



NASMDA OFFICIAL RULE BOOKREVISED JANUARY 1, 2021



Official Handbook
BY LAWS
RULES & REGULATIONS
Revised 2021

FIRST EDITION

This Rule Book Supersedes All Previous Rule Books

FORWARD



**The North American Saddle Mule
and Donkey Association**

www.NASMDA.com

New rules are in red bold italics

This Rule Book Supersedes All Previous Rule Books

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and Donkey Association

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In 1994 the founding members of the North American Saddle Mule Association came together to form an organization whose stated purpose included collecting and preserving the records of the Saddle Mule. They described the Saddle Mule as a hybrid cross between a donkey jack and a saddle type mare or the cross of a saddle type stallion with a jennet. The resulting offspring would be used for pleasure riding or light harness. They discussed the need for such an organization since the general public had shown a great interest to know more about the capabilities of this hybrid cross and its uses in competitions in halter and performance events.

By creating a space for the Saddle Mule to showcase its many talents, NASMA became one of the foremost associations to promote these talented hybrids. Breeders of Saddle Mules had the tools they needed to track the progress of their offspring and to help them shape their breeding programs for future generations to come. Competitors had the opportunity to be evaluated in a fair and unbiased manner due to the rules provided to them in the association rule book. NASMA members could participate in the governance of the association by engaging in the democratic processes laid out in its bylaws, along with the prescribed structures which covered every state in the union and provided for a member driven administration. Provisions were made for local clubs, organizations, corporations and partnerships so that they could be formed and included in all the benefits of membership and association functions. From its inception, NASMA included donkeys under its umbrella, providing record keeping, competitive events and educational information to the general public for these equines as well.

For 24 years NASMA successfully met and exceeded the intent of its founding members. Today's Saddle Mule is an elevated equine that can credit the efforts of those visionary individuals for the athletic, beautiful and prized hybrid that it has become.

In 2018 The North American Saddle Mule Association was retired as an active association. It became the foundation of what is now the North American Saddle Mule and Donkey Association. With the creation of this new association two very important changes were made. First, as the new association name states, the Saddle Donkey is an equal partner with the Saddle Mule. Members and breeders who have worked to improve and promote the donkey as a viable equine performance animal benefit from all the same tools and provisions as its hybrid partner. Second, NASMDA is an approved 501c3 charitable organization. Its Incorporation purpose can be read on the following page.

What remains intact within the heart of NASMDA is the long, rich history and the visionary light ignited by NASMA's founding members.

NASMDA INCORPORATION

Purpose: *The Corporation is organized for the following purpose(s):*

a. The purposes for which the Corporation is organized are exclusively charitable within the meaning of the Internal Revenue Service Code, Section 501(c)(3), and the Texas Tax Code, Section 11.18. Specifically, the purpose of the Corporation is to:

- (i) educate the general public in the history, use, and exhibition of the North American saddle mule and donkey breeds and in the improvement of the breeds;
- (ii) promoting the humane treatment of North American mules and donkeys;
- (iii) promoting interest in the history, breeding, exhibition, and improvement of the breeds;
- (iv) educating youth with respect to safe and proper ridership while promoting strong family values, academic success, and community engagement;
- (v) and awarding scholarships to participants in youth saddle mule and donkey programs.

(b) This corporation is not organized for profit, and no part of the net earnings of this corporation shall inure to the benefit of any member of the Board of Directors or any other individual except that this corporation may make payments of reasonable compensation for services rendered.

(c) The corporation shall not participate or intervene in any political campaign on behalf of, or in opposition to, any candidate for public office to an extent that would disqualify it from tax exemption under section 501(c)(3) of the Internal Revenue Code.

(d) The corporation shall never be operated for the primary purpose of carrying on a trade or business for profit.

(e) Notwithstanding any provision of these Bylaws, this corporation shall not carry on any activities not permitted to be carried on by an organization exempt from federal income tax under section 501(c)(3) of the Internal Revenue Code of 1986 (or the corresponding provision of any future United States internal revenue law).



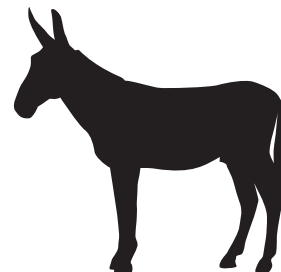
STATEMENT OF POSITION

The North American Saddle Mule and Donkey Association's objectives are to be a source of information for the general public and its members by providing the most current information on the preservation, care, breeding, uses in competition and humane treatment of the Saddle Mule and Donkey.

NASMDA will provide an inclusive and enriching environment for children and their families to improve their skills and knowledge about Saddle Mules and Donkeys. Through the Scholarship program, NASMDA's Youth members will have access to financial support for their continuing education beyond graduation from high school.

Youth members are encouraged to participate in outreach programs to engage with the general public to promote and advance the Saddle Mule and Donkey. To that end, NASMDA is committed to the following beliefs:

- ▶ Educate the general public in the history, use, and exhibition of the North American Saddle Mule and Donkey breeds and in the improvement of the breeds.
- ▶ Promoting the humane treatment of North American Saddle Mules and Donkeys.
- ▶ Promoting interest in the history, breeding, exhibition, and improvement of the Saddle Mule and Donkey breeds.
- ▶ Educating youth with respect to safe and proper mule and donkeymanship while promoting strong family values, academic success, and community engagement.
- ▶ Awarding scholarships to participants in youth Saddle Mule and Donkey programs.



VERSATILITY TRAIL PROGRAM



NASMDA believes that recreational riding or driving the Saddle Mule and Donkey on the trail is just as important as shows and events are in educating the public about the benefits of Saddle Mule and Donkey ownership. Whether you are involved in

recreational, endurance or competitive trail activities, NASMDA would like to recognize your pastime with an awards program to acknowledge your contribution in bringing the Saddle Mule and Donkey to the forefront as the new equine of choice in the 21st century.

When you enroll in the Versatility Trail Program you can download the official log sheet from the NASMDA website on which you keep track of the hours you spend riding or driving a Saddle Mule or Donkey recreationally (not including any NASMDA approved shows or competitions). You set your own pace and there is no time limit for completion of any level of participation. NASMDA would like to challenge you to do your personal best, not compete with other riders.

When you turn in your first 50 hours you will receive a plaque and a 50 Hour medallion. As you rack up your hours you will be awarded a new medallion that corresponds to each of the levels you achieve. Individuals must maintain current NASMDA membership. A one time enrollment fee of \$30 must accompany the application to the VTP Program. NASMDA membership may be obtained upon application providing the proper fee is enclosed.

Failure to maintain continuous NASMDA membership shall result in forfeiture of hours accrued.

VTP ACHIEVEMENT LEVELS

50 hours
100 hours
250 hours
500 hours
750 hours
1,000 hours
2,000 hours

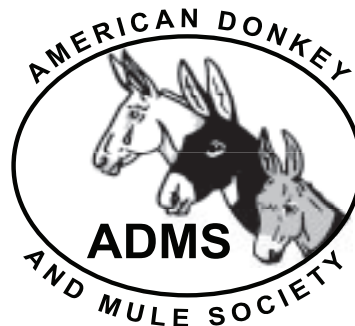
NASMDA reserves the right to change terms and/or conditions of these rules as well as awards.

THE AMERICAN DONKEY & MULE SOCIETY STATEMENT OF POSITION

The American Donkey and Mule Society endorses the effort of the North American Saddle Mule and Donkey Association to organize and administer a national governing body for the standardization of rules for mule and donkey competitions and the training and carding of judges for such competitions. It is beyond the scope of duties of the American Donkey and Mule Society to establish and maintain the framework for competitions and judges nationwide and we have never wished to attempt this project. The American Donkey and Mule Society is primarily a registry and education and service body and it desires to work with NASMDA to facilitate standardization of competition in North America and to encourage registration of competing mules and donkeys. It is hoped that this effort will succeed in giving both competitors and judges consistent, fair and equitable competition criteria in all parts of the country.

The American Donkey and Mule Society endorses the North American Saddle Mule Association's rule book and will suggest it as our guideline for show competition for larger donkeys and saddle mules. We will also approve judges who are officially approved by NASMDA and will sanction any shows which are also sanctioned by NASMDA.

Paul Hutchins, President, ADMS
Leah Patton, Registrar, ADMS



CHARTER MEMBERS OF THE NORTH AMERICAN SADDLE MULE AND DONKEY ASSOCIATION

The following families have made a substantial financial commitment to the development of this association. Their charter memberships provided the initial funds with which to underwrite the formation NASMA. Without their commitment to saddle mules and donkeys and the industry, NASMDA would not be a reality. Their foresight and pledge of confidence is greatly appreciated by the association.

★	Allen & Elaine Case, Oregon	★
	Bill & Jane Moore, Tennessee	
	Bob & Mary Mischka, Wisconsin	
★	Diann & Bob Walker, Texas	★
	Dixie Musick, Texas	
	Greg & Liz Sefton, Florida	
★	Herb & Beverly Heroy, Florida	★
	Jim & Sue King-Joling, Texas	
	Jim Adkins & Lynn Eustance, Colorado	
★	Joyce & John Stratton, Oregon	★
	Judy Rose, California	
★	Loyd & Sarah Hawley, Arkansas	★
	Nick & Lynne York, Colorado	
	Tex Low, Texas	
★	Tom & Glenda Fagg, Texas	★
	Warren Bagley, Tennessee	

PRESIDENTIAL CHARTER MEMBERSHIPS

In Recognition of Service to the Association

NASMA

Bill Duncan, Kansas
Tim Doud, Wyoming
Cheryl Metheny, Oklahoma
Tom Cochran, North Carolina
Terri Wagner, Colorado
Peggy Hamilton, Illinois
Ken Colbert, Missouri

NASMDA

Patrick McCuiston, Kentucky
Candace Shauger, Ohio
Jay Jaxtheimer, Tennessee



LIFETIME ACHIEVEMENT AWARD RECIPIENTS

The North American Saddle Mule and Donkey Association recognizes the following individuals for their outstanding dedication to the promotion of the saddle mule and donkey and their commitment of their time and talents in achieving NASMDA goals.

NASMA

	Paul and Betsy Hutchins, Texas	
	Dr. Robert Miller DVM, California	
	Dr. Tex Taylor DVM, Texas	
★	Meredith Shultz Hodges, Colorado	★
	Sue Cole, Missouri	
★	Ron Clayton, Arizona	★
	Bonnie Shields, Sandpoint, Idaho	
★	Ken Colbert, Missouri	★
	Karl Schneider, Tennessee	
	Sue King, Texas	
★	Lori Montgomery, Kentucky	★
	Candace Shauger, Ohio	
		★
★		★

NASMDA

Debbie Brewer, Missouri
Ron Thompson, Kentucky

Hall Of Fame

Mules and donkeys have served us as companion animals, therapy animals, war animals, work and pleasure animals. The North American Saddle Mule & Donkey Association's Hall of Fame is established to recognize those mules and donkeys exhibiting a very high level of achievement and service over a lifetime.

2012

Diamond Creek Major
LS Biscuit
TJC Clyde

2013

A-Jacks El-Gato

2017

Jarrat's Desert Prince



NASMDA YOUTH

The North American Saddle Mule and Donkey Youth Association was originally established by the Board of Directors of NASMA in 1996. Their goal was to provide an organization for youth in the Saddle Mule industry to have the opportunity to earn recognition for their efforts on behalf of the Saddle Mule, to provide financial assistance for the pursuit of higher education and to provide an atmosphere in which youth can learn positive values through trail riding, family activities and competition. The North American Saddle Mule and Donkey Association has continued this highly successful program to promote our Youth as they enhance their lives through their work with Saddle Mules and Donkeys.

Youth is defined as anyone eighteen years of age and younger. Membership in NASMDA Youth is available for \$20 per year and all youth are encouraged to participate in all youth programs.

Each year, two \$500.00 scholarships are awarded to NASMDA seniors in high school who have met certain criteria and will be continuing their education.

NASMDA believes that NASMDA Youth are the future of the Association and we will continue our efforts to provide a place of learning and mentorship for them and their families.



