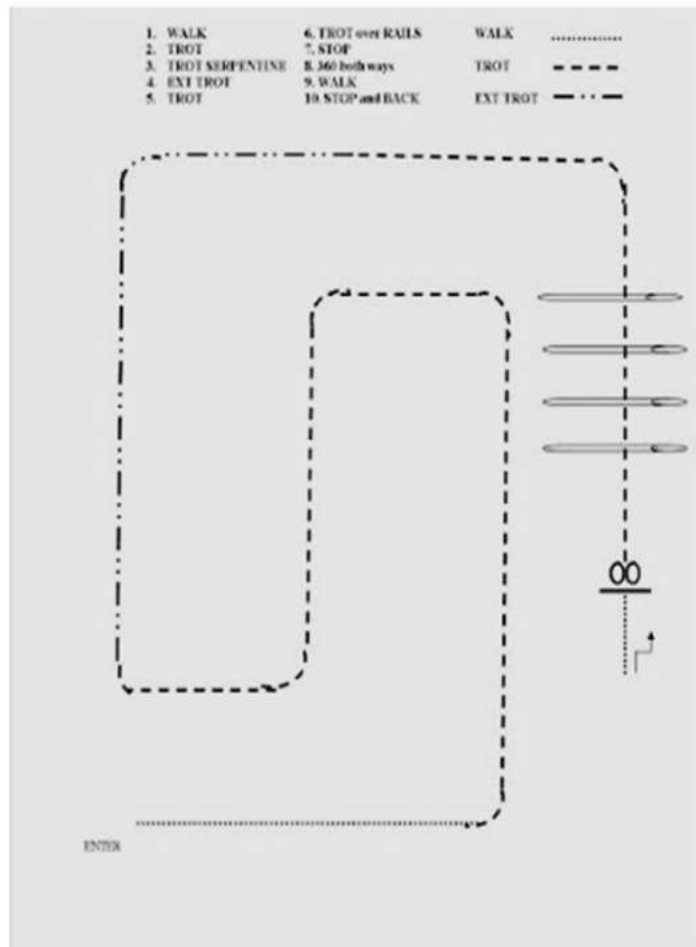
**Rules 563-568 are unassigned.**



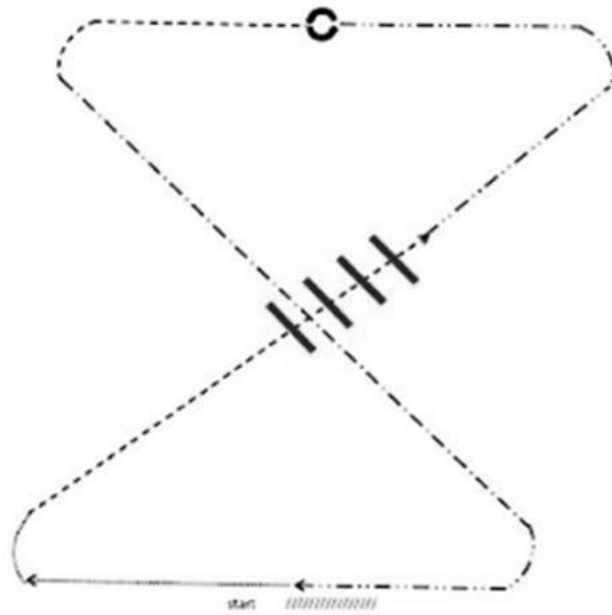
### Walk Jog Ranch Riding Patterns

These walk jog patterns can be used for Non-Pro Walk/Jog and the Amateur Donkey Walk/Jog. Show management can pick from these 4 and print copies for exhibitors.

#### NON-PRO WALK/TROT RANCH RIDING PATTERN #1



### NON-PRO WALK TROT RANCH RIDING PATTERN #2

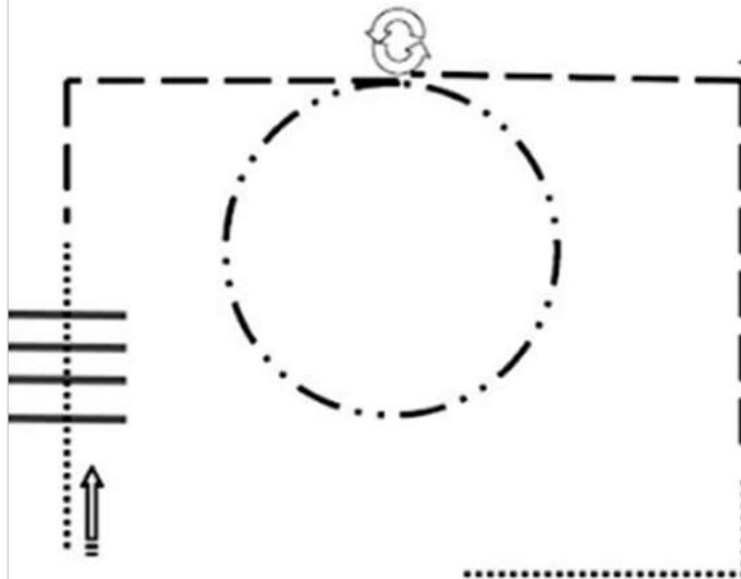


- 1. WALK
- 2. TROT
- 3. TROT over 4 RAILS
- 4. EXTENDED TROT
- 5. STOP AND LEFT
- 6. TROT
- 7. EXTENDED TROT
- 8. STOP & BACK

WALK - - - - -  
TROT - - - - -  
EXT TROT - - - - -  
STOP & BACK - - - - -

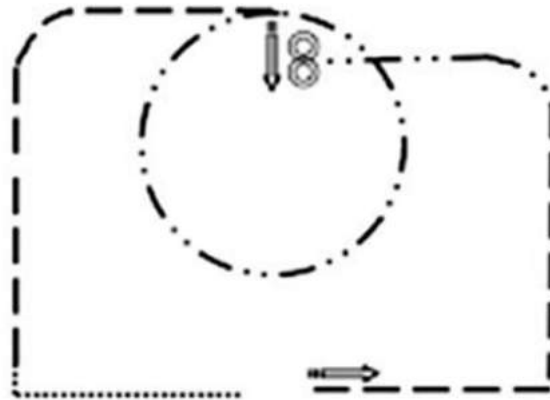
### NON-PRO WALK TROT RANCH RIDING PATTERN #3

1. WALK
2. EXTEND TROT 1/2 WAY UP THE ARENA
3. TURN LEFT EXTEND TROT TO CENTER
4. TROT CIRCLE TO THE LEFT
5. STOP
6. 360 degree TURN TO LEFT
7. EXTENDED TROT
8. WALK OVER RAILS
9. STOP & BACK ONE HORSE LENGTH



**NON-PRO WALK TROT RANCH RIDING PATTERN #4**

- 1 WALK
- 2 EXTEND TROT HALF WAY UP ARENA
- 3 TURN RIGHT, EXTEND TROT TO CENTER OF ARENA
- 4 TROT CIRCLE RIGHT
- 5 STOP, SIDEPASS RIGHT
- 6 360 TURN BOTH DIRECTIONS (either way first)
- 7 TROT
- 8 EXTENDED TROT
- 9 STOP, BACK (one horse length)



**Notes:**

## DRESSAGE

### **569. GENERAL DRESSAGE RULES**

A. Attire - For Training through Fourth Levels is: A short riding coat of conservative color, with tie, choker or stock tie, breeches or jodhpurs, boots or jodhpur boots, and properly fastened protective headgear which meets or exceeds ASTM standards for equestrian use and carries SEI tag.

1. Management may allow competitors to show without jackets in extreme heat (temperatures over 85°). Must wear appropriate light colored shirt with long sleeves or short sleeves. No T-shirts.

2. Competitors allowed to wear a hat cover and a clear or conservative color rain coat in inclement weather.

B. Saddles and Equipment - An English type saddle with stirrups is mandatory at all levels.

1. For Training through Third Levels **and below** a plain snaffle bridle and a regular cavesson, a dropped nose band, a flash noseband, a crescent nose band, or a crossed nose band are allowed. Noseband must be of leather or leather type material. Third Level and above, same as above, or simple double bridles with cavesson nose bands.

2. Bits - (**See Appendix A page 200**) Green Mules must use approved snaffles. Bridled mules may use bits listed in (**Appendix A**). ***Kimberwick and Pelham bits and twisted wire snaffles are not allowed in dressage.***

3. One whip no longer than 43.3 inches, or 110 cm, including lash, may be carried in all classes.

4. Spurs - English type spurs must be correctly placed on the boot, above the spur rest. Spurs not turned down, except for swan neck, is cause for elimination.

