

2022 BISHOP MULE DAYS CELEBRATION

Classes - Descriptions, Rules, Judging Criteria.

Western Division

Attire: Must be shown in western attire and equipment unless directed otherwise by Bishop Mule Days Show Management. Western hat, belt, boots, long sleeve shirt with sleeves down and fastened, long pants. Shirts must be tucked in unless they are designed to be worn out.

Tack: Western saddle and western bit that is approved for the class showing in. (see American Mule Association (AMA) rulebook for details specific to AMA governed classes americanmuleassociation.org).

1. Western Pleasure
 - a. Equines are shown at the walk, jog, lope in both directions and back. Exhibitors show together in the arena on a reasonable loose rein without undue restraint.
 - b. For details and judging criteria, see current AMA rulebook.
2. Western Trail
 - a. Equines work individually to follow predetermined course so as to work over, around and through a series of obstacles in a willing, quiet and alert manner.
 - b. See current AMA rulebook.
3. In-Hand Trail
 - a. Exhibitor leads equine individually to follow predetermined course as described in Western Trail.
 - b. Open only to equines *not* entered in any riding classes.
 - c. 2 Years and Under equines are shown without saddle or pack.
 - d. 3 Years and Over equines must be shown with a western saddle or pack saddle.
4. Gambler's Choice Trail
 - a. Equines work over/through a maximum of 8 obstacles in a course of un-numbered, un-related obstacles, each with its own point value. Each exhibitor has the same amount of time in which to negotiate each obstacles a maximum of two times if the obstacle is not disturbed and not in succession. Placings determined by high score with time to complete course used to decide ties.
 - b. See current AMA rulebook
5. Western Riding
 - a. Exhibitor executes a predetermined course and is judged on qualities of the gaits, change of leads, response to the rider, manner and disposition.
 - b. See current AMA rulebook.
6. Mulemanship
 - a. Rider executes, in concert with their equine, a set of maneuvers with precision and smoothness using subtle cues. Each equine works individually to execute a predetermined pattern.
 - b. See current AMA rulebook.
7. Reining
 - a. Riders individually execute a predetermined pattern using identifying markers that includes loping circles, spins, rollbacks, stops, lead changes.
 - b. See current AMA rulebook.

8. Western Dressage

- a. Riders follow predetermined WDAA tests to execute a series of gaits and transitions using light hands, subtle cues and demonstrating a true partnership between equine and rider. Riders show individually and are given a specific ride time.
 - a. Tests for 2022 are as follows:
 - Bridled Western Dressage: WDAA 2022 Level 2 Test 1
 - Green Western Dressage: WDAA 2022 Basic Level Test 4
 - Amateur Western Dressage: WDAA 2022 Level 1 Test 2
 - Donkey Western Dressage: WDAA 2022 Basic Level Test 3
 - b. No mule may be ridden more than once in any dressage class
 - c. Show management will draw for ride times prior to show date and make them available to contestants.
 - d. Competitor must be ready to ride at his/her scheduled time or may be eliminated.
 - e. Scored tests will be made available to exhibitor at the Show Office after all tests have been tabulated and confirmed by Results Department.
 - f. All tests may be called during the competition. It is responsibility of competitor to arrange for a person to announce test.
- b. See AMA rulebook and westerndressageassociation.org.

9. Showmanship

- a. Available only in the Amateur and Youth Divisions, exhibitors show in-hand to demonstrate ability to execute, in concert with a well groomed and conditioned mule, a pattern of maneuvers with precision and smoothness with poise and confidence.
- b. For further details, see current AMA rulebook.

Ranch Division

Attire: Western hat, belt, shirt, jeans, boots are required. Chinks, chaps and scarves are optional. Bling and pleasure horse type show shirts are highly discouraged and may incur penalty points.

Tack: Ranch type tack is preferred and should be clean and in good repair. Silver is highly discouraged. Hoof polish & banded manes are not allowed. (see AMA rulebook, pg. 55 or American Quarter Horse Association rulebook).

1. Ranch Pleasure

- a. Equines are shown at the walk, jog, lope in both directions as well as extended jog and extended lope in at least one direction. The performance should simulate an equine riding outside the confines of an arena like that of a working ranch equine.
- b. See current AMA rulebook.