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THE NORTH AMERICAN SADDLE MULE AND DONKEY ASSOCIATION

Corporation By-Laws

Approved by the Board of Directors on August 3, 2008

ARTICLE I

TITLE, OBJECTIVES, LOCATION, CORPORATE SEAL

Section 1. Title: This Association shall be known as NASMDA doing business as The North American Saddle Mule and Donkey Association, and shall at all times be operated and conducted as a nonprofit association in accordance with the laws of the State of Texas providing for such organizations and by which it shall acquire all such rights as granted to associations of this kind.

Section 2. Objectives: The purpose of this Association shall be to collect record and preserve all available information pertaining to Saddle Mules and their donkey ancestors. The Saddle Mule, defined as any horse/donkey hybrid, is an animal resulting from the breeding of either a male donkey jack to a saddle horse type mare or a saddle horse type stallion to a donkey jennet. In addition, NASMDA is to encourage and regulate any and all exhibitions approved by the Association. NASMDA endeavors to promote the Saddle Mule and Donkey for both pleasure and competition.

Section 3. Place of Business: The principle place of business shall designated by the Board of Directors, but its members or officers may be residents of any state, territory or country, and business may be carried on at any place convenient to such members or officials, as may be participating.

Section 4. Corporate Seal: The Corporate Seal of the Association shall be in the charge of the Executive Secretary and shall be in the form impress hereon immediately below.



ARTICLE II MEMBERS

Section 1. Members of the Association shall be admitted, retained and expelled in accordance with such rules and regulations outlined in General Rules #104. In all matters governed by the vote of the members, each membership in good standing shall be entitled to one vote. NASMDA Youth members are entitled to vote only in the NASMDA Youth Organization.

Section 2. The Regular Annual Meeting of the members shall be held at such time and place as may be determined by resolution of the Board of Directors for the purpose of electing officers, installation of newly elected Directors and for the transaction of such other business as may be brought before the meeting. Notification of the Meeting and the Agenda of Meeting will be made in the mule industry publications, the Official NASMDA website and e-mail. This is the only notification required. Members who desire to stay informed of the NASMDA meetings and activities have an affirmative duty to subscribe to one of the Mule publications, request notification by e-mail and refer to Official NASMDA website. Notice shall be deemed to be delivered with the publication containing such notice shall be deposited in the United States mail addressed to the member at his address as it appears on the records of the Association, with postage prepaid, with the publication containing such notice is added to the Official NASMDA website, or send via e-mail.

Section 3. Special Meetings of the members may be held at such time and place as may be designated in the notice, whenever called in writing by the direction of the President or by a majority of the Board of Directors, or by individual copies or facsimile of the notice signed by not less than twenty percent of the members in good standing. Notice of each special meeting indicating the Agenda thereof shall be given in the same manner as provided with respect to notice of Annual Meetings.

Section 4. At any meeting of the members held in accordance with the foregoing provisions as to notice and Agenda, the members attending such meeting shall constitute a quorum for all purposes unless the representation of a larger number should be required by laws under which NASMDA is Chartered. To exercise voting privileges, a member must be physically present at the meeting, which privilege cannot be delegated or proxy.

Section 5. Any officer of the Association may call the meeting of the members to order and may act as Acting Chairman of such meeting, precedence being given as follows: President, Vice President In the absence of all such officers, members present may elect a chairman.

The Executive Secretary of the Association shall act as secretary of the Association of all meetings of the members, but in his/her absence the Acting Chairperson may appoint any person to act as Acting Secretary for the meeting.

Section 6. Whenever in these By-Laws the term member or members shall be used, unless otherwise specified, it shall mean a member(s) in good standing having the right to vote.

ARTICLE III DIRECTORS

Section 1. The business and property of the Association shall be managed and controlled by the Board of Directors, and an Executive Committee hereinafter created and empowered. The By-Laws and rules affecting the exhibition of Saddle Mules and Donkeys and the Awards Program shall be subject to change only by the Board of Directors.

Election of Directors: The Association shall have 24 elected directors, 3 from each of the designated zones 1-8.

- A.** Each Director elected to represent a geographical zone shall be domiciled in the zone which he represents by actual residence therein, having the intent to make it his permanent home. To be eligible for election to and serve on the Board of Directors, an individual must be a member in good standing of the Association for one year prior to the nomination.
- B.** Each director is elected for a three year term. Terms are staggered so that only one-third ($\frac{1}{3}$) of the directors are replaced each year.
- C.** Should the need arise for a different allocation of representatives per zone, reallocations will be made at the annual meeting by the Board of Directors vote.
- D.** Each membership in good standing in the year of the Director Nomination shall receive a ballot for their representative zone and shall be entitled to one vote to nominate someone from their zone for each vacancy to be filled and one vote in the subsequent election of Directors based on those nominations.
- E.** The term "representative zone" shall be defined as:
Zone 1: Alaska, Idaho, Montana, Oregon & Washington
Zone 2: Arizona, California, Hawaii, Nevada, & Utah
Zone 3: Colorado, Kansas, Nebraska, North Dakota, South Dakota & Wyoming
Zone 4: New Mexico, Oklahoma, & Texas
Zone 5: Illinois, Indiana, Iowa, Michigan, Minnesota, Missouri, Ohio and Wisconsin
Zone 6: Alabama, Arkansas, Kentucky, Louisiana, Mississippi and Tennessee
Zone 7: Connecticut, Delaware, District of Columbia, Maine, Maryland, Massachusetts, New Hampshire, New Jersey, New York, Pennsylvania, Rhode Island, Vermont, Virginia, and West Virginia.
Zone 8: Florida, Georgia, North Carolina and South Carolina
Zone 9: Canada

F. National Directors Nominating Committee shall be appointed by the President and publicly announced

by February 1 of each election year. This Committee will conduct the nomination procedures and elections for filling vacancies



- 1. Nominations** from Regional clubs In addition, an individual may nominate themselves upon submission of the signatures of five NASMDA current members in good standing evidencing endorsement of the nominee. Nomination forms will be sent upon request.
- 2.** To be eligible, each individual nominated shall be a bona fide resident of his representative zone and a current NASMDA member in good standing.
- 3.** There may be only one director/alternate elected per membership.
- 4.** The Regional Club recommendations and individual nominations for directors must be forwarded to the National Director's Nominating Committee and bear postmark date, Official NASMDA Website submission date or e-mail date no later than February 15, of the election year.
- 5.** The Nominating Committee shall prepare a ballot for each representative zone its own nominations and individual nominations accompanied by the appropriate five member's signatures. This is the only nomination procedure for the election of National Directors. Nominations from the floor are not allowed. Any vacancies occurring after the Annual Meeting and before the President's announcement National Directors Committee for the next year will be filled by the President.
- 6.** After February 15 of the elections year, the National Directors Nominating Committee will accept Director Nominations submitted on the Official NASMDA Website and mail a nomination ballot of each Representative Zone to all of the members of such Representative Zone to be returned via mail or submitted on the Official NASMDA Website.

7. The National Directors Committee will obtain written verification of acceptance of nomination from the nominee by either mail or e-mail before that nominee's name will be put on the ballot.
8. **Results of elections** shall be furnished to each member no later than thirty (30) days after election. Notification can be in writing, e-mail or publication on the Official NASMDA Website. The written notification may be made in the regular Association newsletter. Introduction and installation of newly elected Directors will occur at the commencement of the next Annual Meeting.
- G. The nominees receiving the highest number of votes on the ballot will be named director(s). The individual receiving the next highest number of votes will be named Alternate. When there is only one nominee for the National Director, the President may appoint an alternate for that representative zone.
- H. In addition to the directors so elected, all Past Presidents, the President, and the President-Elect created on the Board of Directors when the President and the President Elect become Directors-at-Large, will be filled by first, the Alternate who is the nominee receiving the next highest votes (Section H.) and then, if there is no Alternate, by appointment by the President.
- I. Any Director-at-Large who has not been marked present at minimum of at least one of four consecutive Board of Director Meetings abiding by the quorum requirement of 13, including Annual Meeting Board and those before the next Annual Board Meeting would be deleted from the Board of Directors and would become a Director Emeritus.
- J. The Board of Directors for the coming year must be determined by June 1 of the election year. Directors shall be introduced and installed in office upon the start of the Annual Meeting Election and installation of officers will occur as the first item in New Business at the Annual Meeting.

Section 2. In case of any vacancy in the Board of Directors by death, resignation or any other cause, after the election, the President shall appoint a successor for the same zone in which the vacancy occurs to serve the remainder of the unexpired term.

Section 3. Any Officer or Director of this Association, unless excused by the President, Any Director-at-Large who has not been marked present at minimum of at least one of four consecutive Board of Director Meetings abiding by the quorum requirement of 13, including Annual Meeting Board and those before the next Annual Board Meeting would be deleted from the Board of Directors. Said Officer/Director shall have the right of appeal before the President of the

Association. Upon receiving a written request to be reinstated and hearing the appeal, the President may reinstate the Officer.

Section 4. The regular **Annual Meeting** of the Board of Directors shall be held immediately following the Annual Members' Meeting, and no notice shall be required for any such regular meeting of the Board of Directors. The Board of Directors, by rule, may provide for other Regular Meetings at stated times and places, after the initial announcement of which, no notice shall be required. Absentee or vote by proxy is not allowed in any meeting of the Board of Directors. Voting by attendance by video or speaker phone is allowed.

Section 5. Special Meetings of the Board of Directors shall be held whenever called by the direction of the President, or by two-thirds of the directors in office at the time.

The Executive Secretary shall provide notice of each Special Meeting by mailing, telephoning, or e-mail the same to each director at least fifteen (15) days before such meeting, but such notice may be waived in writing by any director. Only business indicated in the notice thereof may be transacted at a special meeting.

Any business may be transacted at any meeting at which every director may be present, even if the meeting was called without any notice.

Section 6. 51% of the elected (excluding past presidents) Directors shall constitute a quorum for the transaction of business, but if at any meeting of the Board of Directors, consisting of less than 51% of the elected Directors present, a majority of those present may adjourn the meeting until a quorum shall be present. No absentee Director can be removed from office in order to create a vacancy to be filled with a member in attendance in order to establish the quorum.

Section 7. At the Regular Annual Meetings of the Board of Directors, the Board shall proceed to the election of officers of the association at the introduction of New Business on the agenda of the meeting.

Only the Board of Directors shall have the power and authority to make, amend, repeal and enforce such rules and regulations, not contrary to law of the Certificate of Incorporation or these By-Laws, as they may deem expedient concerning the conduct, management and activities of the Association, the admission, classification, suspension and expulsion of members, removal of officers, the rules and regulations governing the procedure of such suspension and expulsion and removal, the fixing and collecting of dues and fees, regulations regarding stud book listings, registrations, awarding of championships, the conducting of shows, contest, exhibitions, races, sales and social functions and all other details relating to the general purposes of the Association.

Section 9. All actions of the Board of Directors are subject to revision or amendment by the members at any Special or Regular Meeting of the membership provided that

written notice of any intention to revise or amend has been published at least thirty (30) days in advance of that meeting by publication in the Mule Magazines, publication on the Official NASMDA Website, e-mail or mail.

Section 10. The Board of Directors, from time to time, may create and empower other committees, general and special.

Section 11. No Director of the NASMDA shall be liable to the NASMDA or its members for monetary damages for an act or omission in such director's capacity as a director of the NASMDA,

A. except that these Articles shall not eliminate or limit liability of a director of NASMDA for:

1. An act or omission for which the liability of a director is expressly provided for by statute.
2. An act or omission not in good faith or that involves intentional misconduct or a knowing violation of the law.
3. A transaction from which a director received an improper benefit, whether or not the benefit resulted from an action taken within the scope of the director's office; or
4. An act or omission for which the liability of a director is expressly provided for by statute.

B. Any repeal or amendment of this Article by the members of the NASMDA shall be prospective only, and shall not adversely affect any limitation on the personal liability of a director of the NASMDA existing at the time of such repeal or amendment. Anything herein to the contrary notwithstanding, if the Texas Miscellaneous Corporation Laws Act is amended after approval by the members of this Article to authorize corporate action further eliminating or limiting the personal liability of directors, then the liability of a director of the NASMDA shall be eliminated or limited to the fullest extent permitted by the Texas Miscellaneous Corporation Laws Act, as so amended from time to time.