C. Procedures - Judging shall follow current USEF/USDF scoring and procedures.

1. **Tests** - Show shall state on entry form which tests will be designated green and bridled classes. Copies of the test should be provided to the exhibitors upon request. Current USEF/USDF tests shall be used. Tests change every four years, check USEF for current tests. Green or Amateur may use any training level test, Bridled shall use training level test 3 or any first level or above test to count for AMA year end points.

2. Participation - No mule may be ridden more than once in any Dressage class.

a. No mule may compete in any under saddle class if it is less than 36 months of age at time of competition.

b. Green mules and Amateurs may enter any Training Level test. Bridled mules may enter Training Level Test 3 or any First Level or above test.

c. Mules may enter no more than two consecutive levels at one competition.

d. Any class restrictions shall be stated on the entry form.

3. Times - Show management shall draw for ride times prior to show date and make them available to contestants.

a. Competitor must be ready to ride at his/her scheduled time or may be eliminated. No competitor can be required to ride prior to his

scheduled time.

b. Any competitor who does not enter the arena within **45 seconds** after the entry bell is rung for his/her ride shall be eliminated.

4. In a movement which must be carried out at a certain point of the arena, it should be done at the moment when the competitor's body is at the letter.

D. Scoring - After each performance and after judge has given all marks, judges' sheets pass to scorers.

1. Show management shall add each test twice, and post the scores within one hour of completion of each class.

a. Any math errors discovered on score sheet must be brought to the attention of show management within 1 hour of posting of scores from last class of that show day.

b. Judge is free to leave after one hour of posting the scores in order to resolve any errors or ties.

2. Errors - When an "error of course" (takes a wrong turn, omits a movement, etc.) occurs the judge warns by sounding a bell, and may show the point at which the rider must take up the test again and the next movement to be executed. If bell would impede the fluency of the performance, the judge may decide whether or not to ring bell. If judge did not ring bell and movement is repeated and error occurs again only one error is recorded.

a. When "error of the test" (rising trot instead of sitting, salutes without reins in one hand, etc.) is made; it is penalized as for an "error of course."

b. Competitor is not allowed to repeat a movement of the test unless the judge decides on an error of course (rings the bell). If, however, the rider has started the execution of a movement and tried to do same movement again, the judge must consider the first movement shown only and, at the same time, penalties for an error of course.

c. If the judge has not noted an error, the competitor has the benefit of the doubt.

E. Arena - Should be on as level ground as possible. Arena should be separated from the public by at least 15 meters (49.5 feet)

1. Standard arena 60x20 meters, small 40x20 meters. The standard arena must be used for first level and above.

2. Dressage fence should be low, about 12" high. Should be such to prevent hooves from becoming entangled. Fence at 'A' can remain open but letter 'A' must be at least 5 meters away from arena.

3. Letters should be outside enclosure about 0.5 meters away and clearly marked. A red marker may be placed against or painted on the fence to aid the judge.

4. The judge shall be seated **(5) meters** from the end of arena opposite letter 'C'.

5. Suitable warm up area must be provided.

#### F. Object and General Principles

1. The object of Dressage is the harmonious development of the physique and ability of the mule. As a result he is calm, supple, loose and flexible but also confident, attentive and keen thus achieving perfect understanding with his rider.

2. These qualities are revealed by:

- a. The freedom and regularity of the gaits:
- b. The harmony, lightness and ease of movements;
- c. The lightness of the forehand and the engagement of the hindquarters, originating in lively impulsion;
- d. The acceptance of the bridle with submissiveness throughout and without any tenseness or resistance.

3. The mule thus gives the impression of doing of his own accord what is required of him. Confident and attentive he submits generously to the control of his rider remaining absolutely straight in any movement on a straight line and bending accordingly when moving on a curved line.

4. His walk is regular, free and unconstrained. His trot is free, supple, regular, sustained and active. His canter is united, light and cadenced. His quarters are never inactive or sluggish. They respond to the slightest indication of rider and gives life and spirit to the whole body.

5. By virtue of a lively impulsion and suppleness of his joints, free from the paralyzing effects of resistance the mule obeys willingly and without hesitation and responds to aids calmly and with precision, displaying a natural and harmonious balance both physically and mentally.

6. In all his work even at the halt the mule must be on the bit. A mule is said to be on the bit when the neck is more or less raised and arched according to the stage of training and the extension or collection of the gait and he accepts the bridle with a light and soft contact and submissive throughout. The head should remain in a steady position as a rule slightly in front of the vertical with a supple poll as the highest point of the neck and no resistance should be offered to the rider.

7. Cadence is shown in trot and canter and is the result of the proper harmony that a mule shows when it moves with well marked regularity, impulsion and balance. Cadence must be maintained in all the different trot and canter exercises and all the variations of trot and canter.

8. The rhythm that a mule maintains in all his gaits and paces is fundamental to dressage.

#### G. Definition of Gaits:

1. Halt – Mule shall stand attentive, engaged, motionless and straight with weight evenly over all four legs. Neck raised, poll high and head slightly in front of the vertical. While remaining on the bit with light and soft contact, mule may quietly chomp bit and be ready to move off at slightest cue.

2. Walk - Marching pace in which footfalls of feet follow one another in "four time" well marked and maintained. When the foreleg and the hindleg on the same side move almost on the same beat the walk tends to become an almost lateral movement. This irregularity is a serious deterioration of the gait. It is at the gait of walk that the imperfections of Dressage are most evident.

a. *Collected walk* - remaining "on the bit" moving forward with neck raised and arched. Head near vertical, light contact on the bit. Hind legs engaged with good hock action. Pace is marching and vigorous, shorter steps but higher with more action than medium walk.

b. *Medium walk* - clear, regular and unconstrained walk of moderate lengthening, energetically, but calm with even and determined steps. The hind feet touching the ground in front of the prints of the forefeet. Steady contact with mouth.



c. *Extended walk* - covering as much ground as possible without haste or loss of regularity of steps. Hind feet over reach prints of forefeet. Rider allows mule to stretch out head and neck without losing contact with mouth.

d. *Free walk* - pace of relaxation in which mule is allowed complete freedom to lower and stretch out head and neck. The degree of ground cover and length of strides, with hind feet stepping clearly in front of the footprints of the front feet, are essential to the quality of the free walk.

3. Trot - two beat pace on alternate diagonal legs separated by a moment of suspension. Always with free, active and regular steps, should be moved into without hesitation. Elastic steps with supple back and well engaged hindquarters, maintaining the same rhythm and natural balance through transitions.

a. *Collected trot* - on the bit, with neck raised and arched. Shorter steps but lighter and more mobile.

b. *Working trot* - between collected and medium trot, properly balanced, even, good hock action and impulsion.

c. *Medium trot* - between working and extended trots "but more round". Forward with free and moderately extended steps and obvious impulsion from the hindquarters.

d. *Extended trot* - covers as much ground as possible. Maintaining the same cadence he lengthens his steps to the utmost as a result of great impulsion from the hindquarters. Remains on the bit without leaning on it to lengthen his frame and to gain ground. Balanced and unconstrained.

e. All trot work is executed sitting unless otherwise indicated in the test concerned.

4. Canter— gait of "three time", where at canter to the right, for instance, the footfalls follow one another as follows: left hind, left diagonal (simultaneously left fore and right hind), right fore, followed by a moment of suspension with all four feet off the ground before the next stride begins. Light, cadenced, and regular strides, should be moved into without hesitation. Acceptance of bridle with supple poll and engagement of the hindquarters and active hock action.

a. *Collected canter* - lightness of forehand and engaged behind. Characterized by supple, free and mobile shoulders and very active hindquarters. Shorter strides than other canters but lighter and more mobile.

b. *Working canter* - on the bit, balanced, forward light cadenced strides. Between collected and medium. Good hock action showing impulsion.

c. *Medium canter* - free, balanced, moderately extended strides and obvious impulsion from behind. Strides longer with movement balanced and unconstrained. Slightly lower head and neck.

d. *Extended canter* - covers as much ground as possible. Strides lengthened to their utmost without losing calmness or lightness. On the bit without leaning, lowers and extends head and neck, nose forward.

e. *Change of lead through the trot* - mule is brought back into the trot and after a few trot strides is restarted into the canter, with the other leg leading.

f. *Simple change of lead* - brought back immediately into a walk, and after a few clearly defined steps, is restarted immediately into a canter on the opposite lead, with no steps at the trot.

g. *Flying change of lead* - executed during suspension before next stride. Remains light, calm and straight with lively impulsion, maintains same rhythm and balance throughout.