2. Ranch Riding

- a. Equines work individually to execute a specific pattern with precision and smoothness while exhibiting poise and confidence.
- b. See current AMA rulebook.

3. Using Ranch Mule(or donkey)

- a. Equines work individually to work a predetermined course that includes gaits and obstacles designed to simulate ranch type chores. Exhibitors have 5 minutes to complete the course and each obstacle/maneuver earns a score by the judge. Time is used to break ties when points are tied.
- b. See current AMA rulebook.

Reined Cow Division

Attire and Tack: same as Western Division

1. Cutting

- a. Equine must enter a herd of cattle, separate (or cut) one cow from the herd, set the cow and hold it in a working position near to the center of the arena as possible. Multiple cows can be worked to complete the 2-1/2 minute time allowed. Exhibitor is judged and earns an overall score
- b. See current AMA rulebook and National Cutting Horse Association rulebook.

2. Cow Working

- a. Rider individually executes a predetermined pattern using identifying markers that includes loping circles, spins, stops and lead changes.
- b. Immediately following pattern work, one cow is then turned into the arena and exhibitor shall hold it at the prescribed end of the arena long enough to indicate that equine is watching cow and can hold it at that end of arena. Cow then shall be taken down the fence and exhibitor attempts to turn the cow at least one way on the fence. Then cow is directed towards center of arena and taken in a circle once each way. Time limit is 2=1/2 minutes.
- c. Entry receives a judges score for their pattern work and a separate score for their cow work. Scores are combined for overall score.
- d. See National Reined Cow Horse Association (nrcha.com).

3. Intro-To-Boxing

- a. Rider individually executes a predetermined pattern using identifying markers that includes loping circles, spins, stops and lead changes.
- b. Immediately following pattern work, one cow is then turned into the arena and exhibitor shall hold it at the prescribed end of the arena long enough to indicate that equine is watching cow and can hold it at that end of the arena for the prescribed 50 seconds.
- c. Entry receives a judges score for their pattern work and a separate score for their cow work. Scores are combined for overall score.
- d. See National Reined Cow Horse Association (nrcha.com).

Gymkhana Division

Attire: Same as Western Division

Tack: Same as Western Division. List of approved snaffles, bits, martingales, tiw-downs, etc. are found in current AMA Rulebook. See AMA rulebook for each of the following events:

1. Cloverleaf Barrels
 - a. Three barrels placed to form an isosceles triangle with specific measurements for distance between barrels, timing line from barrels and end of arena, distance between barrels and arena walls. Exhibitors run individually, crossing timing line then circling barrels in a specific pattern. Entry receives a time, either by a timing light or by two timers with stopwatches. Time is documented, minus any penalties, if applicable. Top ten finishers are determined by Results Office and are asked to return for a shootout Finals.
2. Polebending
 - a. Six poles are set in a straight line, 21 feet apart with the starting pole 21 feet from the timing line. Exhibitors run individually, crossing timing line then following a specific pattern. Entry receives a time either by timing light or stopwatch timers. Time is documented, minus any penalties. Top ten finishers are determined by Results Office and are asked to return for a shootout Finals.
3. Keyhole
 - a. A limed keyhole pattern is laid out in the arena using specific measurements. Entry crosses timing line, enters circle through throat, turns around in either direction within the circle then exists through the throat and crosses timing line. Exhibitors run individually and receives a time, minus any penalties.
4. In case of electric timer and/or manual timer malfunction, re-runs may be required as directed by Show Management.

English Division

Attire: Exhibitors must dress neatly in suitable attire for the type of English equipment for which they are showing in. Approved safety headgear with fastened chin strap must be worn in all over fence classes, all dressage levels and by all riders under 18 yrs old.

Hunt Seat - hunt cap, hunt coat, breeches, tall English boots or jodhpurs with matching half chaps. Gloves optional

Saddle Seat - conservative saddle seat suit or coat, derby or soft hat, tie and boots. Gloves preferred. English spurs optional

Tack: Appropriate English tack. See current AMA rulebook for details.