ARTICLE IV EXECUTIVE COMMITTEE

Section 1. There is hereby created an Executive Committee consisting of the President, President-Elect, The Immediate Past President and three additional members. These officers and additional members shall be elected from the Board of Directors at the annual meeting of the Board, each for a term of one year and until the selection and qualification of his successor.

The President shall appoint and publicly announce a Nominating Committee for National Officers and the Executive Committee by February 1 of the election year. Officer recommendations of the National Director Nominating Committee shall be published at least thirty (30) days prior to the Annual Meeting on the Official NASMDA Website, e-mail or mail.

The President is hereby empowered to appoint five advisors without voting power, to the Executive Committee. Any member of the NASMDA in good standing shall be eligible for selection as advisor with only one individual per membership being eligible.

Section 2. No officer or member of the Executive Committee may serve on the Executive Board in excess of five consecutive years.

Section 3. The President shall fill all vacancies in the Executive Committee occurring between annual meetings of the Association.

Section 4. The Executive Committee shall meet whenever and wherever called by direction of the President or three members of the Executive Committee acting jointly, of which each meeting the Executive Secretary shall give ten (10) days written notice by mail or e-mail, but such notice may be waived in writing by any member. Absentee or vote by proxy is not allowed in any meeting of the Executive Committee. Voting by attendance by video or speaker phone is allowed.

Section 5. The Executive Committee may act without conversing in meeting by written resolution signed by all members thereof and duly entered in the Associations records. At all meetings of the Executive Committee, four members shall constitute a quorum.

Section 6. All actions of the Executive Committee with the exception of disciplinary actions resulting from hearings, are subject to ratification, revision or amendment by the directors at any regular or special meeting of Directors.

Section 7. It shall be the responsibility of the Executive Committee to direct the handling of questionable mule or donkey registrations applications, to direct all other Association business matters, to furnish liaison members to all Standing Committees, to report to the Board of Directors at its Annual Meetings, to interview persons for the position of Executive Secretary and appoint a person as Executive Secretary.

Section 8. The Executive Committee shall be responsible for reviewing, forwarding to the appropriate committee and presenting to the Board of Directors for approval all questions or ambiguities that may arise in connection with the meaning, intent or purpose of any by-law, rule, regulation or other NASMDA document.

ARTICLE V OFFICERS AND DUTIES

Section 1. Officers: The Officers of the Association shall be the President, President Elect, Vice President, Executive Secretary and Treasurer. And such other officers as may be authorized from time to time by the Board of Directors.

Section 2. Eligibility: Only members of the Board of Directors shall be eligible to serve as officers of the Association. The President Elect must be elected from the current Executive Committee. The Executive Secretary should not be a member of the Board of Directors.

Section 3. Election: The officers of the Association shall be elected by majority vote by the Board of Directors at the Annual Meeting from the nominations of the National Directors Nomination Committee. No nominations will be taken from the floor.

Section 4. Term: Unless otherwise specified in any employment contract approved by the Board of Directors, the officers of the Association shall hold office for a period of one (1) year and until their successors are elected and installed. The elected Officer shall begin his/her term immediately following the election to be held as the first item of New Business on the agenda of the Annual Meeting and continue until the installation of new Officers at the following year's Annual Meeting. Officers may be nominated by the National Directors Nominating Committee and shall be published at least thirty (30) days prior to the Annual Meeting on the Official NASMDA Website, e-mail or mail and be re-elected for consecutive terms.

Section 5. Duties: Any Officer who receives remuneration in the form of a salary and/or benefits for duties performed while serving in the capacity of an Officer of NASMDA, must enter into a written and signed employment contract approved by the Board of Directors,

- A. President:** The President shall be the Chief Executive Officer of the Association and shall preside at all meetings of the Board of Directors. He/she shall see that the By-Laws, rules and regulations of the Association are enforced and shall perform all other duties that may be prescribed from time to time by the Board of Directors. He/she shall be an ex-officio member of all committees.
- B. President-Elect:** In the absence of the President, the President-Elect shall have the power and shall perform the duties of the President and such other duties as may be prescribed by the Board of Directors. Upon the expiration of the President's term of office, the President-Elect shall automatically become President. The President-Elect will serve as the Chairman of the By-Laws Committee.
- C. Vice President:** In the Absence of the President and the President-Elect the Vice President shall have the power and shall perform the duties of the President and such other duties as may be prescribed by the Board of Directors.
- D. Executive Secretary:** The Executive Secretary shall be responsible for seeing that the minutes of all Membership and Directors meetings are kept; for the safekeeping of all documents and records of the Association. He/she shall be responsible for seeing that all money due the Association is collected. He/she shall be an ex-officio Member Secretary of all Committees appointed by the President or Board of Directors. He/she shall make

a detailed report of his/her office to the Board of Directors when demanded and to all Annual Membership meetings, and shall perform such other duties as may be prescribed by the Board of Directors that do not conflict with Texas Not For Profit Corporation law

- E. Treasurer:** The Treasurer shall receive the money turned over to him/her by the other officers and all other money. He/she shall disburse the money of the Association; however, only upon itemized demands and upon the order of the Board of Directors. He/she shall account for all the same by itemized statements in detail to each annual meeting of the members and the Board of Directors when demanded. He/she will submit to an independent audit yearly to be presented at the Annual Meeting. Also, he/she shall cause to be submitted to the Executive Committee, at the first meeting following the annual meeting of the members, a detailed budget of the proposed and anticipated expenditures for the forthcoming fiscal year of the Association. Upon approval of this said budget, or its modification, it becomes binding upon the officers of the Association, and cannot be exceeded in the total amount set forth by more than ten percent without a majority vote of the Executive Committee.

Section 6. The written contracts of the Association shall be executed on behalf of the Association by the President or President-Elect, approved by the Board of Directors and attested by the Executive Secretary and the corporate seal.

Section 7. Vacancies: All vacancies of the Officers of the Association shall be filled by Board of Directors based on the recommendations of the President announced 15 days in advance on the Official NASMDA Website, mail or e-mail. The Appointee must fulfill all eligibility requirements for the position and will serve for the unexpired term and until the election and installation of their duly qualified successors.

Section 8. Auditing Accounts: This Association shall conduct its affairs on a calendar year basis, same to begin January 1 and end on December 31.

Section 9. Surety Bonds and all other officers or employees of the Association who may handle any funds of the Association shall give a surety bond to be furnished at the expense of the Association for the faithful discharge of his or her duties if so required by the Executive Committee.

ARTICLE VI AMENDMENTS

Section 1. Amendments to these By-Laws may be made at any subsequent meeting held in accordance with these By-Laws by a majority of the Board of Directors present when the Amendment has been presented to the

Membership at least two (2) weeks prior to said meeting held by this Association and no proxy or absentee vote will be take. Notice to membership shall be by mail and publication on Official NASMDA Website.

Section 2. The Board of Directors shall have the power to make, amend, and repeal the By-Laws of the Association by vote of the majority of the Directors at any Regular or Special Meeting of the Board, subject to the right of the members to rescind or amend any such By-Laws in the same manner as provided in Section 10, Article III, for the Revision or Amendment of Rules and Regulations.

Section 3. To be eligible for consideration by the Board of Directors, a proposed amendment to NASMDA by-laws shall be filed in writing in the office of the President Elect at least 60 days prior to the meeting of the Board of Directors at which time the proposed amendment is to be considered. The proposed draft shall be promptly sent by the President Elect to each individual eligible to vote at a meeting of Directors.

ARTICLE VII

Parliamentary Authority

- A. The rules contained in Robert's Rules of Order, Seventy-fifth Anniversary Edition, or any subsequent edition, shall govern this association and its various bodies in all cases to which they are applicable and in which they are not inconsistent with the Constitution of By-Laws or Special Rules of Order of this Association.
- B. The order of business of any meeting of this Association or its various bodies shall be:
 1. Call to order
 2. Roll call of voting members
 3. Ascertainment of quorum
 4. Reading of the minutes of previous meeting & approved
 5. Report of the Secretary-Treasurer
 6. Report of Special Committees
 7. Reading of communications
 8. Old Business
 9. New Business
 10. Adjournment

RECALL

Section 1. Any member of the Executive Committee may be removed from office with or without cause as herein provided. A recall petition(s) demanding the removal of such officer shall be submitted to the Grievance Committee of the Association. Such recall petition(s) shall be signed by at least twenty-five percent (25%) of the current members of the Board of Directors.

Section 2. Petition forms shall be provided to any Director requesting same following the filing of an affidavit by one or more Directors with the Grievance Committee stating the

name of the Director or officer sought to be removed. The Grievance Committee shall record the name of the director about whom petition forms were issued, the date of such issuance and the number of forms issued, certifying on each form the date and the name of the director to whom it was issued.

Section 3. All forms comprising a recall petition shall be assembled and filled with the Grievance Committee within forty-five (45) days of the affidavit filing required in Section 2, above. The signature of the petitioners shall be properly notarized.

Section 4. In the event that the required number of properly verified signatures to said recall petition are not received by the Grievance Committee within forty-five (45) days of the affidavit filing required in Section 2, above, the Grievance Committee shall notify those directors having filed petitions that the recall petition was insufficient and that said insufficiency does not prejudice the filing of a new affidavit for the same purpose.

Section 5. Not more than five (5) days following determination by the Grievance Committee that the petition(s) received are insufficient, they shall notify in writing the officer whose removal is sought by such action. This notice shall be delivered in hand or shall be delivered by certified mail. If said officer does not render his resignation within seven (7) days of receipt of such notice, the Grievance Committee shall within fifteen (15) days of the aforesaid determination, direct and conduct and election by mail ballot of the Directors of the Association. Said balloting must be completed and returned to Grievance Committee the no less than fifteen (15) days after direction of same.

Section 6. The aforesaid ballots shall conform to the following requirements: With respect to each person whose removal is sought, the question shall be submitted, "Shall _____ be removed from the office of _____ by recall?" Immediately following each such question shall be printed in the ballot the two (2) propositions in the order set forth: For the recall of (name of person) and against the recall of (name of person). Immediately to the left of the proposition shall be placed a square in which the Director by making a cross mark (X), may vote for either such propositions.

Section 7. Should a majority of votes cast at a recall election be against the removal of the officer named on the ballot, such officer shall continue in office for the remainder of his term, subject to recall as before. However, no recall petition shall be filed against an officer within ninety (90) days after such recall petition has failed to remove him/her. If a majority of the votes cast at a recall election be for the removal, he/she shall be deemed removed from office.

GENERAL RULES

Approved by the Board of Directors

101. Standing Committees

- A. All Standing Committees shall consist of an odd number of members not less than three to be appointed by the President of this Association from Association members in good standing. In making appointments to the committees, the President shall appoint committee members for not less than one year, and not more than three years. Committee members may serve more than three years with approval of the Executive committee to be reviewed yearly. Future appointments to fill vacancies shall be by the President with the advice and consent of the Executive Committee.
- B. All committees of this Association shall function within the scope of the By Laws of this Association. All committee meetings shall be conducted according to Article VII of these By Laws.
- C. Official business may not be conducted at Committee meetings unless a quorum is present.
- D. A committee meeting quorum shall consist of the chairman and a majority of its members present.
- E. All committee Chairmen shall submit a budget for the next fiscal year at the Annual Meeting for approval by the Board of Directors. The budgets once approved, cannot exceed the total amount set forth by more than ten percent without a majority vote of the Executive Committee.
- F. The Chairperson and Vice Chairperson of each Committee shall be appointed annually by the President and a listing of all committee members shall be published in the mule and donkey industry publications and on the Official NASMDA website as soon as possible after the Annual Meeting. The chairperson shall only vote in case of a tie.
- G. The Standing Committees at present are:
 - 1. **General Show and Contest Rules Committee** adhering to the rules and procedure in Section 102 of the NASMDA Official Handbook, will receive, review, and publish on the Official NASMDA Website proposed Rule Changes 30 days before submitting changes to the Board of Directors for approval. This committee has no authority to amend, change, add or rewrite any Bylaw of this Association.
 - 2. **Judges Committee** will establish and publish on the Official NASMDA Website criteria to be met in order to become a NASMDA carded Judge. In addition, this committee will receive, review and approve applicants for NASMDA judges. Section 135
 - 3. **By Laws Committee** chaired by the President Elect and adhering to the rules in Article VII of the

NASMDA By Laws, will receive, review and publish on the Official NASMDA Website proposed Bylaw changes before submitting changes to the Board of Directors for approval.