5. Rein Back - equilateral, reverse movement in which feet are raised and set down almost simultaneously by diagonal pairs. Feet well raised and the hind feet remain well in line. On bit maintaining desire to move forward.

a. Anticipation, resistance or evasion, not straight line, spreading or inactive hind legs, and dragging forefeet are serious faults. If trot or canter required after rein back, should move off immediately without halt or intermediate step.

6. Transitions - Changes of pace and speed should be clearly shown at the prescribed marker. They should be quickly made but smooth and not abrupt. Cadence of pace should be maintained up to the moment when the pace is changed or the mule halts. Remain light in hand, calm and maintain a correct position.

7. Change of Direction - mule should adjust the bend of his body to the curve of line he is following, remaining supple without resistance or change of pace, rhythm or speed.

8. Counter-Canter- This is a movement where the rider, for instance on a circle to the left, deliberately makes his mule canter with the right canter lead (with the right fore leading). The counter-canter is a balancing movement. The mule maintains his natural flexion at the poll to the outside of the circle, and the horse is positioned to the side of the leading leg.

#### 9. Collective Marks

- a. Gaits- freedom and regularity
- b. Impulsion- desire to move forward, elastically of the steps, suppleness of the back, engagement of the hindquarters.
- c. Submission- attention and confidence, lightness and ease of movements, acceptance of the bridle, lightness on the forehand.
- d. Riders Position and Seat
- e. Riders correct and effective use of aids.
- f. Harmony between rider and mule.

#### H. Execution of Tests

1. Calling Tests, all tests may be called during the competition. Responsibility of competitor to arrange for a person to announce the test. Limited to reading the movement as it is written once only, unless there is doubt of it being heard.

2. Salute. Rider must take the reins in one hand. One arm shall drop loosely at body and incline head in slight bow. Gentlemen shall remove hat.

3. Voice. Using the voice in any way or clicking the tongue once or repeatedly is a serious fault. A deduction of at least 2 marks from those that would have been awarded for the movement where this occurred.

4. Lameness incurs elimination without appeal.

**570. CLASSES/LEVELS OF COMPETITION**

A. Training Level - Confirms that the mule has received proper dressage training as a result of which its muscles are supple and loose, it moves freely forward in clear and steady rhythm, accepting the bit.

B. First Level - Confirms that the mule, having demonstrated that it has achieved the standard of Training Level (see above), has developed thrust (pushing power) to achieve improved balance and thoroughness and to maintain a more consistent contact with the bit.

C. Second Level - Having demonstrated that it has achieved the thrust required in the First Level, mule now accepts more weight on the hindquarters (collection); moves with an uphill tendency, especially in the medium gaits; and is reliably on the bit. A greater degree of straightness, bending, suppleness, thoroughness, balance and self carriage is required than at First Level.

D. Third Level - Having achieved the requirements of Training, First and Second Levels, demonstrates in each movement, especially in the medium and extended paces and in transitions to and from collected movements, rhythm, suppleness, acceptance of the bit, impulsion, straightness and collection. There must be a clear distinction between paces.

E. Fourth Level - These tests are of medium difficulty designed to confirm that the mule has acquired a high degree of suppleness, impulsion, balance and lightness while always remaining reliably on the bit, and that its movements are straight, energetic and cadenced with the transitions precise and smooth.

**571. JUDGING A TEST**

A. The mark for each movement should establish whether the movement is marginal (5 or below) or higher. A reason should be given for marks 6 and below.

B. Accuracy should only be a factor if inaccuracy avoids the difficulty of the movement, i.e., a larger circle avoids the difficulty of a 10 meter circle.

C. If a problem appears once it may be treated lightly, if it appears successively the judge will score it more harshly each time.

D. Grinding of teeth and wringing of tail are signs of tenseness on the part of the mule and should be considered in the marks for each movement where they appear.

E. Levels of dressage are offered as a means of evaluating a mule that is changing and shall be considered in light of the degree of training that should have been achieved to be shown at that level.

F. In the case of a fall of mule or rider the competitor will be eliminated.

G. If the mule leaves the arena, all four feet between entry and exit the competitor will be eliminated.

H. A test begins with the entry at A and ends with the final salute. Anything else has no effect on marks.

I. Mules that enter the arena with tongues tied down will be eliminated.

J. The judge may stop a test and/or allow a restart from beginning or any appropriate point in the test if, in his/her discretion, some un-

sual circumstance has occurred to interrupt a test.

K. Any resistance which prevents the continuation of the test longer than 20 seconds is punished by elimination.

L. All movements and certain transitions from one to another which have to be marked by the judge(s) are numbered on the judge's sheets. They are marked 0 to 10, 0 being the lowest and 10 the highest.

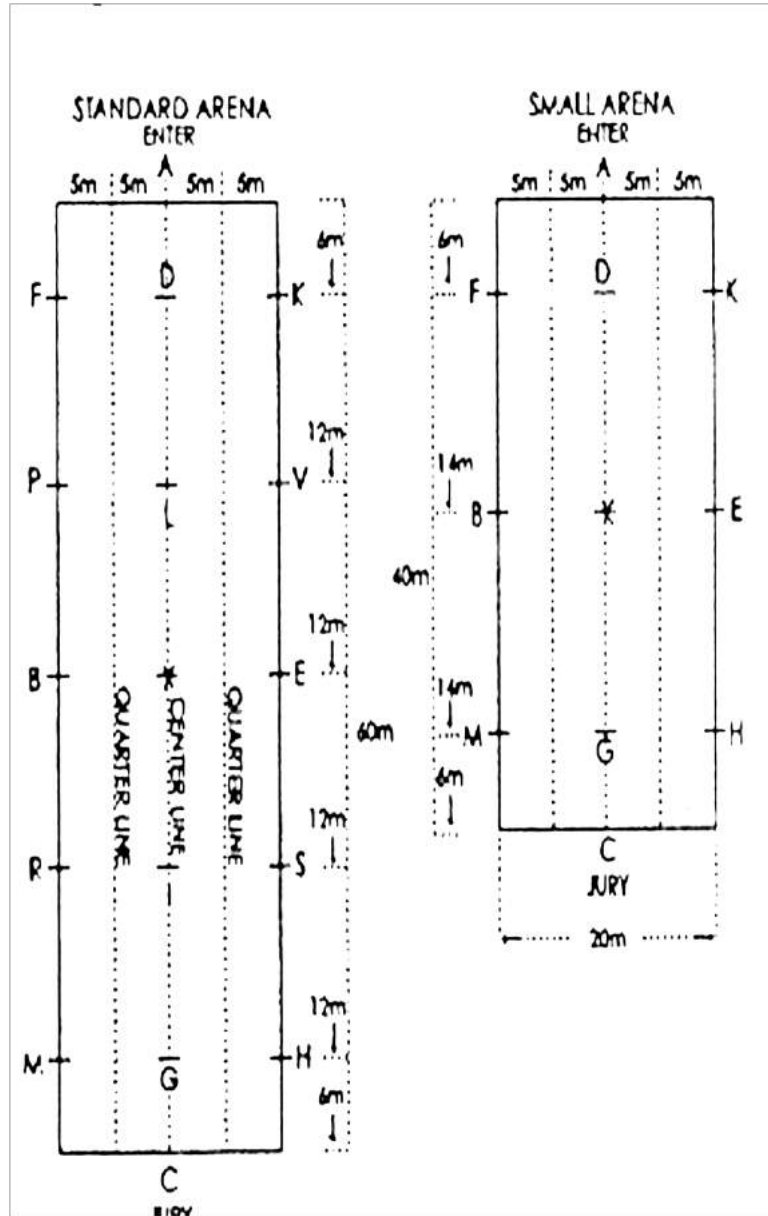
The scale of marks is as follows:

10 Excellent	4 Insufficient
9 Very Good	3 Fairly Bad
8 Good	2 Bad
7 Fairly Good	1 Very Bad
6 Satisfactory	0 Not Executed
5 Marginal	

"Not Executed" means that practically nothing of the required movement has been performed.

***\*\*All dressage tests can be found at [www.usef.org](http://www.usef.org) and searching dressage test movements or at your local tack store. It is the competitor's responsibility to obtain current tests.***

**Rules 572 – 600 are unassigned.**



## REGISTRATION RULES AND REGULATIONS

### **601. JACKS, JENNETS AND GELDINGS**

A. Sex designations shall be the following for donkeys: Jack - male; Jennet - female (Jenny may be used but is a less formal term), Gelding - castrated male.