1. English Pleasure
 - a. Equines are shown together in an arena at a walk, jog, lope in both directions. Exhibitors show together in the arena with light contact, emphasis on manners, disposition and performance.
 - b. For details and judging criteria, see current AMA rulebook.
2. Hunter Hack
 - a. Equines are shown together in an arena at a walk, trot and canter in both directions with light contact. Entry is required to jump two jumps on a line 44' to 69' apart.
 - b. For details and judging criteria, see AMA rulebook.
3. Working Hunter
 - a. Equines show individually over a course of eight or more jumping efforts, following a predetermined course.
 - b. Details and judging criteria found in current AMA rulebook.

4. Warm Up Hunter

- a. Set up and shown the same as Working Hunter with fences being set at specific heights relative to green or bridled.
- b. Details and judging criteria found in current AMA rulebook.

5. Jumpers

- a. Entries show individually, jumping a series of heights over a predetermined course. Minimum of four obstacles in course and entries are required to make at least 8 jumping efforts.
- b. Entries are scored by judge on penalties incurred between start line and finish line. Entries are timed.
- c. Details and judging criteria found in current AMA rulebook.

6. English Dressage

Attire: A short riding coat of conservative color with tie, choker or stock tie, breeches or jodhpurs, boots and properly fastened protective headgear. See current American Mule Association rulebook for details.

Tack: An English type saddle with stirrups is required. See current AMA rulebook for details.

- g. Riders follow predetermined USEF/USDF tests to execute a series of gaits and transitions using light hands, subtle cues and demonstrating a true partnership between equine and rider.
- h. Tests for 2022 are as follows:
 - Bridled English Dressage: 2019 USEF First Level Test 3
 - Green English Dressage: 2019 USEF Training Level Test 3
 - Amateur English Dressage: 2019 USEF Training Level Test 3
 - Youth English Dressage: 2019 USEF Training Level Test 2
- i. No mule may be ridden more than once in any dressage class
- j. Show management will draw for ride times prior to show date and make them available to contestants.
- k. Competitor must be ready to ride at his/her scheduled time or may be eliminated.
- l. Scored tests will be made available to exhibitor at the Show Office after all tests have been tabulated and confirmed by Results Department.
- m. All tests may be called during the competition. It is responsibility of competitor to arrange for a person to announce test.
- n. For more details see current AMA rulebook and USEF.org.

Youth Division

Attire: Same as corresponding Western or English Divisions (see above). Youth ages are determined by their age as of January 1, 2022. All youth (under age 18 yrs) are required to wear properly fastened protective headgear which meets or exceeds ASTM standards for equestrian use. This is not limited to classes. Youth must wear an approved safety helmet in all non-riding or driving classes.

Tack: Same as corresponding Western or English Divisions (see above)

1. Lead Line Equitation & Pleasure
 - a. Riders must be age 7 or younger as of January 1, 2022. Lead line exhibitors may not enter any other classes at our event.
 - b. Either mules or donkeys are allowed in lead line classes and are shown together.
 - c. Equines are shown at the walk and jog, in both directions as well as back-up.
 - d. Riders should have reins in hand, but guidance and supervision is provided with an adult (18 & over) moving alongside equine holding a lead rope that is connected either to the bridle of the equine or by an added halter.
 - e. Exhibitors show together in the arena.
 - f. Judge may “place” the class at their discretion, but all lead line exhibitors will be awarded first place.
2. Walk-Jog Equitation & Pleasure
 - a. Riders must be age 10 or younger as of January 1, 2022. Walk Jog riders may not enter any other classes at our event.
 - b. Either mules or donkeys are allowed in walk jog classes and are shown together.
 - c. Equines are shown at the walk and jog, in both directions as well as back-up.
 - d. Walk Jog riders show without assistance, must have reins in hand and be in control of their equine at all times.
 - e. Exhibitors show together in the arena.
 - f. Judging emphasis in equitation classes is on the performance of exhibitor.
 - g. Judge will “place” walk jog classes from first to 10th place.
3. Ages 6 - 13 years and Ages 14 - 17 yrs
 - a. Only mules shall be shown by youths in these divisions.
 - b. See corresponding Western, English, Gymkhana and Driving Divisions for class information.
 - c. Judging emphasis in equitation classes is on the performance of exhibitor.
 - d. Judging emphasis in pleasure classes is equine manners, disposition and responsiveness to rider’s cues.
 - e. Youth gymkhana exhibitors are allowed an adult helper who may enter and remain in the arena for verbal and safety support, encouragement and verbal coaching.
4. Ages 6 - 17 years
 - a. This age criteria pertains to the following classes:
 - i. Youth Warm Up Hunter & Youth Hunter
 - ii. All youth pleasure driving classes.
 - iii. All youth team driving classes.