- 4. **Show and Contest Sanctioning Committee** adhering to the rules and procedure in Section 103 of the NASMDA Official Handbook, will receive, review and approve NASMDA recognized shows.
- 5. **Youth Committee** will review and approve applicants for NASMDA Youth Association and implement the development of By Laws for NASMDA Youth as the governing body of youth activities in NASMDA and advancing the ideals of NASMDA including good mulemanship, donkeymanship, and good sportsmanship in competition, trail riding and family activities.
- 6. **Versatility Trail Program Committee** will receive, review and approve applicants for VTP and establish criteria for achievement levels, awards programs to be approved by the Board of Directors. The committee will encourage promotional trail events and submit information to the Official NASMDA Website for publication activities and honors.
- 7. **Scholarship Committee** will receive, review and approve applicants for NASMDA for the annual award of two \$500 scholarships to NASMDA seniors in high school who have met the criteria and will be continuing their education and submit information to the Official NASMDA Website for publication activities and honors.
- 8. **Awards Committee**
- 9. **Amateur Committee** will receive, review and approve applicants for NASMDA Amateur status adhering to the rules outlined in Section 147.D.
- 10. **National Show Committee**
- 11. **Grievance Committee** adhering to the rule for Recall Article VIII of the By Laws, Violations Section 110, Fraudulent Practices Section 111, Disciplinary Action Section 112 and Appeal of Show Protest Decision Section 141, C. of the NASMDA Handbook will receive complaints, review evidence, conduct hearings and recommend action for Board of Director approval.
- 12. **Special committees** may be appointed by the President from time to time to attend to special business These committees serve for the duration of the special problem or until replaced or until the committee is disbanded.

102. Proposed Rule Changes

- A. A NASMDA member, a standing committee, the Board of Directors, the Executive Committee or the NASMDA staff may propose a Rule Book change. A

- Rule Book Change is any change or an addition or deletion to any other rules contained in the NASMDA Hand book, not to include the Articles of By-laws
- B.** Whenever a Rule Book change in the Rule Book is proposed, the rule with the reason and intent of the proposed changes should be directed to the NASMDA General Show & Contest Rules Committee with a postmark, Official NASMDA Website Submission, or e-mail no later than February 1 of the last year for which the current NASMDA Handbook applies
 - C.** All proposed Rule Book Changes shall then be reviewed by the NASMDA General Show & Contest Rules Committee and placed in proper and legal wording The NASMDA General Show & Contest Rules Committee cannot change the intent of the rule as it was received from its original source.
 - 1.** Chairman will receive from members, committees and judges suggested rule changes containing:
 - a.** Name of submitter
 - b.** Existing Rule Number and Page# in current Rule Book
 - c.** Related rule numbers affected by this proposed rule change
 - d.** Recommendations for Change (Recommendation should be written as it might appear in the Rule Book)
 - e.** Justification for rule change
 - f.** Impact if rule is NOT changed
 - 2.** Chairman will disseminate rule change submissions to committee members for review.
 - a.** Individually and as a group, the Committee will review and, if needed, make changes to suggested submissions making sure the intent of the submission are not compromised following the format of the rule book.
 - b.** Chairman will:
 - (1)** contact the submitter for any clarification of meaning or wording;
 - (2)** if there is a re-write of the rule change submission, return the rule to the submitter for approval of language and explaining reasons for changes and requesting the submitter endorse the changes;
 - (3)** if the Committee fails to endorse the rule change submission, contact the submitter explaining the reason for non endorsement;
 - (4)** Chairman will return endorsed rule changes to the Committee.
 - c.** By April 15th the Committee will publish on the NASMDA website proposed rule changes in the exact wording and form in which they will be submitted to the Board with the following information
 - (1)** Existing Rule Number and Page# in current Rule Book

- (2)** Related rule numbers affected by this proposed rule change
- (3)** Recommendations for Change (Recommendation should be written as it might appear in the Rule Book)
- (4)** Justification for rule change
- (5)** Impact if rule is NOT changed
- 3.** The proposed Rule Book Change, legally and properly worded, will be published on the Official NASMDA Website at least ninety (90) days before the meeting at which they will be presented for approval by the Board of Directors
 - a.** The Chairman of the General Show and Contest Rules Committee presents rule changes at Board of Directors meeting for approval.
 - (1)** If changes are approved by the Board Committee incorporates them into new Handbook.
 - (2)** If changes are not approved by the Board, Committee returns them to submitters to do with as they choose.
- 4.** A Rule Book Change cannot be voted on by the Board of Directors until it has passed in the proper Standing Committee, however, all submitted rule changes, whether pass by the Standing Committee or not, must be publicized to the Board regardless of quality or pertinence. NOTE: A Rule Book Change that was defeated in proper Standing Committee may be brought out of the Standing Committee by presenting a petition signed by ten (10) eligible Directors to the NASMDA President. This petition must be presented to the President fifteen (15) days prior to the Meeting that proposed Rule Book Changes will be presented for approval by the Board of Directors.
- 5.** If the proposed rule change brought out of committee by petition, the Chairperson will read the proposed Rule Book Change in the committee report to the Board of Directors. The Rule Book Change is thus on the floor and subject to amendment by a member of the Board of Directors. However, any amendment must be closely related to or have bearing on the Rule Book Change. The priority of any amendment will be decided by the Presiding Officer or Parliamentarian. If a motion for amendment is received and seconded, the amendment must be voted on at this time.
- 6.** The proposed Rule Change, if amended, will be returned to the Rules Committee for review and any proper or legal wording. The Rules Committee cannot change the intent of the Rule Book Change as amended.

7. All proposed Rule Book Changes to be voted on by the Board of Directors will be published in the mule and donkey industry publications and on the Official NASMDA Website thirty (30) days before the meeting at which they will be presented for approval by the Board of Directors
8. At the Association's Annual Meeting or Special Meeting, the Board of Directors will approve or reject the recommended proposed Rule Book changes exactly as written (no further amendments). If the proposed Rule Book Change is approved, it will then be printed in the Rule Book and become binding whenever the next scheduled printing occurs. If the proposed Rule Book Change fails to obtain approval, it can still be considered for a future Rule Book change provided it is sent back to the NASMDA General Show & Contest Rules Committee following all the above procedures.
9. If a proposed Rule Book Change is considered of such extreme importance by the standing committee that it must be acted upon immediately, such proposed Rule Book Change must be presented to the Executive Committee fifteen (15) days prior to any Regular or Special meeting of the Board of Directors. If, in the opinion of the Executive Committee, such proposed Rule Book Change is important to the best interests of the Association, it can then be presented by the Chairperson of the NASMDA General Show & Contest Rules Committee to the Board of Directors for immediate action and, if approved, can become effective immediately with notice in mule and donkey industry publications, on the Official NASMDA Website, e-mail and USPS mail.

103. Regional Clubs

- A. Only the National Association is empowered to use the term Association in its title without being retroactive.
- B. All clubs shall be referred to as regional clubs and shall be under the supervision of the National Association through the Executive Committee and the Regional Club Committee.
- C. Charter and By Laws must conform to the laws of the State of Incorporation and the main charter of NASMDA. Every club shall follow standard procedures as set forth in the NASMDA By Laws or rules must contain the following mandatory procedures which must be enforced.
 1. Clubs must be formed only for advancing the mule and donkey through the ideals of NASMDA including good mulemanship, donkeymanship and good sportsmanship.
 2. Every regional club shall have biannual office and director elections. Each regional club shall have a president, vice president, secretary, treasurer and

a minimum of three directors with at least one of the directors or officers serving as liaison to the National Association.

3. Regional clubs must have their current list of officers on file in the National Office by February 15 each year or approval of any of these clubs next year's shows will be withheld until officers have been submitted to NASMDA.
- D. Results of regional club elections shall be furnished to each member in good standing no later than thirty days after election. Notification shall be in writing in addition to introductions or installation at the annual membership meeting. This written notification may be in the regular club newsletter.
- E. The date of the regular annual meeting of the members shall be set forth in the By Laws, and provisions as to notice shall be according to rules of the State of Incorporation.
- F. The Treasurer or an officer of the Association shall return a complete treasure's report at the regular annual meeting of the members of the regional club and shall prepare at least one annual budget. The treasure's report shall be distributed to each member standing. The club shall return a treasure's report and budget at each regional club meeting if requested or required by the Board of Directors or members. All funds generated by all activities within a regional club or affiliate of the Club including activities of Special Interest Clubs or special interest committee, fund, activities, etc. must be accounted for to the Regional Club. Each regional club must submit by February 15 of each year the proposed budget for the coming year and the actual expenditures from the previous year. These shall be submitted in an approved format as set forth by the regional Club Committee. Regional clubs must maintain on file receipts and documentation for expenditures of their regional club budget for at least five years.
- G. When any group shall desire to form a new club, the group shall sign a letter thirty days before the organizational meeting setting forth the name of the chairman, the time and place, and the specific geographical area to be encompassed. That letter shall include a map of the proposed area, and must set forth 10 proposed dues paying members of which at least 5 shall be current members of NASMDA. The final approval of the new club shall be only after full examination of the situation involved and the effect on any club already formed. Request for approval shall be forwarded to the Regional Club Committee; final approval shall be by the Executive Committee of NASMDA. In no case shall a club be formed that infringes on another club or that might create an adverse effect on any club already formed. Should there be any indication of a possible adverse effect on any club already formed, the Regional Club Committee shall review all controversial requests

and submit their recommendations for final approval by the Executive Committee of NASMDA.

- H. The name of any group requesting recognition as a regional club, and the proposed area will be published in the mule and donkey publications and no club shall receive final approval until thirty days after such publication.
- I. If there is a demonstrated lack of activity that can be construed by the NASMDA Executive Committee or Regional Club Committee as a lack of necessity for the regional club, the Regional Club Committee, when authorized by the Executive Committee of NASMDA, shall review the status of the club charter and make recommendations to the Executive Committee relative to the same, including suspension or revocation. Minimum activity for a regional club shall be at least two organized activities annually.
- J. Any club rules contrary to those set forth in the Charter, By Laws and Rules of the Association shall immediately forthwith be altered and amended to conform to same.
- K. Special Interest Club (Amateur, Trail, Youth, etc.) Any group desiring to form a Saddle Mule or Donkey Special Interest Club (Amateur, Trail, Youth, etc.) must make application to their NASMDA Regional Club as to the reason and necessity for their formation and shall submit their completed By Laws and Constitution for approval.
 - 1. A Special Interest Club By Laws and Constitution shall coincide with the NASMDA constitution and the constitution of their parent Regional Club. This Special Interest Club is not considered by NASMDA to be a separate entity from the parent Regional Club; that is, it will be considered a subsidiary or affiliate of the parent Regional Club.
 - 2. Each Special Interest Club must conform to all rules of NASMDA and its parent Regional Club.
 - 3. A minimum of 5 Special Interest Members is required to form a Special Interest Club.
 - 4. Special Interest Clubs must be paid up in their parent Regional Club dues.
 - 5. A liaison from the Board of Directors or a member of the parent Regional Club shall be appointed by the parent Regional Club to coordinate the activities of the Special Interest Club and the parent Regional Club.
- L. A Regional Club may sponsor and hold NASMDA shows. To do so a Regional Club must adhere to all of the requirements as set forth in the official rules and regulations of NASMDA in making application for NASMDA show sanctioning. Shows may be A, B, C shows and will follow the requirements set forth in each category.
 - 1. Any Regional Club may hold a Regional Championship show. Only one regional Championship show may be held in each NASMDA region yearly. This show must be an A show and follow all NASMDA sanctioning rules. Show sanctioning Committee

authorization will be required to call the show a Regional Championship. If more than one regional club from a Zone would like to hold the Regional Championship, the Show Sanctioning Committee may require those clubs to work together to hold the show. The Show Sanctioning Committee may refer any disputes in this area to the Executive Committee of NASMDA for final resolution.