B. All jacks, jennets and geldings shall be registered with the AMA to be eligible to receive points toward AMA awards.

C. Donkeys which are registered as reproducing animals (jacks and jennets) must be INSPECTED BY A VETERINARIAN.

1. You are responsible for the fee charged by the veterinarian for these services.

2. Inspection forms will be included with application.

D. All donkeys foaled from AMA registered parents may be registered without inspection.

E. Application for registration must be completed IN FULL, including any known pedigrees, all registration numbers from any other registries and the name of the registry in full.

1. Be sure to state which breed, if animal is specific breed and was not previously registered.

**602. SIZE CLASSIFICATION OF DONKEY** Donkeys will be registered according to their size in inches.

A. If the animal is young, you may contact the registrar after it is mature (3½ years or older) and change the size to mature size.

Miniature	36" and under at the withers
Small standard	36.01" to 48"
Standard	48.01' to 56" (to 54" for jennets)
Mammoth	56.01" and over (54.01" for jennets)

**603. COLOR** Colors should be described for donkeys as follows: DUN (typical donkey gray) - not true gray, has marked cross and stripes, also called mouse dun or grulla in horses; BROWN; BLACK; CHESTNUT; WHITE; PINTO; ROAN; GRAY (true gray is born dark and turns white with age). (See Rule 607)

A. Normal markings of light underline and muzzle will be assumed along with cross.

1. If light areas are lacking in your donkey, please indicate on application.

B. If your animal is a color variation of those above (say, dapple pink) indicate the base color first, then the variation description of the base color.

**604. AGE OF DONKEY** - For show purposes shall be considered to be one year old on the first day of January following the actual date of foaling.

A. Every year thereafter as of January 1st, they gain another year of age.

1. Animals shown the same year as foaled will be shown as weanlings.

B. Animals are subject to being mouthed for age except when they

are registered and aged by registered parents.

**605. REGISTRATION FEES AND REQUIREMENTS**

- A. Five pictures are required for identification purposes.
  - 1. Full front view including feet; full left including feet; full right including feet; full rear view including feet. One additional side view to be put on registration certificate.
  - 2. Donkey's head and neck should be straight forward and all four feet visible in both side views.
  - 3. Full front view should show any face markings clearly.
  - 4. Any brands or scars should be seen.
- B. Registration fees are:
  - JACKS: \$30.00/AMA members and \$60.00/non-members.
  - JENNETS/GELDINGS: \$30.00/AMA members and \$60.00/non-members.
  - MULES: \$30.00/AMA members and \$60.00/non-members.
- C. Other Fees: Lost Certificate: \$30.00
- D. Transfer Fee - \$10.00/AMA members and \$40.00/non-members. Transfer blank and registration papers must be received within 45 days in the AMA office after date of sale, or lose all accumulated points for that year.
- E. All forms may be obtained from the AMA website.
- F. Registered name limited to twenty-two (22) characters.
- G. Mules and donkeys that have **never been shown**, may change name.
  - 1. Must return original certificate with new name choice and \$30.00 fee.

**606. REGISTRATION OF MULES AND HINNY (S)**

- A. Name of the owner (s) applying for registration of a mule shall be the same name as that appearing on the membership card.
  - 1. If one of the owners is a non-member, there will be an additional charge for that person.
  - 2. Husband and wife, only one needs to be a member.
- B. Registration fees for mules are \$30.00/AMA members and \$60.00 for non-members.
- C. Five clear photos are required showing the mule from each side, front, and rear, including feet. One additional side view for certificate.
  - 1. Spotted or appaloosa mules need two sets of photographs; one for the AMA and one to be returned with the certificate.
  - 2. Photographs must be in color and of sufficient clarity to distinguish all markings. (**See Rule 605**).A for further information on photographs.
  - 3. Photographs must be dated and the owner's name and address on the reverse side of photographs.
  - 4. Photographs become the property of the AMA and cannot be returned.
- D. Mules shall be registered as of unknown parents unless signed breeding certificate by owner or breeder of sire accompanies registration application.
- E. Tattooing is required for all race mules.

1. Tattooing shall be done at the track prior to the race meet.
2. The tattoo number shall be the same as the registration number.
3. The tattoo shall be on the inside of the upper lip and placed on the mule's registration certificate and becomes part of its identifying features.

F. Corrections - The Association must be provided with a letter signed by the owner stating any corrections to be made, such as brands, scars, etc., that occurred after original issue of certificate, and mailed along with the original certificate to the AMA for recording with fee of \$30.00.

1. Lost certificate fee shall be \$30.00.
2. No person shall make any alteration on an original certificate.

G. When the owner of any registered animal disposes of that animal without papers, or the animal dies or is sold, the owner shall notify the Association for proper notation.

1. If requested, a cancelled registration certificate will be returned to the owner.

H. Registered name limited to twenty-two (22) characters.

#### **607. COLOR AND DESCRIPTION FOR MULES**

**BAY:** Body color ranging from tan, through red, to reddish brown; mane and tail black, usually black on lower legs.

**BLACK:** Body color true black without light areas; mane and tail black.

**BROWN:** Body color brown or black with light areas at muzzle, eyes, flank and inside upper legs; mane and tail black.

**SORREL:** Body color reddish or copper-red; mane and tail usually same color, but may be flaxen.

**CHESTNUT:** Body color dark red or reddish-brown; mane and tail usually dark red or reddish-brown, but may be flaxen.

**DUN:** Body color yellowish or gold; mane may be black or brown, has dorsal stripe, and usually zebra stripes on legs, and transverse stripe over withers.

**BUCKSKIN:** Body color yellowish or gold; mane and tail black, black on lower legs; buckskins do not have dorsal stripe.

**RED DUN:** A form of dun with body color yellowish or flesh colored; mane and tail are red, reddish, yellow, white or mixed; has a red or reddish dorsal stripe and usually red or reddish zebra stripes on legs and transverse stripe over withers.

**GRULLA:** Body color smoky or mouse-colored (not a mixture of black and white hairs, but each hair mouse-colored); mane and tail black, usually has black dorsal stripe and black on lower legs.

**PALOMINOS:** Body color a golden yellow, mane and tail white; Palominos do not have dorsal stripes.

**GRAY:** Mixture of white with any other colored hairs; after born solid colored or almost solid covered and get lighter with age as more hairs appear.

**RED ROAN:** More or less uniform mixture of white with red hairs

**BLUE ROAN:** More or less uniform mixture of white and black hairs; usually with a few red hairs.

**APPALOOSA:** Any base coat color with spots. (Please specify primary coat color on application, such as bay with snowflakes). Can vary from "snowflakes" over hips; white hip with dark spots; white coat with



“Dalmatian” spots; roaning with darker spots scattered over whole body.  
PINTO: Combination of white and any other color (s) in large spots.  
(Please specify primary coat color on application, such as chestnut pinto.)

**608. MARKINGS** descriptions of markings

A. Markings of the head and face:

SNIP: A snip is any marking, usually vertical, between the two nostrils.

STAR: A star is any marking on the forehead.

STRIP: A narrow marking extending vertically in the area between the forehead and nostril.

BLAZE: A broader vertical marking extending the length of the face.

STAR AND STRIP: A marking on the forehead with a strip to the nasal peak. The strip does not have to be an extension of the star.

STAR, STRIP and SNIP: A marking on the forehead with a narrow extension of the nasal peak and opening up again between the nostrils. These may be connected.

BALD FACE: A bald face is a very broad blaze. It can extend out and around the eyes and it can extend down to the upper lip and around the nostrils.

B. Markings of the lower legs:

CORONET: A coronet is any narrow marking around the coronet above the hoof.

HALF PASTER: A marking which includes only half the pastern above the coronet.

PASTER: A marking which includes the entire pastern.

SOCK: A marking which extends around the leg from the coronet halfway up the cannon bone, or halfway to the knee on the foreleg or halfway to the hock on the back leg.

STOCKING: A stocking is a full marking to the area of the knee on the foreleg and to the area of the hock on the hind leg. It is an extended sock.

**Rules 609-700 are unassigned**

## **AMA AWARDS PROGRAMS**

### **701. GENERAL INFORMATION**

A. The AMA has numerous awards programs for mules/donkeys, riders and non-riders.

1. AMA office shall keep a record of all awards presented.
2. Separate points keepers may be used for each event or be designated for one or all programs.
3. All specific information on awards and forms for record keeping may be obtained from the AMA office.
4. Most AMA event awards shall have no additional fee to participate, but some awards may require a small fee to help defray cost of award and record keeping.
5. An article and picture may be submitted to the AMA "MULES" newsletter when any of these awards are achieved.