Specialty Division

These classes are not associated with any division championships. Exhibitor must be age 18 or older to enter.

1. Coon Jumping
 - a. Open to mules or donkeys of any size.
 - b. For more details, see current AMA rulebook.

2. Costume Class

- a. All exhibitors are in arena at the same time and proceed around the arena at a walk only.

Roping Division

Team Roping and Steer Stopping events will each consist of a 3-steer (3 GOs), non-progressive average with a top-10 final shootout. The averages will only be used to determine the top 10 qualifying ropers in each event (no payouts for the average). Each of the 3 GOs will run at a different time. Each roper pays one entry fee for each event (team roping & steer stopping) which includes entry in all of the three GOs. Entry fees will not be reduced for any missed GOs. Only mules allowed and bridled and Green mules compete together. Any mule placing twice in the Final Shootout will receive points for the highest placing only. Mounted flagger is line judge in all roping events. Legal head catches include; horns, around neck and half head. Lap and Tap is applied. One minute time limit starts when steer leaves the gate. Cannot rope until steer passes the barrel.

Attire - Western hat, belt, boots, long sleeve shirt with sleeves buttoned down and tucked in, long pants.

Tack - see Western section.

PAYOUTS - All payouts will be made by checks. For Payout Scales and Payout Process see Competition Show Handbook.

1. Team Roping

- a. Ropers may enter Team Roping a maximum of five times. Must have a different roper partner each time. Cannot team up with the same roper more than once. Each Roping team will be considered one entry with regard to rules referring to entries in this Handbook.
- b. Barrier must be a minimum of 5 ft., maximum of 15 ft.
- c. Barrier may be a rope of invisible line.
- d. Breaking Barrier is an automatic 10 second penalty.
- e. Cannot rope from behind the barrier.
- f. Maximum three loops. Dally or hard and fast optional for heeler.
- g. Timed event.

2. Steer Stopping

- a. May only enter once.
- b. Timed event.
- c. After steer is roped, he must be brought to a stop and faced before flag is dropped.
- d. Maximum of two loops. Dally or hard and fast, optional.

Driving Division

Single Driving - for single mules pulling a vehicle or farm implement.

Team Driving/Pairs Driving - for two mules pulling a vehicle or farm implement.

General Driving Rules

Either one or two handed method of driving is acceptable. When there are passengers, the driver will sit on the right side of the vehicle. Only driver may handle the reins/lines, whip and brake during competition. No change of driver is permitted, unless otherwise specified.

Drivers may not receive outside assistance after the judging has started unless that has been specifically allowed. A groom is optional for all driving classes except the youth driver who must be accompanied by an able adult groom.

Attire - Drivers and passengers should be dressed to conform with the type of vehicle and to the standards as described in each class. Driver shall wear gloves and a hat appropriate to the class.

Equipment - Harness must be in good condition, clean and fit properly. All metal furnishings should match, be secure and polished. Traditional driving bits are allowed. Twisted, burr and wire bits are prohibited. Wire wheeled and pneumatic tired vehicles are permitted if in good condition.

1. Pleasure Driving - single mule only

For description of pleasure driving gaits, see current AMA rulebook. An appropriate driving whip shall be carried. Lap robe, apron or knee rug is required. A throatlatch and noseband or cavesson is mandatory. Vehicle must have a seat and floor.