- 2. The following titles will be reserved for Regional Championship shows.
 - a. NASMDA Regional Championship Show
 - b. NASMDA Regional Champion Mule/Donkey
- 3. Shows held by Regional Clubs will conform to NASMDA rules governing sanctioned shows. Regional clubs may hold schooling shows and other play days that do not adhere to these rules. Humane treatment of horse, mules and donkeys at these events shall always be adhered to.
- M. Regional clubs shall be able to give year end awards for their membership. Year end awards may cover any categories that Regional Club so desires. The title of the award must include that Regional Clubs name and not infringe on any other Regional Club or the Associations year end or other award programs. Year end point tabulations are to be based on points earned only after the dues of the National Associations and Regional club are paid.

104. Membership

- A. Membership is a privilege, not a right, application for which shall be made by procedures prescribed by NASMDA. Membership or application, therefore, may be terminated or rejected by the Board of Directors for cause detrimental to the interest of NASMDA, its programs, policies, objectives and harmonious relationship of its Members as determined by the Board of Directors. Termination or application rejection proceedings in this Bylaw shall be conducted under NASMDA's disciplinary procedures for notice, hearing and temporary suspension and presided over by the Grievance Committee. The effect of termination or rejection may be denial of privileges of NASMDA as set forth in NASMDA disciplinary procedures. Termination of NASMDA Membership either by court order or court mediation shall prevent that member whose membership has been terminated, resigned from or denied due to such legal action will be ineligible for the consideration of their application.
- B. Each Membership is entitled to one vote and shall not be limited to natural persons, but may include corporations and partnerships. Proper receipts and membership cards shall be issued upon payment of fees.
- C. Membership shall consist of seven categories
 - 1. Annual Membership
 - 2. Amateur Membership
 - 3. Ten Year Membership
 - 4. Lifetime Membership
 - 5. Youth Membership
 - 6. Charter Membership
 - 7. Family Membership

- D. The application for membership should indicate clearly the name in which the membership is to be recorded. Any registration or transfers submitted utilizing the Membership shall be recorded in the same exact name as that appearing on the Membership or a nonmember fee will be charged. In no case shall the Membership name exceed 30 (letters and spaces). Members shall be admitted to the Association on a written application accompanied by the current membership fee. By applying for membership, the applicant automatically agrees to be bound by and to abide by all rules, regulations and policies of the Association.
- E. The name of a member may be changed in the membership records of the Association to reflect a change of name. Such a change shall be made upon submission of documentation (i.e. marriage license, court decree, etc) reflecting a change of name by said member.
- F. A membership fee is neither transferable nor refundable. General privileges and responsibilities of members and nonmembers are as follows:
- G. All members shall have equal rights, interest and responsibilities with respect to the Association and its property; shall obey and be bound by all By Laws, Rules and Regulations of the Association and decisions or actions of the Board of Directors or Executive Committee; shall have the right to vote in the National Director Election if a Regular or Charter member before January 1 of the year of the election shall have the right to vote by personal attendance at membership meetings and shall have the right to hold office and committee assignments in accordance with criteria in this NASMDA Handbook, except as otherwise limited.
 - 1. In regard to individuals' who are nonmembers, participation in Association approved events by such actions and in regard to such transactions, do thereby agree to be bound by all By Laws, Rules and Regulations of the Association.
 - 2. Membership does not include a subscription to any of the industry publications.
- H. **ANNUAL MEMBERSHIP:** Annual membership is considered to be a period from January 1 through December 31 of a calendar year. An annual fee of **thirty dollars (\$30)** shall be paid for each Annual Membership. Renewal notice to the members shall be posted on the Official NASMDA Website. When an annual membership expires, the membership can be reinstated by simply paying the current year's annual fee.
 - 1. Any member whose membership becomes delinquent can be reinstated by paying the current year's dues. There is no penalty for reinstatement. However, no points or VTP hours can be accrued during the time the membership was delinquent.

- 2. Regular Memberships may be paid in advance in three to five year increments based on the calendar year (January 1 through December 31)
- 3. Both the owner AND the exhibitor must be current NASMDA members in order to earn points on an animal.
- I. **CHARTER MEMBERSHIP:** This Charter Membership must be applied for prior to January 1, 1995. A Charter Member shall be entitled to a Charter Membership pin, and the purchase of an official Charter Member silver belt buckle at club discount.
 - 1. A Charter Membership is not transferable, but a Charter Membership may be carried in the joint names of husband and wife.
 - 2. If a Charter Membership is carried in a single person's name, the name of a later spouse may be added by onetime amendment.
 - 3. The President and Past Presidents shall receive a Charter Membership and shall receive all benefits of such membership.
- J. **TEN YEAR MEMBERSHIP:** A fee of **\$180** is required for a Ten Year Membership, but no annual fees are required thereafter for ten years.
 - 1. A Ten Year Membership is not transferable, but a Ten Year Membership may be carried in the joint names of husband and wife.
 - 2. If a Ten Year Membership is carried in a single person's name, the name of a later spouse may be added by onetime amendment.
- K. **LIFETIME MEMBERSHIP:** A fee of **\$300** is required for a Lifetime Membership, but no annual fees are required thereafter.
 - 1. A Lifetime Membership is not transferable.
- L. **AMATEUR MEMBERSHIP:** An annual fee of **\$20** in addition to the regular NASMDA membership fees is required for an exhibitor to be eligible for amateur status. An amateur membership application must be approved by the NASMDA Amateur Committee before a person is granted amateur status. Please refer amateur guidelines covered elsewhere in this rule book for current regulations concerning amateur status.
- M. **FAMILY MEMBERSHIP:** An annual fee based on 20% less than what a family group of 3 or more would pay if counted as single fees. For instance, if three individual memberships within a family unit are purchased **AT THE SAME TIME**, totaling \$90, you save 20% or \$18.

105. Television and Media Coverage

- A. Attendance at an NASMDA approved event, in what ever capacity, shall constitute authorization for NASMDA, its agents, designers, or assigns to photograph, video tape, televise, or record by other means (hereinafter referred to as photographic material).

- B. The photographic material and related information referred to above may be used in any manner that the NASMDA, at its sole discretion, determines would be beneficial to promoting the purposes and goals of the NASMDA; provided, however, that no photographic material or related information will be used in conjunction with the endorsement of any product unless prior written consent is obtained. Attendance at an NASMDA approved event shall further constitute agreement to the terms and conditions outlined above, and shall constitute a waiver and release, within limitation, of any individual television, radio, motion picture, photographic or other similar rights, including right of privacy, any person or animal may have in or to such photographic material or related information when such information is obtained at an NASMDA approved event by the NASMDA, its agents, designees, or assigns.

106. Responsibility

- A. The North American Saddle Mule and Donkey Association will not assume the responsibility of settling civil disputes concerning financial settlements or ownership.
- B. No person shall refuse the reasonable request to assist the Association, its officers, committees or agents in locating, identifying and inspecting or to answer promptly and truthfully any inquiry concerning an animal or ancestor thereof in his ownership or control, which has been registered or listed, for which application to register or I list has been made, or to sign requested documentation. A violation of this rule may be grounds for disciplinary action.
- C. In the furtherance of their official duties, all Association representatives shall be treated with courtesy, cooperation and respect and no person shall direct abusive or threatening conduct toward them.
- D. All information furnished the Association as a basis for any action by the Association or any of its officers shall be true and correct. This includes, but is not limited to, registration applications, application for show approval, and all information in regard to Association investigation of third parties.
- E. Accuracy of records furnished by the Association, either as hard copy or online service, is warranted by the NASMDA only to the extent of serving its best efforts in the compilation thereof and then solely for the benefit of the member or party purchasing the record. Reimbursement of the expense of the record on a showing of material inaccuracy is the sole remedy available to anyone receiving inaccurate information from the Association. Consequential damages are expressly excluded. No warranties, state therein, as the purchaser receives this record on an "as is" basis. For absolute accuracy, independent verification must be obtained from the current owner or his predecessor in title to the subject mule or donkey.

- F. In all proceedings concerned with or affecting the registrations and records of the Association and in all disciplinary actions the burden of resolving any doubt as to the true identification of an animal or the accurate recording of the show records shall be upon the applicant, owner, lessee or other member (s) or non-member(s) involved. The determination, decision or action taken by the Executive Committee upon all such questions shall be final and binding upon all parties. As the owner has the burden of proof, by failure to present evidence concerning such questions to the Association or at a hearing scheduled to resolve the question, the owner shall be deemed to have waived his right to later present such evidence in a court of law, if he seeks judicial review of the Association's action.
- G. When an exhibitor, owner or trainer is guilty of unsportsmanlike conduct, such person is subject to disciplinary action by the NASMDA, including but not limited to, fines and/or suspension

107. Liability

The NASMDA, its officers, directors, and members of committees, inspectors, employees, representatives, and agents will attempt to obtain true and complete information in connection with registration, transfers of registrations, hearing, show records, and all other matters relating to NASMDA activities. Except for proven intentional wrongdoing, neither the NASMDA nor its officers, directors, members of committees, inspectors, employees, representatives nor agents will be liable in any way, whether in damages or otherwise, for issuance of show records, hearing records, disciplinary procedure brought against or penalties imposed on any member of any person or of any other activities engaged in by or on behalf of the NASMDA

108. Release of Liability

The NASMDA and cosponsoring organizations, if any, shall not be responsible for any personal injury, or for loss or damage to property, occurring at any NASMDA activity. Each owner, exhibitor, handler, or consignor shall indemnify and hold harmless the NASMDA, its officers, directors and employees from and against all claims, demands, causing of actions, and expenses of every kind, including attorney's fees, arising out of or related in any manner to the actions or omissions of an owner, exhibitor, handler, or consignor, or the actions of any animal under the care, custody, or control of the owner, exhibitor, handler or consignor. Presentation of signed entry or consignment forms shall be deemed acceptance of the conditions of this rule. In the event an entry or consignment form is not signed or presented, appearance on the grounds or at the sale ring of NASMDA activities as an exhibitor, handler, owner, or consignor shall be deemed to be acceptance of the condition of this rule.

109. NASMDA Funds

- A. Any and all fees or monies due the NASMDA are the property of the NASMDA upon collection and shall be turned over to the Association within thirty (30) days of collection. The officers of such club and/or individuals responsible for the collection and disbursement of such funds shall be personally liable and, in addition, subject to the rules pertaining to violations and disciplinary action.
- B. Any and all fees or monies due NASMDA must be paid in U.S. funds only.

110. Violations

- A. Any member may be suspended and denied privileges of the Association, any nonmember may be denied the privileges of the Association by the Board of Directors of the Association for failure to pay when due any obligation owing the Association. This includes but is not limited to, an approved show, or for giving a worthless check for entry fees, stall fees, office charges, stock charges or any other fees or charges including bank charges for returned checks connected with exhibition of mules or donkeys. Fifteen (15) days before action by the Board of Directors written notice of the account due or delinquent accounts and the intention to suspend or withhold privileges of the Association shall be mailed to such member or nonmember. Upon suspension by the Board of Directors, the name of the member or nonmember may be published in a Suspension Listing document available upon request from the NASMDA office. Any suspension and denial of privileges the Association under this section shall terminate upon full payment of the obligations due the Association or upon filing late fees due.
- B. Any person guilty of the following:
 - 1. failure to pay an obligation owing to the Association;
 - 2. giving a worthless check for entry fees, stall fees, office charges connected with the exhibition of mules and/or donkeys;
 - 3. suspension from one of the horse breed or donkey & mule associations;
 - 4. found guilty in a court of law of animal abuse and upon submission of certified evidence of such conviction from any court.
- C. Such person, whether member or nonmember, will be subject to disciplinary procedures insofar as practical.
- D. Every member and nonmember who violates the By Laws or Rules and Regulations of the Association as documented by the Grievance Committee's investigation and the subsequent finding of the Board of Directors may be censured, suspended or in the case of a member, expelled from membership in the Association and denied all privileges of the Association.