B. Awards offered by the AMA effective January 1, 1994. (Some AMA awards will be retro-active, and are being tabulated by the appointed committee).

1. AMA Hall of Fame - Recognition for outstanding accomplishments of mules/donkeys that are deceased or retired from competing.
2. AMA Certificate Awards - AMA Events.
3. LEVA - Long Ears Versatility Award - All non-AMA riding and events recognition.
4. LEA - Long Ear Ambassador - For all long ears lovers, non-riders and riders - recognition for promoting the mule other than riding.
5. FFA/4-H/GRANGE LEA- Long Ear Ambassador - Recognition to youth in FFA, 4H or GRANGE that use mules and donkeys.
6. SSA - Saddle Sore Award - Recognition for hours ridden.

### **702. AMERICAN MULE ASSOCIATION HALL OF FAME**

A. Purpose to establish an award for AMA registered mules/donkeys that have shown an outstanding ability or accomplishments and that are now deceased or retired from the show ring or racing competition.

B. There will be a committee appointed by the Board of Directors. It shall consist of two board members and two members at large.

1. Their purpose shall be to review the applications and recommend to the Board of Directors the mules that should be considered for the Hall of Fame.

C. AMA Hall of Fame elections may be done at a regular meeting, or by an official phone or email poll by the Board of Directors..

D. Rules of the AMA Hall of Fame:

1. Open to all mules and donkeys that have qualified through extensive AMA participation, through outstanding produce of get within the AMA or by extensive promotion of the species and are approved by the Board of Directors.
2. Animals must have been registered with the AMA.
3. The award will be given to the owner of the animal at the time of its demise or present owner in the case of a retired animal.
4. Duplicate Hall of Fame awards can be purchased if required for a previous owner.
5. All applications must be made on the approved form provided by the AMA Secretary.

6. Animal may not be shown at a later date. Recognition will be forfeited if done so.

### AMA CERTIFICATES AND AWARDS

#### **703. GENERAL INFORMATION**

A. All mules and donkeys registered with the American Mule Association shall be eligible for the following titles and awards at no additional fee.

1. Upon receiving official notice of such award, a notation shall be made on the mule's registration papers.

B. AMA members competing in the Youth, Amateur or Packing Divisions may compete for Register of Merit, Superior, and Champion.

C. The following awards shall be from an accumulation of AMA points. (Retro-active awards shall have prior points earned under the old point system converted to the current system for tabulation.)

**1. CHAMPION MULE-** top ten mules compete in all classes with a 3 show minimum and must qualify in 3 divisions with a minimum of 10 points each for year end award from approved AMA shows.

**2. RESERVE CHAMPION MULE - A** Reserve Champion Certificate shall be awarded to the mule earning the second highest points.

**3. CHAMPION DONKEY-** top ten donkeys compete in 3 divisions with a minimum of 5 points each for year end award from approved AMA shows.

**4. CHAMPION AMATEUR-** Top 5 Amateur competitors compete in 3 divisions with a minimum of 5 points each for year end award from approved shows.

**5. CHAMPION YOUTH-** Top 5 Youth competitors compete in 2 youth divisions with a minimum of 5 points each for year end award from 3 approved shows. Qualifying youth division: performance, gymkhana, driving, packing.

**6. AMA Certificate Awards—DIVISION CHAMPION - A** Division Champion Certificate shall be awarded to the highest point earner in each division. The division shall be placed thru tenth (10th). Awards go to fifth (5th), certificates sixth (6th) to tenth (10th). Mules or donkeys must be shown in three (3) approved AMA shows within the year, in the respective division to be eligible.

**7. TOP TEN - A** Top Ten Certificate shall be awarded to the top ten (10) AMA point earners in a given show year (January 1 - December 31). Points earned in amateur and packing do not count.

**8. HONOR ROLL - A** Honor Roll Certificate shall be awarded to the top five (5) AMA point earners in a given show year (January 1 - December 31).

**9. REGISTER OF MERIT (ROM) - A** Register of Merit shall indicate Excellence in a given class. To be awarded a ROM when at least 60 points have been earned in a specific class.

**10. SUPERIOR - A** Superior title shall be awarded when at least 200 points have been won in a specific class.

**11. SUPERIOR CHAMPION- A** Superior Champion title shall be awarded when a minimum of 500 points have been won at AMA approved shows and:

a. These points have been won in a combination of a least four

(4) different classes with a minimum of 25 points having been won in each of at least 3 classes.

12. **VERSATILITY CHAMPION** - A Versatility Champion title shall be awarded to the mule which has won at least five (5) ROMs in separate classes AND in four (4) different divisions.

13. **SUPERIOR ALL-AROUND** - The Superior All-Around shall be awarded to the mule when:

a. Won a total of at least 600 points in recognized AMA events.  
b. A Superior in at least three (3) riding divisions  
(Roping, Driving, Working, etc., are all counted as riding divisions).

14. **SUPREME CHAMPION** - The mule shall be awarded the Supreme Champion when the following have been accomplished:

a. Mule has won a total of at least 1000 points in recognized AMA Halter and Performance events.  
b. At least 50 of those points have been won in halter.  
c. Mule has attained Superior All-Around.  
d. Remaining points to be earned in any combination of classes to bring total to 1,000 points.

e. In the event this title is awarded, a special award shall be presented to the owner of the mule at an AMA General Membership meeting.

D. The following awards will be presented as staffing for compilation of points allows. Honor Roll, Register of Merit (ROM), Superior, Champion, Versatility Champion, Superior All-Around, and Supreme Champion.

**704. LEVA - Long Ear Versatility Award** - Recognition for non-AMA mule events and mule participation in all other equine type events.

A. Points will be awarded for participation for any equine type activity on an AMA registered mule or donkey.

B. All information, requirements, and forms are available from the AMA website, see Awards Program.

C. Mule must be registered with the AMA and rider an AMA member. Small fee is required to participate.

**705. FFA/4-H/GRANGE LEA** - Youth must be a member in good standing with the FFA, 4-H, or Grange and a member of the AMA to receive this award; animal used needs to be registered, unless used as a pack mule only.

**706. SSA - Saddle Sore Award** - Recognition for time on your "ass".

A. Hours are on the honor system.

B. Only hours ridden for practice or pleasure will count; if competing at an event that can be used for another award above, those hours shall not count.

C. If not accumulating points for any other award listed, points shall count for being in the saddle.

a. Sitting on your mule or donkey all day watching an event will not earn total hours unless you were riding around (should be in motion the majority of the time).

D. Additional information and time keeping forms are available from the AMA website, see Awards Program.

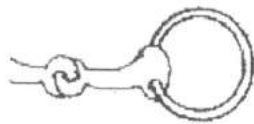
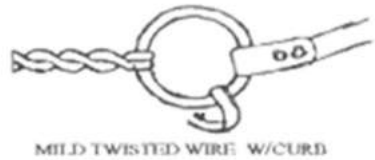
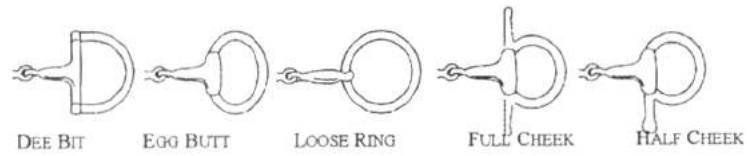
E. A small fee is required for this award.

**707. Other awards programs** may be established at a later time if participation warrants.

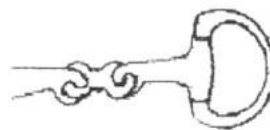
**APPENDIX A - Equipment.**

- I. **GREEN MULE SNAFFLE BITS** - Two hands on reins. Snaffle cheek pieces apply to smooth and twisted.