- a. Pleasure Driving Turnout - Exhibitors are together in the arena and show in both directions at a walk, slow trot, working trot and strong trot along with stand quietly and rein back.
 - i. Judging is primarily on the performance and quality of each turnout. 40% performance, 30% condition, 15% neatness and appropriateness, 15% overall impression.
- b. Pleasure Driving Working - Exhibitors are together in the arena and show in both directions at a walk, slow trot, working trot and strong trot along with stand quietly and rein back.
 - i. Judging is primarily on the suitability of the mule to provide a pleasant drive. 70% performance, manners and way of go, 20% condition and harness fit, 10% neatness of attire.
- c. Pleasure Driving Reinsmanship - Exhibitors are together in the arena and show in both directions at a walk, slow trot, working trot and strong trot along with stand quietly and rein back.
 - i. Judged primarily on the performance of the driver, 75% handling of reins and whip, posture and overall driver appearance, 25% condition of harness and vehicle.
- d. Super Reinsmanship - Exhibitors individually execute a short course of defined elements in order at prescribed paces. Specific test is announced before show and can be downloaded at www.americandrivingsociety.org. For details and judging criteria, see American Driving Society current rulebook.
- e. Fault & Out - [details to be included soon](#). See www.americandrivingsociety.org.
- f. Trail Driving - To demonstrate the general utility of the mule or donkey as a driving equine in everyday working situations. The three gaits will be included in a designated course of driver/mule moves from one obstacle to the next. See current AMA rulebook.
- g. Farm Class - Attire is western style, bib overalls with long sleeved shirt. Judged on the suitability of equine to pull and work the specific vehicle or equipment, with emphasis on manners and responsiveness. Drivers should be prepared to explain their equipment and its purpose and to demonstrate how it operates.

- h. Log Skidding - Single mule
- i. Log Skidding - Attire is jeans or bib type overalls with appropriate long sleeved shirt, work hat and gloves. Exhibitors individually execute a course laid out with cones, a starting/finish line with 4-6 objects placed in a straight line. Exhibitors walk and drive the mule(s) along course. Timed event. For details and judging criteria, see current AMA rulebook.

2. Hitch Pair Driving - for teams/pairs of any size

Four wheeled vehicles only. Fifth-wheels are optional unless otherwise specified. Whip is optional. Gloves, lap robe apron or knee rugs are optional. Noseband or cavesson is optional.

- a. Hitch Class Working - Exhibitors are together in the arena and show in both directions at a walk, slow trot, working trot and strong trot along with stand quietly and rein back.
- b. Judging is primarily on the suitability of the mule to provide a pleasant drive. 70% performance, manners and way of go, 20% condition and harness fit, 10% neatness of attire. See current AMA rulebook.
- c. Hitch Class Turnout - Exhibitors are together in the arena and show in both directions at a walk, slow trot, working trot and strong trot along with stand quietly and rein back. This class is to showcase the working hitch and wagon as well as the abilities of the driver.
 - i. Judged on performance, presence, quality, manners and match. See AMA rulebook.
- d. Super Reinsmanship - Exhibitors individually execute a short course of defined elements in order at prescribed paces. Specific test is announced before show and can be downloaded at www.americandrivingsociety.org. For details and judging criteria, see American Driving Society current rulebook.

3. Teamster Delivery Challenge

Attire for both driver and swamper - Western style with western or work hats, long sleeved shirt, long denim pants, handkerchiefs and gloves. Work hats allowed. Lap blankets and whips are optional

Equipment - Four wheeled vehicles only with a fifth wheel steering axle, a seat and a floor. Wagon must have an area able to load and carry freight with minimal securing. Swamper is required that is able to load and handle cargo.

Description: Exhibitors individually execute a predetermined course laid out with docking stations and cargo wherein driver stops at designated locations so that swamper can pick-up and load cargo, then travel a course without losing any cargo, then unloads cargo quickly and efficiently at several locations.

- a. Timed event with judging of each obstacle and proper execution of overall course. Fastest overall time wins including penalties.
- b. Exhibitors must cross starting line at a walk. Nothing faster than a strong trot is allowed at any time.
- c. Driver stops at each location in predetermined pattern and swamper loads cargo from A, B and C in order as in course pattern. Then proceeds through figure 8 as indicated in pattern then re-deliver cargo. Cargo is delivered in the following order: A goes to B, then B goes to C, then C goes to A.
- d. 10-Second Penalties: 1.Exceeding strong trot of both mules, 3.No complete stop at proper location at each docking station, 4. deliveries not placed fully