111. Fraudulent Practices

- A. No person shall present any animal owned or managed by him/her to be registered unless the same be registered in the officially accepted registry of NASMDA. This is included, but not limited to, entry forms and advertising.
- B. No person, firm or corporation shall issue, sell, exchange, give away or receive, or offer to day any thereof, any false or fraudulent certificate representing same to be a genuine official certificate issued by the Association.
- C. No person shall advertise, or enter in any NASMDA event or competition any registered or listed with the Association by a name other than that by which is registered or listed. No change in or alteration of a certificate of registration or listing or identification required by the Association shall be made except by the Association or its official representative upon proper showing of the necessity for such change or alteration by reason of change in color or markings, mistake or the like; nor shall any person display or advertise or have in his possession any such certificate that has been changed or altered otherwise, other than by the Association or on its authority.
- D. No person shall alter in any way, change or attempt to hide or alter the natural markings including brands of a mule or donkey by surgery, dye or any other manner.
- E. No person shall represent as a registered Saddle Mule or Donkey any animal other than the animal for which said certificate was issued.
 - 1. ***Any mule or donkey registered with NASMDA may only be referred to at sanctioned NASMDA or co-sanctioned events by their registered name. This is to include any advertising or promotional materials.***
 - 2. ***If an animal is shown or represented under any name other than their registered name, they are not eligible for points and or awards.***
 - 3. ***If an animal is used in advertising by any other name than its registered name the owner and or representative will face disciplinary action by the grievance committee that may include fines, loss of awards and suspension of member privileges.***

112. Disciplinary Action

- A. Any member may be disciplined, suspended, fined or expelled from the Association, any member or nonmember may be denied any and all privileges of the Association whenever it has been established that satisfactory evidence that such member or nonmember has violated any Bylaw, rule, or regulation of the Association.
- B. A NASMDA form for filing protests, with proper documentation. Should be filed such that the protestor understands that:

1. he or she will not approach or call anyone else about the situation, and
 2. if any information is missing, the protest is null and void,
 3. There will be no resubmitting of this protest and the fee is forfeited.
 4. A check sheet of all documentation required is included with the form, and it should be signed by the protestor before submitting it to the Grievance committee, by certified mail, return receipt requested.
- C. The Grievance Committee shall have sole authority to investigate possible or alleged violations of any by law, rule or regulation of the Association. The Grievance Committee will gather all needed information, the \$100.00 protest fee, and substantiate the need for further investigation, and then will transfer the documentation to the Board of Directors with no names mentioned.
1. If a member of the Grievance Committee is involved in any protest, she/he should be removed from the voting procedure;
 2. More members of the Grievance Committee are involved, alternate members should be appointed to serve temporarily Grievance Committee.
 3. All grievances are to go to the Chairman of the Grievance Committee. The Chairman of the Grievance Committee will make the grievance anonymous before submitting it to the Grievance Committee for vote.
 4. i.e. "A" files a grievance against "B", complete with a check list, and submits it to the Chairman of the Grievance Committee. The Chairman of the Grievance Committee confirms the checklist is complete, and the fee has been received. The Chairman of the Grievance Committee notifies "B" without naming "A" and asks for response/defense within 14 days from confirmed receipt of notification. Then the grievance and defense are submitted to the Grievance Committee for determination within 21 days of confirmed receipt.
- D. In order for a complaint, other than one which can be verified by credible testing, to be considered for investigation it must be
1. in writing,
 2. signed, dated and
 3. accompanied by \$100 Protest Fee
- E. The protest must be submitted to Grievance Committee the along with the proper paper work.
- F. The individuals filing the complaint must be prepared for full discourse of the complaint to the party (parties) concerned in the complaint and must be prepared to appear at a hearing if it is deemed necessary.
- G. When it is determined by the Grievance Committee that there is sufficient cause for a hearing the person charged

with any alleged violation shall be given not less than twenty-one (21) days' notice of a time and place for hearing such allegations by the Grievance Committee at which time and place he/she shall have the opportunity, in person or by counsel, to be heard and to produce evidence in his/her own behalf, and to hear and receive evidence offered against him/her. If the person charged has not been heard from by Grievance Committee after the 21 day period he/she shall forfeit his/her right to a hearing.

- H. The Grievance Committee shall have the authority to schedule a disciplinary hearing when it determines that there is sufficient verifiable evidence for a hearing. Additionally, a disciplinary hearing shall be held if it is requested by one half of the members of the Board of Directors, Executive Committee or by the President.
- I. A committee meeting quorum shall consist of the chairman and a majority of its members present.
 - J. Testimony may be taken at a hearing via telephone or video conference. Any person desiring to present testimony via telephone or video conference should notify all involved person(s) in writing, at least five (5) days prior to the scheduled meeting. This notice should contain the name, address and telephone number of each person who will testify via telephone. This provision is not intended to limit or preclude other appropriate procedures for offering testimony or evidence at hearings.
 - K. No continuance shall be granted unless requested in writing at least seven (7) days prior to the hearing, and good cause is shown. A Continuance shall be granted or denied at the sole discretion of the President.
 - L. The Grievance Committee will make a report of its findings, to include copies of all evidence and testimony to the Board of Directors whose decision and action shall be final and binding on all parties.
 - M. In regard to any violation of Show and Contest Rules, as a part of its disciplinary action, Board of Directors may revoke participation privileges in all NASMDA approved event(s) for determined period of time.
 - N. Pending final hearing by the Board of Directors the Grievance Committee may, by giving written notice of its action, temporarily suspend the said member in cases of criminal proceedings against that member for animal abuse until criminal charges are dropped or the member is found innocent in a court of law,
 - O. On or after such time as any person has been denied participation privileges in NASMDA approved events, but that his membership privileges are not affected, the following restriction shall apply:
 1. That person shall not be eligible to participate in any NASMDA approved event.
 2. That person shall not be eligible to hold approved judge's credentials or any other Association accreditation:

3. Mules or donkeys which are recorded in the name of such person or owned in whole or in part by such person are not eligible to participate in any NASMDA approved event.
 4. During the period of denial of Association privileges, failure to comply with these restrictions and any other express conditions or restrictions of said disciplinary actions may constitute grounds for further disciplinary action.
- P. When a member is disciplined, suspended, expelled or fined, or a nonmember is denied membership privileges, the name and Address of such member or nonmember will be published in a Suspension Listing document available from the NASMDA office.
- Q. See Section Show and Contest Rules for Additional provisions.
- R. In the event any disciplinary action is taken against a member or nonmember, publication of the action shall be made as soon as possible in the Suspension Listing Document available from the NASMDA office and shall include rule number violated for disciplinary action to have been assessed.
- S. On or after such time as any person has been suspended, expelled or denied further Association privileges, in addition. To other provisions of this handbook or policy of the Association, the following restriction shall apply:
1. That person shall not be ineligible to earn points at any sanctioned NASMDA events or accrue VTP hours.
 2. Nor shall such person be eligible to hold approved Judge's credential or any other Association credentials.
 3. Signatures:
 - a. The Association shall not accept the signature of such person, on any entry forms for Association approved or recognized events.
 - b. The signature of such person will be recognized on a bill of sale of an animal to another non-family member.
- T. During the period of expulsion, suspension or denial of Association privileges, failure to comply with these restrictions and any other express conditions or restrictions of said disciplinary action may constitute grounds expulsion from the Association.
- U. The provision of the disciplinary rules which pertains to notice and hearing procedure shall also apply to hearings regarding registration issues.
- V. The Association has adopted the following provisions for the mutual benefit of members and with the intention of reducing the Association's litigation expenses, which expenses would ultimately be borne by members and nonmember participating in Association activities. Every member, by joining the Association, or nonmember, by participating in NASMDA approved activities does thereby agree as follows:
1. If unsuccessful in an attempt to overturn Association decisions, actions, rules or regulations, to reimburse the Association for its reasonable attorney's fees, court

- costs and other expenses in defense of such suit; and
2. That he/she will not commence any action, whether in law or equity, against Association in any courts other than those federal and state courts in Wise County, TX.

W. GENERAL NOTICE PROCEDURE: Notice required by these rules and regulations may be served by delivering a copy of the notice to the person to be served, or his attorney, either in person or by mail, postage prepaid, to his last known address as it appears on the Associations records, and upon mailing such notice shall be deemed received by such person when it is deposited in the United States mail.

113 Show Approval

- A. Request for Approval:** Any organization, club or individual may request their show or contests and the results be recognized by NASMDA. Application forms must be obtained from the NASMDA.
- B. Withholding approval of regional club-sponsored shows** will be in accordance with rules outlined in this rule book.
- C. Application:** An application form(s) shall be postmarked (postal meters are not acceptable) to the NASMDA at least ninety (90) days prior to the show or contest entry deadline or show date, whichever comes first. Any application mailed from outside the continental U.S. must be postmarked on hundred (100) days prior to the show or contest entry deadline or show date, whichever comes first. Late applications may be accepted provided they are postmarked 75 days prior to the show or contest entry deadline or show date, whichever comes first, and **MUST** be accompanied by a \$150 non-refundable late fee. The application(s) must be accompanied by a fee of twenty-five dollar (\$25) per show or contest. The amount of twenty five dollars (\$25) will be refunded to show management who submit show result within two (2) weeks from last day of show or contest (postmark). After receiving an application for NASMDA show or event sanctioning, the show and event sanctioning committee will review the application to determine if the requirements for sanctioning are met. Although requirements may be met, the committee will decide if it is in the best interest of NASMDA to sanction the show or event.
- D. NASMDA FEE:**
1. Show Managers must collect two dollars (\$2) per every mule and donkey (excluding miniature mules and donkeys and hybrids) entered in any NASMDA show for processing show results, unless waived by the Board of Directors.
 2. NASMDA fee must be sent with show results two (2) weeks from last day of show or contest (postmark).
- E. Approval of Class List:** Approval of show will not be granted until a list of classes in scheduled order for such is show is received by the NASMDA. Once the list is submitted, the list of classes can be amended up to 30 days prior to the show by written notification to NASMDA.

- F. Show or contest officials will be notified by the NASMDA if their show or contest is recognized or what fact(s) need to be rectified so that the show or contest may be recognized. If a certain class is not recognized, it may not prohibit the recognition of the remaining classes.
- G. **Mileage Between Shows:** The show may be approved on the same dates as another NASMDA approved show if the two are not located within 250 highway miles of each other, with the exception of state, regional and county fairs, and major livestock shows which may be on the same as another approved show despite proximity. The last sponsor of any individual show has the right to sponsor the show in the following year, provided their application complies with Section 113 C & D.
- H. The mileage limitation between shows does not apply to shows between Canada and the United States.
- I. **Dates:** Show applications are approved based upon the number of the weekend, not upon the date. The number of the weekend is determined by counting from the first Saturday of year. The first Saturday of January is assigned number 1. The remaining weekends are consecutively 2-52.
- J. Show dates are not the property of individuals or clubs. In the event the previous sponsor does not obtain approval for the show date, then the regional or state club has first priority on the date.
- K. **Cancellations:** Sponsors of shows who cancel their shows dates must notify the NASMDA Performance Division immediately so that date can be made available to another sponsor.
- L. **GOVERNING RULES:** These rules as set out in the NASMDA rule book shall be used at all approved shows, unless otherwise approved by the Board of Directors of NASMDA. The schedule of classes and premium published for any NASMDA-approved show shall state "Rules in accordance with The North American Saddle Mule And Donkey Association Rule Book"

1. NASMDA sanctioning committee may grant co-sanctioning to another association's show that offers mule or donkey classes in their shows.

- a. **Associations that apply for co-sanctioning must apply as with NASMDA sanctioned shows Ninety (90) days before the show date.**
- b. **Associations or Clubs that wish to offer NASMDA sanctioning must use judges that comply with NASMDA judging standards.**
- c. **Judges must hold a current card from one of NASMDA's list of approved associations. 140-D,5**
- d. **The judges used at the show must be included in the sanctioning application.**
- e. **NASMDA will only award points in classes included in our rulebook.**
- f. **NASMDA will not award points in cross species classes.**

g. NASMDA will only award points to amateur exhibitors that hold a current NASMDA amateur card and abide by NASMDA rules.