**EXAMPLES OF REGULATION SNAFFLES**

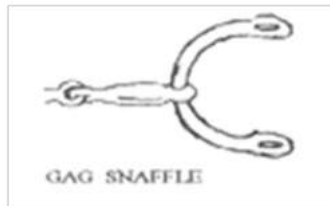


Single Jointed

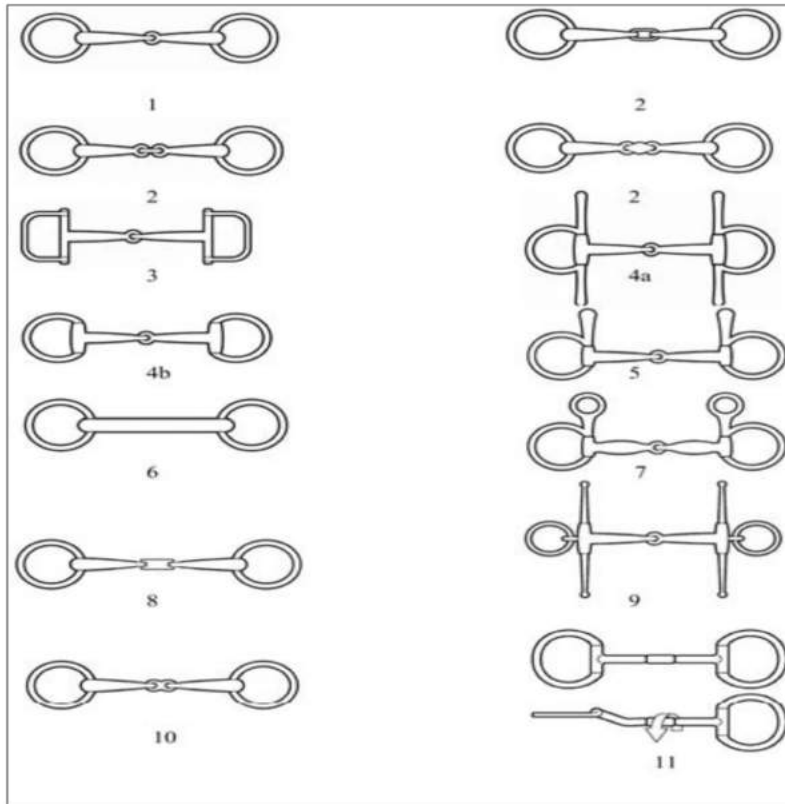


Double Jointed

**APPROVED SNAFFLES for EXCEPTIONS—Rule 3**



VARIOUS SNAFFLE BRIDLE BITS



- 1. Ordinary snaffle with single-jointed mouthpiece.
- 2. Ordinary snaffle with double-jointed mouthpiece.
- 3. Racing snaffle (D-ring).
- 4. Snaffle. A) with cheeks, with or without keepers.  
b) without cheeks (Egg-butt).
- 5. Snaffle with upper or lower cheeks.
- 6. (Mullen-mouth). **This is not a snaffle.**
- 7. Snaffle with cheeks. (Hanging or drop cheek; Baucher). This may be a D-ring or other ordinary snaffle as pictured in Nos. 1-6.
- 8. Dr. Bristol.
- 9. Fulmer.
- 10. French snaffle.
- 11. Snaffle with rotating mouth-piece

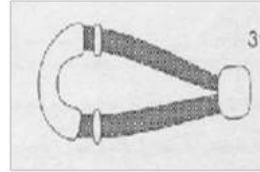
\*Any of the above may be made with a rubber, plastic or leather covering, but the bit may not be modified by adding latex or other material. Bits with mouthpieces made of synthetic material are permitted, provided that the contours of the bit conform to the contours of one of the bits pictured above. Flexible rubber or synthetic mouthpieces are permitted.

Regulation Snaffles - 3/8 inch diameter or larger, smooth single-jointed, mild twist or double jointed mouth pieces.

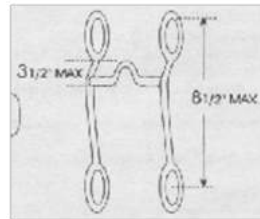
1. See examples shown.
2. Exception for Roping, Penning and Gymkhana Events and Jumpers class (**Rule 313**); may use mild twisted-wire or gag snaffles in these classes ONLY.

3. If a curb strap is used on a snaffle bit, it must be attached below the reins.

Rawhide bosal hackamores may be used on green mules only and must use two hands on reins. (Not for English type classes).



Rawhide Bosal



Shank Bit

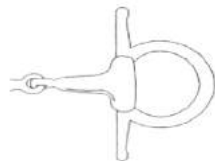
## II. Approved Shanked Bits - Western Classes only

- A. Shank Bit with solid or jointed mouthpiece.
  1. Smooth, round mouth piece 3/8" to 3/4" diameter, measured 1" from cheek.
  2. Mouthpiece port no higher than 3 1/2" max.
  3. Nothing may protrude below mouthpiece (bar).
  4. Shanks maximum of 8 1/2" as per drawing.
  5. Shanks may be fixed or loose.
- B. Curb Straps must not be narrower than 3/8".
  1. May be leather, flat rawhide or chain.
  2. Must be smooth and lie flat against chin.
  3. No wire allowed no matter how covered.

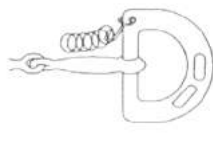
## III. Approved English Bits

A. English mules may use standard regulation snaffle or approved snaffles, standard English bits listed, or any acceptable humane bit:

1. Full cheek (with or without keepers), half cheek, un-jointed snaffle, Kimberwick, Pelham, Dr. Bristol, Weymouth bit with Bridoon.



FULL CHEEK



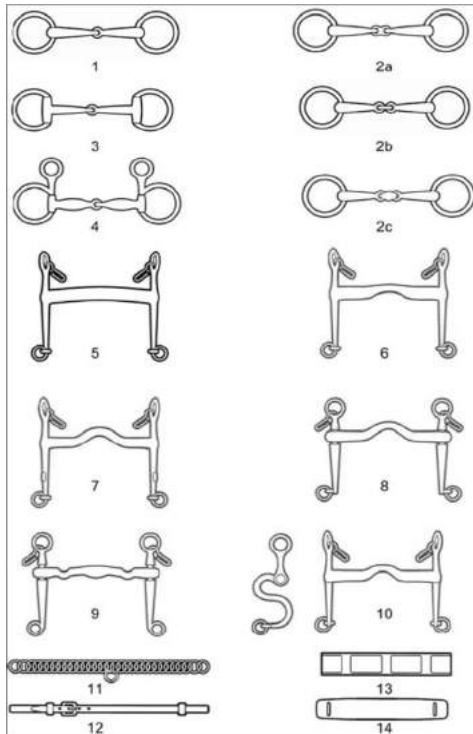
KIMBERWICK



PELHAM



**VARIOUS DOUBLE BRIDLE BITS**



Bridoons: 1. Loose ring bridoon bit. 2. a.b.c. Bridoon bit with jointed mouthpiece where the middle piece should be rounded. (Note: A Dr. Bristol bit is not permitted.) 3. Egg-butt bridoon bit. 4. Bridoon bit with hanging cheeks.

Curbs: 5. Half-moon curb bit. 6. & 7. Curb bit with straight cheeks and port. 8. Curb bit with port & sliding mouthpiece (Weymouth) A curb bit with rotating lever arm is also allowed. 9. Variation of bits Nos. 6, 7 & 8. 10. Curb bit with S-curved cheeks. 11. Curb chain (metal or leather or a combination). 12. Lip Strap. 13. Leather cover for curb chain. 14. Rubber cover for curb chain.

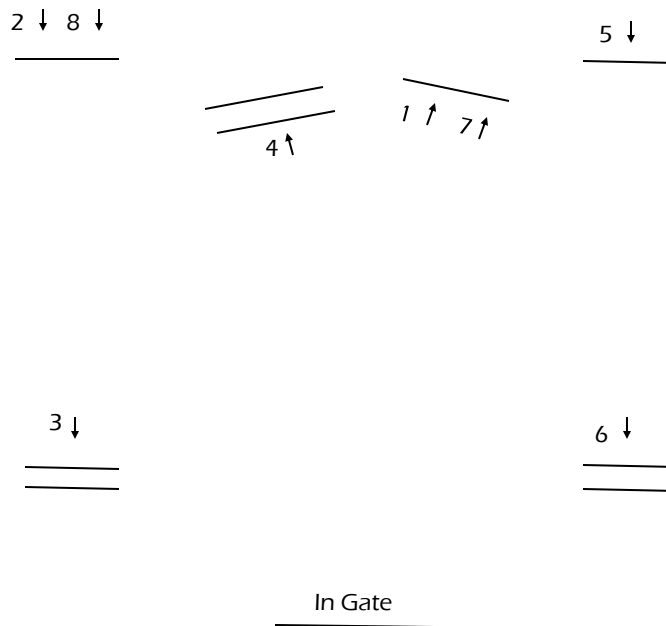
**IV. DRIVING BITS** - Regulation snaffles and other types of traditional driving bits are allowed.

- A. Bits may be covered with rubber or leather.
- B. Prohibited: Twisted, burr, and wire bits of any type and tying down of tongue.
- C. **Any acceptable humane bit.** Judges' discretion on if bit is humane; if judged inhumane, mule will be eliminated from class.
- D. Mechanical hackamores of no longer than 8½" shank, gag snaffle hackamore combo.