- on plywood, 6. Wagon moving to next location without swamper on wagon, 7. Swamper leaving wagon prior to stopping, 8. Hitting obstacles.
 - e. Disqualifications; 1. Not entering or exiting course through starting cones, 2. Exceeding strong trot more than 3 times, 3. Going off course, 4. Incorrect deliveries, 5. losing any cargo while traveling the course. 5. Pick-ups and/or deliveries made on any location other than specified on course pattern, 7. Losing any supplies while traveling course.
 - f. Fastest time, minus penalties is winner.
4. Trail Driving
- a. To demonstrate the general utility of the mule or donkey as a driving equine in everyday working situations. The three gaits will be included in a designated course of driver/mule moves from one obstacle to the next. See current AMA rulebook.
5. Farm Class
- a. Attire is western style, bib overalls with long sleeved shirt. Judged on the suitability of equine to pull and work the specific vehicle or equipment, with emphasis on manners and responsiveness. Drivers should be prepared to explain their equipment and its purpose and to demonstrate how it operates.
6. Teamster Barrel Hoops
- Description: Four-wheel vehicles only. Driver is provided with 3 handled-balls. Drivers travel a cloverleaf pattern and attempt to toss a ball into each of the three barrels as they travel around them. Course description is a standard cloverleaf pattern (in either direction) with 4 cones at each barrel placed six feet away from the barrels.
- a. Timed event. Fastest overall time after penalties are included is winner.
 - b. Drivers must enter and leave through the starting cones at a trot and must maintain a trotting gait at all times.
 - c. Each thrown ball that enters the barrel will reduce overall time by 5 seconds.
 - d. 5-Second Penalties: 1. Hitting a cone, 2. Each thrown ball that does not enter the barrel, 3. Breaking gait.
 - e. Disqualifications: 1. Breaking gait more than three times, 2. Driver does not remain seated, 3. Breaking pattern, 4. Stopping at any time.
7. Log Skidding - Attire is jeans or bib type overalls with appropriate long sleeved shirt, work hat and gloves. Exhibitors individually execute a course laid out with cones, a starting/finish line with 4-6 objects placed in a straight line. Exhibitors walk and drive the mule(s) along course. Timed event. For details and judging criteria, see current AMA rulebook.

Americana Classes

Singles and Pairs. Mules and Donkeys allowed. Pairs entries require a swamper.

General Description: All wagons should be original equipment with appropriate attire. Hydraulic brakes are permitted but preference will be given to those without. Class is designed to showcase an era that is now past. Entries should present as authentic as possible with contents, dress and rigging but also to depict what "Americana" means in a historical sense. Narrative description and history must be provided to the Show Office no later than May 19. Prize money for 1st and 2nd place.

Speed Driving Division

Equipment: A chariot is a two wheeled vehicle that requires the driver to stand and has no seat. Protective headgear is mandatory. Drivers must be 18 yrs old or over.

1. Chariot Barrel Race
 - a. Drivers individually execute a standard cloverleaf barrel course. General barrel race rules apply. For details, see current AMA rulebook under "Team Racing Division".
2. Chariot Straightaway
 - a. Two teams compete at the same time or in heats, depending on number of entries. Each driver receives a time and fastest time is winner.
3. Chariot Barrel Hoops

Description: Two-wheel vehicles only. Driver is provided with 3 handled-balls. Drivers travel a cloverleaf pattern and attempt to toss a ball into each of the three barrels as they travel around them. Course description is a standard cloverleaf pattern (in either direction) with 4 cones at each barrel placed six feet away from the barrels.

 - a. Timed event. Fastest overall time after penalties are included is winner.
 - b. Drivers must enter and leave through the starting cones at a gait faster than a walk and must maintain faster than a walk at all times.
 - c. Each thrown ball that enters the barrel will reduce overall time by 5 seconds.
 - d. 5-Second Penalties: 1. Hitting a cone, 2. Each thrown ball that does not enter the barrel, 3. Breaking gait
 - e. Disqualifications: 1. Breaking gait more than three times, 2. Driver does not remain seated, 3. Breaking pattern, 4. Driver does not enter or exit through starting cones. 5. Stopping at any time.
4. Chariot Polebending
 - a. Timed event. Fastest overall time after penalties are included is winner.
 - b. Two second penalty for each downed pole.
 - c. General polebending rules apply. See Gymkhana section of current AMA rulebook.
5. Chariot Stake Race
 - a. Timed event. Fastest overall time after penalties are included is winner.
 - b. Course Pattern: Pass through entry cones to the single pole, go around the pole in either direction and go back through the entry cones.
 - c. Two second penalty for downed pole.
 - d. Failure to complete pattern or going off pattern is disqualification.