- M. All shows or contests recognized by NASMDA shall be named, advertised, listed and otherwise referred to as a Saddle Mule and Donkey Show. The name of the show or contest may not include words referring to other breeds, except donkeys, and/or type of horse. The words "Champion" and "Championship" must be prefaced with the name of the specific show (i.e. "State Fair of Texas Champion") in order to identify that this is a local Championship. No individual or organization may use the words "NASMDA World", "NASMDA National", "NASMDA Congress" or "NASMDA International" champion without written permission of NASMDA.
- N. The following titles shall be reserved for exclusive use and permission by NASMDA:
 1. NASMDA Congress
 2. NASMDA World Championship Show
 3. NASMDA National Championship Show
 4. NASMDA Youth World Show
 5. NASMDA International Championship Show
 6. NASMDA World Champion Mule/Donkey
 7. NASMDA Reserve World Champion Mule/Donkey
 8. NASMDA Congress Champion Mule/Donkey
 9. NASMDA Congress Reserve Champion Mule/Donkey
 10. NASMDA National Champion Mule/Donkey
 11. NASMDA Reserve National Champion Mule/Donkey
 12. NASMDA World Champion Youth Mule/Donkey
 13. NASMDA Reserve World Champion Youth Mule/Donkey
 14. NASMDA International Champion Mule/Donkey
 15. NASMDA International Reserve Champion Mule/Donkey

O. Show Results

1. The results of every class at any approved show or contest, giving a complete list of competing animals, including the registration names and numbers (if applicable), exhibitors' and owners' names and NASMDA identification numbers, should be forwarded to NASMDA within fifteen (15) days after the completion of the show or contest. Single sheet forms for reporting will be supplied to show management when the show is officially approved. Continuous form computer printed results will be accepted by NASMDA, but not supplied.
2. Failure to mail the complete show results or notification of cancellation to the Association within fifteen (15) days of the last scheduled show date may result in future approval being denied.
3. Show results of approved shows and contest will be published. Corrections will be made on the mule or donkey's record only. No corrections will be published in those publications publishing the results.

4. Show Management must include a separate list of each individual mule and donkey which compete in the show, stating it's registered name and number and the divisions it was exhibited in, on the form provided.
5. Discrepancies between NASMDA-approved show classes and classes actually offered and conducted at the show shall be presented to the Executive Committee for judgment when properly submitted by the contestant or show management.
6. Show Management must collect two dollars (\$2.00) per every animal entered, not to exceed \$10 per owner, for single judge shows and three dollars (\$3.00) per every animal entered, not to exceed \$15 per owner, for multiple judge shows and forward to the NASMDA office in order for show results processed, unless waived by the Board of Directors.

114 Minimum Requirements For Show Approval

"A", "B", or "C" show status is achieved as a minimum, the number of classes designated in the chart below:

Choose any classes from the following:	SHOW CLASSIFICATION		
	A Show	B Show	C Show
List A: Mule Halter	4 classes	2 classes	1 class
List B: Senior Mule Performance	5 classes	4 classes	3 classes
List C: Junior Mule Performance	4 classes	3 classes	Optional
List D: Amateur Mule	4 classes	2 classes	Optional
List E: Youth Mule <i>May be divided (18 & Under) or (14-18)(13 & Under)</i>	4 classes	3 classes	1 class
List F: Donkey <i>May be divided (Open)(Training Level)</i>	3 classes	2 classes	1 class
List H: Mule Driving <i>May be divided (Open)(SR)(JR)(Yth)(AM)</i>	3 classes	2 classes	Optional
List I: Mule Gymkhana <i>May be divided (Open)(SR)(JR)(Yth)(AM)</i>	4 classes	3 classes	2 classes
List J: Gaited Mule	Optional	Optional	Optional
List K: Cattle Mule	Optional	Optional	Optional
List L: Specialty	Optional	Optional	Optional

Notice: The above guidelines are minimum requirements. Any show may include more classes than required at a certain show level and NASMDA encourages local clubs to include classes for donkeys and "exotic" crosses if their numbers justify such classes. If other such classes are offered, the premium list must clearly state that such a class is "not a NASMDA approved class."

115 NASMDA Approved Class List

When forming a show class list it is imperative to designate the type of class along with class name. (i.e.) Sr. Mule Western Pleasure; Jr. Mule Trail; Amateur Donkey Showmanship, etc. Any classes from the Junior Mule or Senior Mule list may be combined into Open Classes.

A. HALTER CLASSES (All Halter class may be split into separate classes for John/Gelding or Molly/Jennet or their ages may be combined. It is the option of the show management to offer Grand and Reserve Grand Championships in both sex divisions if all Halter Classes are divided by sex. Only "Open", non-breed specific Halter Classes, by age or height, are eligible for Grand and Reserve).

MULE HALTER CLASSES

1. Weanling Mules
2. Yearling Mules
3. Two Year Old Mules
6. Three Year Old and Over classes may be split into 58" & Under and 58.01" and Over
7. Any or all classes may be split into John and Mollies
8. Gaited Mule Halter
9. Hunter Type Mules

DONKEY HALTER CLASSES

1. Weanling Donkeys
2. Yearling Donkeys
3. Two year old Jacks
4. Two year old Geldings and Jennets
5. Three and Over Jacks
6. Three and Over Jennets and Geldings
7. Any or all classes may be split into Jennets and Geldings
8. Any or all classes may be split into Mammoth and Standard

B. SENIOR MULE PERFORMANCE CLASSES

1. Senior Mule Western Pleasure
2. Senior Mule Trail
3. Senior Mule Reining
4. Senior Mule Western Riding
5. Senior Mule Ranch Riding
6. Senior Mule English Pleasure
7. Senior Mule Hunter Under Saddle
8. Senior Mule Hunter Hack
9. Senior Mule Working Hunter
10. Senior Mule Jumping
11. Senior Walk Trot Western Pleasure
12. **Senior Mule Ranch Rail Pleasure**
13. Any Senior Mule Driving Class
14. Any Senior Mule Gymkhana Class
15. Any Senior Mule Cattle Class
16. Any Senior Mule Specialty Class

C. JUNIOR MULE PERFORMANCE CLASSES

These classes may also be offered for Green Mule.

1. Junior Mule Western Pleasure
2. Junior Mule Trail
3. Junior Mule Reining
4. Junior Mule Western Riding
5. Junior Mule Ranch Riding
6. Junior Mule English Pleasure
7. Junior Mule Hunter Under Saddle
8. Junior Mule Hunter Hack
9. Junior Mule Working Hunter
10. Junior Mule Jumping
11. Junior Walk Trot Western Pleasure
12. **Junior Mule Ranch Rail Pleasure**
13. Any Junior Mule Driving Class
14. Any Junior Mule Gymkhana Class
15. Any Junior Mule Cattle Class
16. Any Junior Mule Specialty Class

D. AMATEUR PERFORMANCE CLASSES

These classes may also be offered for Novice Amateur and Silver Amateurs.

1. Amateur Mule Showmanship at Halter
2. Amateur Mulemanship
3. Amateur Reinsmanship
4. Amateur Mule Western Pleasure
5. Amateur Mule Trail
6. Amateur Mule Reining
7. Amateur Mule Western Riding
8. Amateur Mule Ranch Riding
9. Amateur Mule English Pleasure
10. Amateur Mule Hunter Under Saddle
11. Amateur Mule Hunter Hack
12. Amateur Mule Working Hunter
13. Amateur Mule Jumping
14. Amateur Mule Halter
15. Amateur Mule Equitation
16. Amateur Walk Trot Western Pleasure
17. **Amateur Mule Ranch Rail Pleasure**
18. Any Amateur Mule Driving (H)
19. Any Amateur Mule Gymkhana Class (I)
20. Any Amateur Mule Cattle Class (K)
21. Any Amateur Mule Specialty Class (L)
22. Any Amateur Donkey Class (F)

E. YOUTH CLASSES

1. Youth Mule Showmanship at Halter
2. Youth Mulemanship
3. Youth Reinsmanship
4. Youth Mule Western Pleasure
5. Youth Mule Trail
6. Youth Mule Reining
7. Youth Mule Western Riding

8. Youth Mule Ranch Riding
9. Youth Mule English Pleasure
10. Youth Mule Hunter Under Saddle
11. Youth Mule Hunter Hack
12. Youth Mule Working Hunter
13. Youth Mule Jumping
14. Youth Mule Halter
15. Youth Mule Equitation
16. Youth Walk Trot Western Pleasure
17. **Youth Mule Ranch Rail Pleasure**
18. Any Youth Mule Driving (H)
19. Any Youth Mule Gymkhana Class (I)
20. Any Youth Mule Cattle Class (K)
21. Any Youth Mule Specialty Class (L)
22. Any Youth Donkey Class (F)

F. OPEN DONKEY CLASSES

1. Open Donkey Western Pleasure
2. Open Donkey Trail
3. Open Donkey Reining
4. Open Donkey Western Riding
5. Open Donkey Ranch Riding
6. Open Donkey English Pleasure
7. Open Donkey Hunter Under Saddle
8. Open Donkey Hunter Hack
9. Open Donkey Working Hunter
10. Open Donkey Trot Western Pleasure
11. **Open Donkey Ranch Rail Pleasure**
12. Any Open Donkey Driving Class (H)
13. Any Open Donkey Gymkhana Class (I)
14. Any Open Donkey Cattle Class (K)
15. Any Open Donkey Specialty Class (L)

G. TRAINING LEVEL DONKEY *limited to walk/trot*

1. Training Level Donkey English Pleasure
2. Training Level Donkey Pleasure Western
3. Training Level Donkey Trail
4. Training Level Donkey Barrels
5. Training Level Donkey Poles
6. Training Level Donkey Keyhole
7. Training Level Reined Working Donkey
8. Training Level Donkey Ranch Riding
9. Training Level Donkey Hunter Hack
10. **Training Level Donkey Ranch Rail Pleasure**
11. Any Training Level Donkey Gymkhana Class (I)

H. DRIVING CLASSES

1. Pleasure Driving: Working -Single
2. Pleasure Driving: Turnout - Single
3. Obstacle Driving - Single
4. Gambler's Choice - Single
5. Double Jeopardy - Single
6. Drive & Ride - Single

7. Heritage Driving/Antique Vehicle - Single
8. Concourse D'Elegance - Single
9. Snigging - Single

I. GYMKHANA or SPEED EVENTS

1. Cloverleaf Barrel Race
2. Pole Bending
3. Keyhole Race
4. Pylon Alley
5. Hurdle Race
6. Flag Race

J. GAITED CLASSES

1. 4 years old & under Walking Mule
2. 5 years & over Walking Mule
3. Style Racking Mule
4. Speed Racking Mule
5. Racking Mule
6. Gaited Mule Western Trail Pleasure
7. Gaited Mule English Trail Pleasure
8. Gaited Mulemanship
9. Gaited Mules at Halter
10. Mule Saddle Seat Pleasure
11. Any of the Above Classes Specified Donkey

K. CATTLE CLASSES

1. Team Penning
2. Steer Stopping
3. Team Roping - Heading
4. Team Roping - Heeling
5. Mule Steer Daubing
6. Working Cow Mule/Donkey
7. Tie Down Calf Roping
8. Cutting
9. Team Sorting

L. SPECIALTY CLASSES

1. Coon Jumping Mule
2. Costume class
3. Freestyle Reining
4. Ladies Side Saddle
5. Dressage

M. DRAFT CLASSES

1. Draft Pleasure Driving
2. Draft Reinsmanship
3. Draft Multiple Hitch Driving
4. Draft Obstacle Driving
5. Draft Gambler's Choice
6. Draft Log Skidding
7. Draft Heritage/Antique Vehicle
8. Draft Parade Hitch
9. Farm Team Race
10. Draft Farm Team Driving

M. SPECIALLY APPROVED SHOWS - Special approval may be obtained from NASMDA on an individual basis for Team Pennings, Cuttings, and Reinings. In addition, special approval may be obtained for specialty shows, i.e. Gaited Shows, Driving Shows, Dressage, English. These will be individually approved by the committee based on information provided on the application form. In order to obtain approval a properly completed show application must be submitted in compliance with the rule book.

116 Single Judge Shows

A single judge show is limited to one judge in the arena at any given time and held on one or more days.

117 Multiple Judge Shows

- A. Multiple judge shows must have each judge work independently with his or her own individual ring steward. There shall be no consultation or visiting between judges during the actual judging.
- B. Multiple judge shows or consecutive day shows may in no way use the words "NASMDA Championship" in their title or name of the show.