**VI. OTHER EQUIPMENT**

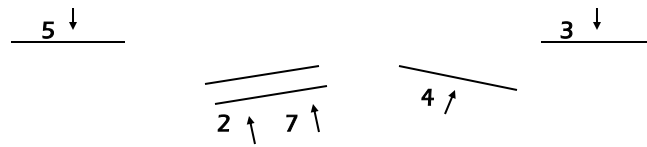
- A. Tack should be clean and in good repair.
  - 1. Silver equipment will not be considered by the judge.
  - 2. Spurs, breeching, crupper and breast collars are optional.
- B. Tie-downs, martingales, ONLY allowed in Roping, Penning and Gymkhana, and Working Hunters or Jumpers (**Rule 313**). Draw reins prohibited.
  - 1. Cavessons may be used in these events but are mandatory in English. They are required in Pleasure Driving classes.
- C. Protective Boots may be used in all speed events: Gymkhana, Reining, Cutting, and Gambler's Choice classes.
- D. Western Reins
  - 1. Split reins or mecate to be used on snaffles. Mecate with or without tie rope used on snaffles and bosals. If tie rope is present, it must be safely secured to saddle or horn during riding classes.
  - 2. Bridled mules must use split reins or romal reins in all western classes.
  - 3. Roping Reins (joined ) are not allowed in Western Performance or Working Performance events.
- E. English Reins - (joined) with or without buckle.
- F. Draw reins are prohibited.

Appendix B– Hunter/jumper Courses  
Hunter Course #1  
Jumps #1-8 (not to scale)

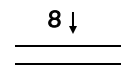
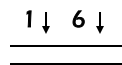


- This course uses less materials however it requires a jump crew in the arena to fix (replace rails) jumps which will be jumped a second time.
- A minimum of one spread must be used, others are optional. Double lines designate spreads.

Jumper course #1  
 1st Round #1-8  
 Jump Off #1,2,3,4,5,8  
 (not to scale)



\* start \*



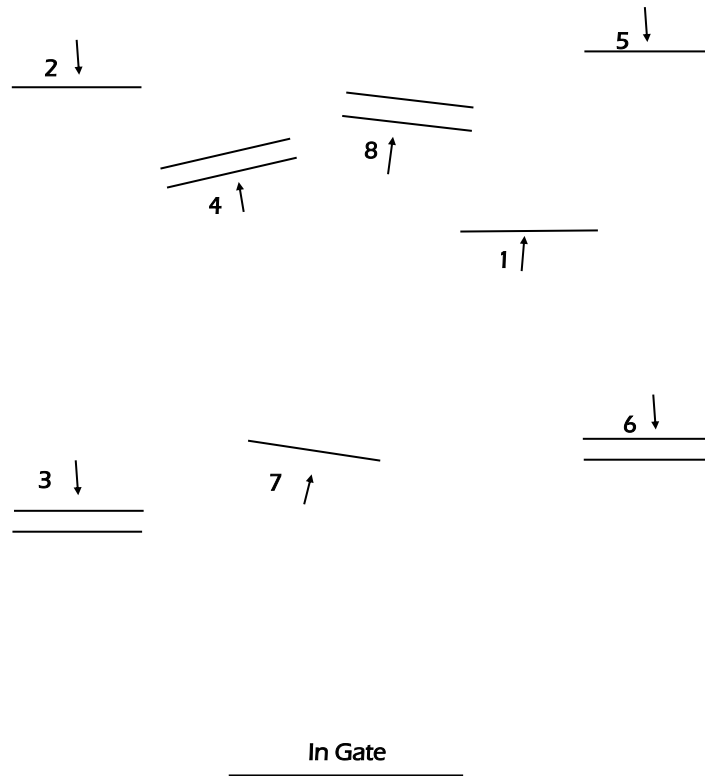
\* finish \*

In Gate



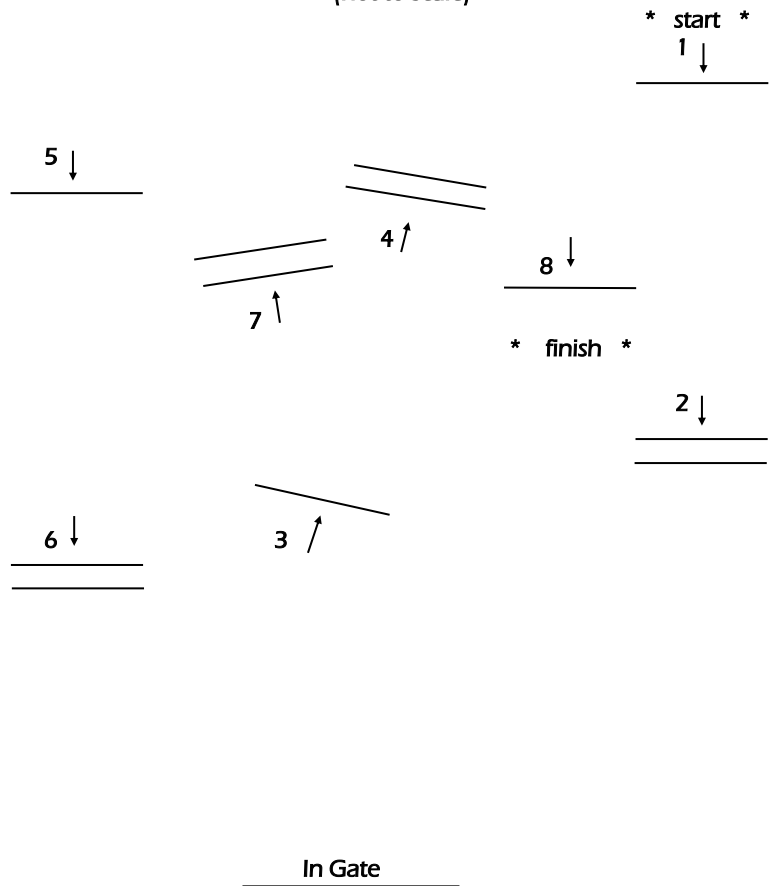
- This course requires less materials, however it requires a jump crew in the arena to fix (re-place rails) jumps which will be jumped a second time.
- A minimum of one spread must be used. Others are optional. Double lines designate spreads.

Hunter Course #2  
Jumps #1-8  
(not to scale)



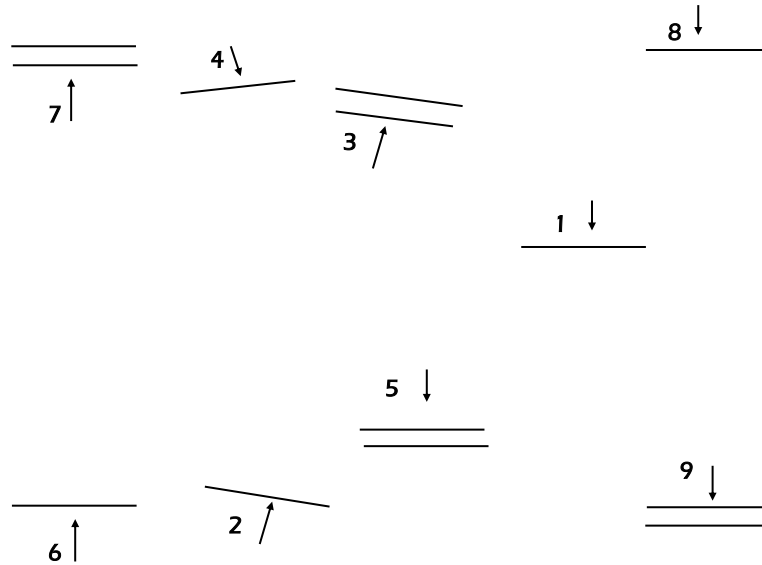
- A minimum of one spread must be used. Others are optional. Double lines designate spreads.