Fun Division

Fun classes may be split into heats due to the number of entries and/or age of riders. If a class is split, each heat is placed 1st thru 10th and receives ribbons.

Attire: Must show in western attire and equipment unless directed otherwise by Bishop Mule Days Show Management. Western hat, belt, boots, long sleeve shirt with sleeves down and fastened, long pants. Shirts must be tucked in unless they are designed to be worn out.

Tack: Western saddle. Western bit must conform to the mule's green or bridled status. Breast collars and tie-downs are optional. No whips or bats allowed.

1. Musical Tires
 - a. A number of flat, plastic pool rings are laid out in a circle in middle of arena. Riders enter arena and take places around the outside of the circle of rings. As music plays, riders trot or lope along the outside of the circle of rings (flat

innertubes). Must continue to move forward as long as the music plays. When music stops, riders dismount and stand on top of one of the tires. Must be holding onto equine while on the tire with reins or leadrope (10' max length). Only one rider per tire. Any rider not on a tire is disqualified. One or more tires are then removed, music begins and process resumes. Process continues until only one rider remains standing on the one remaining tire.

- b. Disqualifications: Cutting across circle or inside of tires. Not maintaining forward movement when music plays. Not having a hold of equine while on tire. Stopping at a tire before music stops.
- c. Last rider standing on last tire is winner.

2. Cup O'Noodles

- a. All riders are mounted and stand behind start line. When buzzer sounds, all riders race to opposite end of arena where multiple barrels have been placed containing foam pool noodles. Rider must take a pool noodle, ride back to middle of arena and throw noodle through a mounted hoop. Riders keep trying to throw noodle until it goes thru hoop. Rider must be mounted when noodle goes thru hoop.
- b. Disqualifications: Not getting noodle thru hoop, not being mounted when noodle goes thru hoop or when crossing finish line.
- c. Riders are placed 1st to 10th place in the order that they cross finish line.

3. Dolly Parton Race

- a. Each rider is given a bra and must wear it during class. All riders are mounted and stand behind start/finish line. When buzzer sounds, all riders race to opposite end of arena where multiple buckets filled with water balloons are located. Riders fill bra with two water balloons and ride to the other end of arena and cross start/finish line. If balloon(s) pop or are lost, riders must return to buckets and refill bra before crossing start/finish line.
- b. Disqualifications: not crossing finish line mounted or with two full balloons in bra cups.
- c. Riders are placed 1st to 10th place in the order they cross finish line.

4. Rescue Race

- a. 2-person event. One member of each team is mounted and standing behind start/finish line. Second team member is at opposite end of arena standing on a platform. One platform per team. When buzzer sounds, riders race to and around team member on platform. As rider goes around, team member must mount behind rider and both must cross finish line mounted together.
- b. Disqualifications: Both team members not mounted when crossing finish line.
- c. Riders are placed 1st to 10th place in the order they cross finish line.

5. Big Balls in Muletown

- a. All riders are mounted and stand behind start/finish line. When buzzer sounds, all riders race to opposite end of arena where multiple large medicine balls with handles are loosely placed. Rider then must grab one of the balls and ride back to the start/finish line with ball in hand.
- b. Disqualifications: Not crossing finish line mounted and carrying a ball.
- c. Riders are placed 1st thru 10th place in the order they cross finish line.

6. Races

- a. Riders must wear safety approved helmets and a colored "silk" given to them prior to the race at the designated location directly south of East Arena.

- b. Mounted riders stand behind designated start line. When flag is dropped, all riders race on track to opposite end of grandstand and cross designated finish line.
- c. Disqualifications: Not crossing finish line mounted, wearing assigned silk, not wearing helmet during race, using anything other than spurs and/or a bat to encourage equine.

Packing Division

still to come