Jumper Course #2  
1st Round jumps #1-8  
Jump Off # 1,4,5,7,8  
(not to scale)



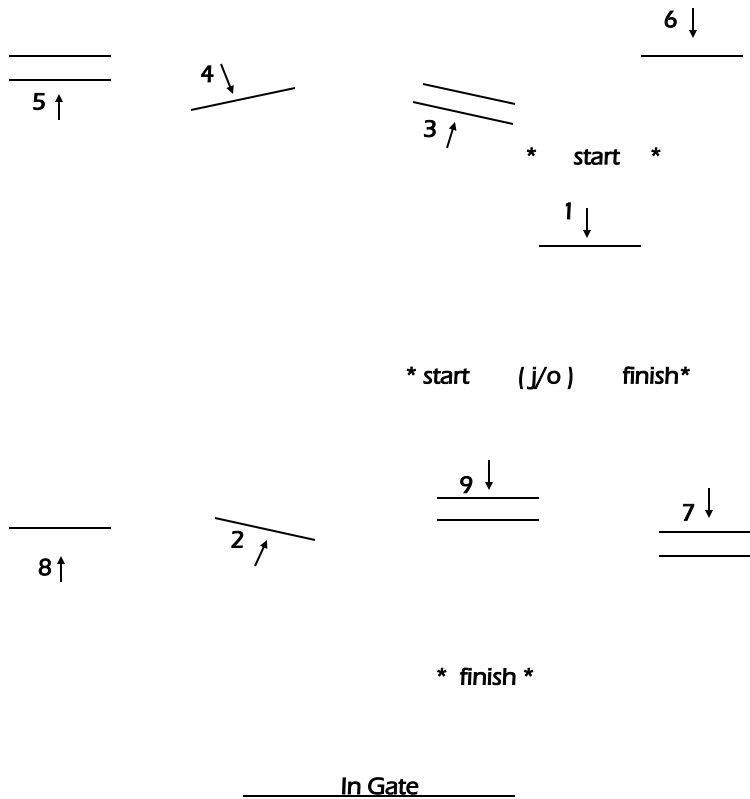
- A minimum of one spread is required. Others are optional. Double lines designate spreads.

Hunter Course #3  
Jumps #1-9  
(not to scale)



- A minimum of one spread is required. Others are optional. Double lines designate spreads.

Jumper Course #3  
 1st Round Jumps #1-9  
 Jump Off #9,2,3,4,5,1

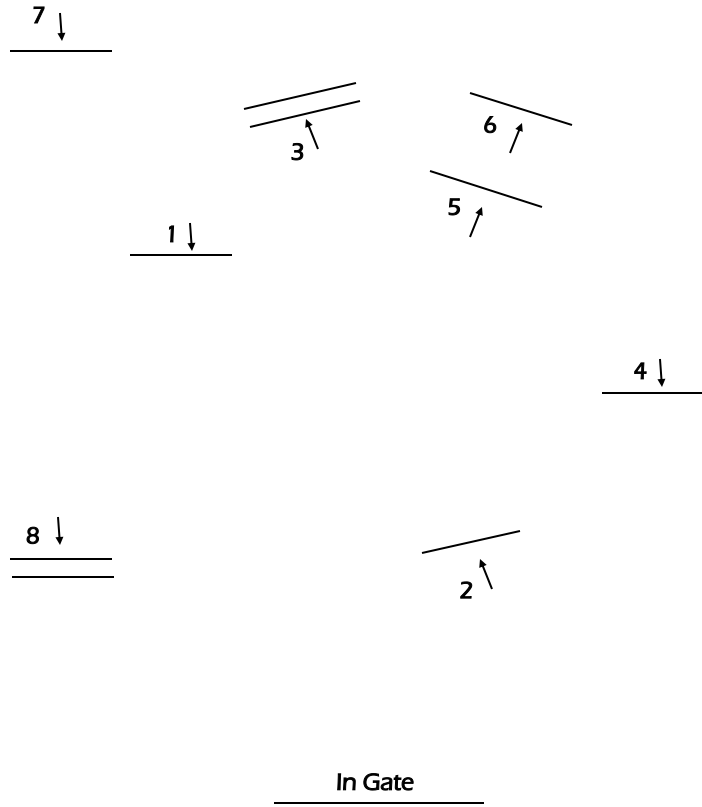


- A minimum of one spread is required. Others are optional. Double lines designate spreads.

Start and finish markers are for first round jumpers and jump off  
 Unless designated otherwise by j/o for jump off.

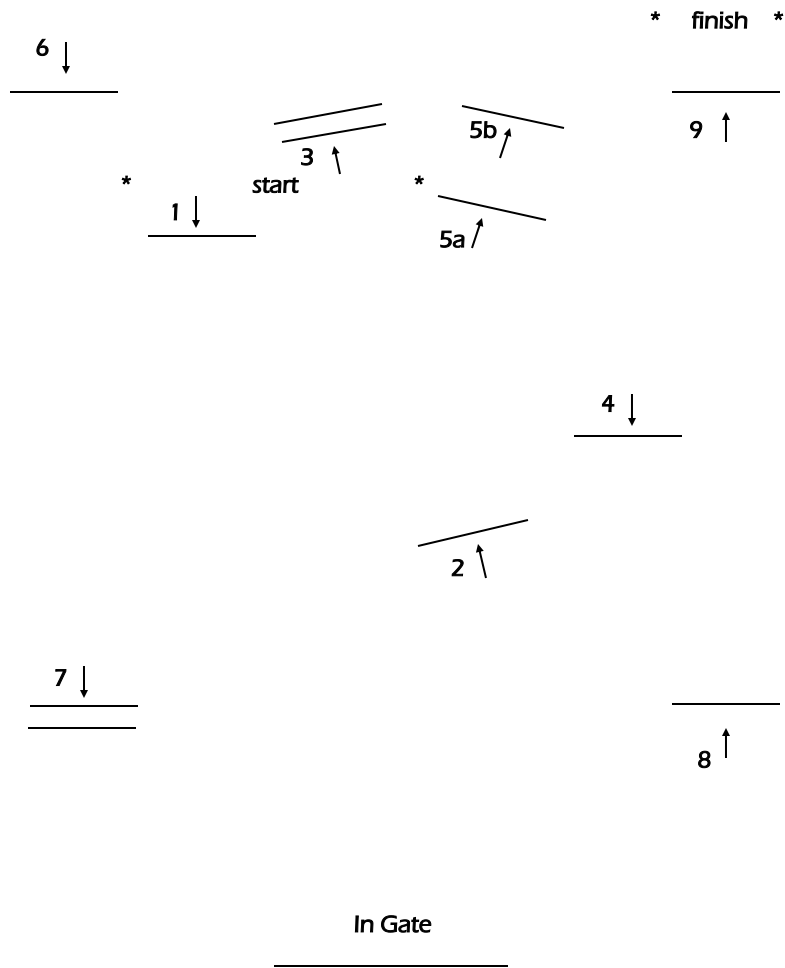


Hunter Course #4  
Jumps #1-8  
(not to scale)



- A minimum of one spread is required. Others are optional. Double lines designate spreads.

Jumper Course #4  
1st Round #1-9  
Jump Off #3,4,5a,5b,6,9  
(not to scale)



\* A minimum of one spread is required. Others are optional. Double lines designate spreads.

**AMERICAN MULE ASSOCIATION  
MEMBERSHIP APPLICATION**

Please check appropriate space:

Voting membership: \$30.00 – individual 18 yrs. old and over.

Junior membership: \$15.00 – Individual under 18 yrs. old as of Jan. 1<sup>st</sup> of the year applying.

Life membership: \$300.00 – Any individual, non-refundable and non-transferable.

Family membership: \$45.00 – Two adults and siblings under 18 yrs. in same residence.

News letter only : \$13.50 – Mules subscription (Free with Membership)

Please list names of family members, membership numbers, and birth date of juniors:

---

***CHECK ALL THAT APPLY:***

New member  Renewal

Judge's Renewal: \$10.00

Printed rulebook: \$10.00

Amateur  Novice  By checking either, you agree to terms as outlined in the AMA rulebook.

Name: \_\_\_\_\_

Membership number: \_\_\_\_\_

Mailing Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

Phone number: \_\_\_\_\_

E-mail address: \_\_\_\_\_

Signature: \_\_\_\_\_

Date \_\_\_\_\_

Make checks payable to AMA and send to:  
American Mule Association  
3983 S. McCarran Blvd., #186  
Reno, NV 89502

[www.americanmuleassociation.org](http://www.americanmuleassociation.org)

**AMERICAN MULE ASSOCIATION  
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Please list names of family members, membership numbers, and birth date of juniors:

\_\_\_\_\_

***CHECK ALL THAT APPLY:***

New member  Renewal

Judge's Renewal: \$10.00

Printed rulebook: \$10.00

Amateur  Novice  By checking either, you agree to terms as outlined in the AMA rulebook.

Name: \_\_\_\_\_

Membership number: \_\_\_\_\_

Mailing Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

Phone number: \_\_\_\_\_

E-mail address: \_\_\_\_\_

Signature: \_\_\_\_\_

Date \_\_\_\_\_

Make checks payable to AMA and send to:  
American Mule Association  
3983 S. McCarran Blvd., #186  
Reno, NV 89502

[www.americanmuleassociation.org](http://www.americanmuleassociation.org)