118 Points for NASMDA Awards

NUMBER OF POINTS TO BE GIVEN						
# of Mules or Donkeys in Class	1st	2nd	3rd	4th	5th	6th
1	0					
2	1/2					
3	1					
4-6	2	1				
7-9	3	2	1			
10-12	4	3	2	1		
13-15	5	4	3	2	1	
16+	6	5	4	3	2	1

- A. All animals must be registered with NASMDA and the owner on record and exhibitor must be current NASMDA members to earn NASMDA points and awards.
 1. Points given for **Level "C"** shows and contests are calculated using the above chart.
 2. Points given for **Level "B"** shows are those for Level "C" shows multiplied by 2.
 3. Points given for **Level "A"** shows are those for Level "C" shows multiplied by 3.

- B. Points for Grand and Reserve:** The Grand Champion Halter Mule or Donkey must receive one more point than any other mule or donkey in their division. The Reserve Champion must receive ½ point more than any mule or donkey in their sex division. Only 1 point or ½ point will be awarded for Grand or Reserve regardless of the level of show.
- C. Combining Classes:** Junior and Senior mule classes may be combined into "Open Mule" to make a point class with the consent of all exhibitors in both age divisions.
- D.** Youth divisions 13 & under and 14-18 may be combined into "Youth Mule 18 & under to make a point class with the consent of all exhibitors in both age groups.
- E.** In any contest, points will be awarded on the basis of the total number of mules or donkeys actually judged in each contest whether or not elimination is held.
- F.** No class with only one entry will receive points, but all classes, regardless of number of entries will be judged.
- G.** A NASMDA member will have had to compete in at least one NASMDA sanctioned show, competing in NASMDA classes, within the year of the NASMDA World Show for any points accrued at the NASMDA World Show to count towards the NASMDA year end High Point awards for that year.
- H.** Youth. A NASMDA Youth member will have had to compete in at least one NASMDA sanctioned show, competing in NASMDA Youth classes, within the year of the NASMDA World Show for any points accrued at the World show to count towards year end High Point Awards for that year."
- I.** NASMDA National Show To be eligible to compete in any classes designated as "NASMDA National Champion" exhibitor must be a current member of the North American Saddle Mule and Donkey Association and be exhibiting a NASMDA registered mule or donkey.
- J. CHANGE OF MULE or DONKEY'S NAME.** A mule or donkey's registered name may be changed so long as it has not:
1. Earned Points in a NASMDA-approved show or event;
 2. Appeared on any breeding document submitted to NASMDA.
 3. Original registrant has chosen to allow of name changes by not checking the box denying privileges on the original registration application.

119 Premium Lists and Prizes

- A.** Premium lists and entry forms should be printed in order to insure uniformity. All shows must abide by the entry fees listed on their premium.
- B. If money prizes are offered, the fixed amount of each prize shall be state in the premium list.** Special prizes do not have to appear on the premium list but is it recommended because it enhances the attractiveness of the show or contest. The show committee is not required to award any existing un-won awards.
- C.** The premium list must contain a list of officers of the show or contest and the names of the NASMDA officials.

The exact location of the show must be specified and the date or dates to be held; also, the closing date of entries and the exact date and time of judging.

- D.** The premium list must clearly state those classes counting toward All-Around and High Point Awards. (**See Show High Point Division**)

120 Ribbons

- B.** Each class must be placed through the seventh mule or donkey, or whatever number is present if fewer than seven (7) (except that if an animal is disqualified, it is not to be placed even if there were fewer than seven (7) qualified animals in the class), even though ribbons are not given to all seven (7) animals. The following schedule of ribbons is recommended for all shows and contests:

1. First	Blue	6. Sixth	Green
2. Second	Red	7. Seventh	Purple
3. Third	Yellow	8. Eighth	Brown
4. Fourth	White	9. Ninth	Dark Gray
5. Fifth	Pink	10. Tenth	Light Blue

Grand Champion Purple
Reserve Champion Purple/White

121 Show High Point Divisions

It is not mandatory that a NASMDA show award High Point awards, but the divisions listed below are popular with many NASMDA exhibitors across the country. These are suggested High Point divisions that can be used to meet the needs of specific regions of the country.

- A.** High Point Senior Mule
B. High Point Junior Mule
C. High Point Green Mule
D. High Point Youth Mule (May be divided 13 & under and 14 –18)
E. High Point Amateur Mule
F. High Point Silver Amateur
G. High Point Novice Amateur Mule
H. High Point 10 & Under (5-10 yr olds)
I. High Point Novice Youth Mule
J. High Point Open Donkey
K. High Point Training Level Donkey
L. High Point Gymkhana Mule
M. High Point Amateur Donkey
N. High Point Youth Donkey
O. High Point Gaited Mule

* At NASMDA approved shows; an exhibitor must only be required to participate in classes outlined in this book in order to be eligible for any show High Point. Any classes popular in that region of the country, but not outlined in this rule book may be offered, but cannot count toward overall high point tabulations for that show or for NASMDA points.

122 Point System for Tabulating Show High Points

- A. It is not mandatory for an All-around Mule or Donkey to be awarded at an approved show; however, if such an award is designated, the following scoring system shall be used to determine the winner.
- B. Mules or donkeys placing in the top six of the class will be given a point for each animal placing below them plus one point not to exceed six points for first place.
- C. No points will be awarded to a disqualified mule or donkey.
- D. In case a tie occurs, the mule or donkey will be declared the All-Around who:
 - 1. earned points in the greatest number of classes, then;
 - 2. the mule or donkey winning over the greatest number of animals, then;
 - 3. earned the most points in performance events.

123 NASMDA Titles and Awards

- A. Disciplinary action can be taken against a member or non-member who fraudulently advertises, claims or holds forth that this certain mule or donkey is entitled to any title or points awarded prior to the title or points being officially awarded or recorded by NASMDA.
- B. All classes outlined in the NASMDA list of approved classes are to be counted toward year end titles, awards and high points with the exception of the following classes:
 - 1. Freestyle Reining
 - 2. Costume Class
- C. The following Categories are established for NASMDA Titles and Awards:(see "NASMDA Approved Class List")
 - 1. **Halter**
 - 2. **Cattle**
 - 3. **Gymkhana**
 - 4. **English**
 - a. Hunter Under Saddle
 - b. Hunter Hack
 - c. Working Hunter
 - d. Jumping
 - 5. **Western**
 - a. Western Pleasure
 - b. Trail
 - c. Reining
 - d. Western Riding
 - e. Ranch Riding
 - f. Walk/Trot
 - g. **Ranch Rail Pleasure**
 - 6. **Gaited** (see "NASMDA Approved Class List")
 - 7. **Driving** (see "NASMDA Approved Class List")

The same categories will be used for Donkey Champion awards but with Donkey specific classes only to be counted.

124 NASMDA Register of Merit

- A. The purpose of the Registers of Merit (ROM) is to establish a record of outstanding performance.
 - 1. Halter Mule
 - 2. Performance Mule
 - 3. Youth Mule
 - 4. Amateur Mule
 - 5. Halter Donkey
 - 6. Performance Donkey
 - 7. Amateur Donkey
 - 8. Youth Donkey
- B. Qualification for one of the Registers of Merits can be only through approved and recognized events, and be owned by a NASMDA member in good standing
- C. Mules or Donkeys qualify for a Register of Merit when:
 - Halter Mule:** They have won at least thirty (30) points in NASMDA-approved Halter classes.
 - Performance Mule:** They have won at least thirty (30) points in one or more events as outlined in the performance classes (categories B and C in 115 C)
 - Youth Mule or Youth Donkey:** They have won at least twenty points (20) in one or more events as outlined in the performance classes designated as "Youth" at an approved and recognized event.
 - Amateur Mule:** They have won at least twenty points (20) in one or more events as outlined in performance classes designated as Non Pro at an approved and recognized event.
 - Halter Donkey:** They have won at least twenty (20) points in NASMDA-approved Halter classes.
 - Performance Donkey:** They have won at least twenty (20) points in one or more events as outlined in the performance classes (category F in 115 C)
- D. Points earned toward a Register of Merit may be accrued over the lifetime of the animal.

125 NASMDA Superior Event Mule/Donkey

- A. The title "NASMDA Superior Event Mule/Donkey" will be awarded to any animal owned by a NASMDA member in good standing provided said mule has earned one hundred (100) or more points in one NASMDA recognized event at NASMDA-approved contests. EXAMPLE: A mule which earns a minimum of one hundred (100) in Western Pleasure will be designated as a NASMDA Superior Event Mule in Western Pleasure.
- B. A mule receives this title for each separate event in which it has earned one hundred (100) points
- C. The Title "NASMDA Superior Event Donkey" will be awarded to any donkey owned by a NASMDA member in good standing provided said donkey has earned seventy (70) or more points in one NASMDA recognized event at NASMDA approved contests.

- D. A donkey receives this title for each separate event in which it has earned seventy (70) points
- E. Points earned toward a Superior award may be accrued over the lifetime of the animal.

126 NASMDA Champion Mule/Donkey

- A. The title NASMDA Champion is hereby from this date and in the future, reserved by the said Association for its express use and awarded to individual saddle animals which meet the requirements set out in the following section:
- B. This title is awarded to any mule or donkey owned by a NASMDA member in good standing provided said animal has earned fifty (50) or more points in competition in official shows and contests recognized by NASMDA provided:
 - 1. That the points have been won in five (5) or more shows or contests and under five (5) or more different judges.
 - 2. A minimum of five (5) of these points must be earned in halter classes.
 - 3. A minimum of 45 points being earned in performance events and with a minimum of five (5) of those points having been earned in the Western Category.
- C. When the title of NASMDA champion is awarded, a proper certificate will be sent to the owner and proper notation will be made in the records of the Association.

127 NASMDA Youth Champion Mule

- A. This title will be awarded to any youth exhibitor in good standing with NASMDA Youth who, along with a single mule has earned fifty (50) or more Youth points in competition at NASMDA shows and contests provided:
 - 1. That the points have been won in five (5) or more shows or contests and under five (5) or more different judges.
 - 2. A minimum of five (5) of these points must be earned in halter classes.
 - 3. A minimum of 45 points being earned in performance events and with a minimum of five (5) of those points having been earned in the Western Category.
- B. When the title of NASMDA Youth Champion is awarded, a proper certificate will be sent to the owner and proper notation will be made in the records of the Association.
- C. Points earned toward NASMDA Youth Champion award may be accrued over the lifetime of the animal.

128 NASMDA Amateur Champion Mule

- A. This title will be awarded to any Amateur exhibitor in good standing with NASMDA Amateur who, along with a single mule has earned fifty (50) or more Amateur points in competition at NASMDA shows and contests provided:
 - 1. That the points have been won in five (5) or more shows or contests and under five (5) or more different judges.
 - 2. A minimum of five (5) of these points must be earned in halter classes.

- 3. A minimum of 45 points being earned in performance events and with a minimum of five (5) of those points having been earned in the Western Category.
- B. When the title of NASMDA Amateur Champion is awarded, a proper certificate will be sent to the owner and proper notation will be made in the records of the Association.
- C. Points earned toward NASMDA Amateur Champion award may be accrued over the lifetime of the animal.

129 NASMDA Performance Versatility

- A. To earn this award, a mule or donkey of a NASMDA member in good standing must have earned ten (10) points in 3 of the 7 Categories as found in 123. C.
- B. Points earned toward Performance Versatility award may accrue over the lifetime of the animal.

130 NASMDA High Point Year End Awards

The top ten point earning animals in the following divisions will be recognized with year end titles at the culmination of each show season (January 1 through December 31). All points must be earned at NASMDA sanctioned shows in NASMDA approved events. Both the owner AND the exhibitor of the mule or donkey MUST be current NASMDA members to earn points.

- 1. **High Point Junior Mule:** Awarded to the mule age 5 and under, earning the most total points in the specified Junior mule or open classes including halter and performance events.
- 2. **High Point Senior Mule:** Awarded to the mule age 6 and over, earning the most total points in the specified Senior mule or open classes including halter and performance events.
- 3. **High Point Saddle Mule at Halter:** Awarded to the mule earning the most points in halter class.
- 4. **High Point Western Mule:** Awarded to the mule earning the most total points in Western Category.
- 5. **High Point English Mule:** Awarded to the mule earning the most total points in English Category.
- 6. **High Point Gymkhana Mule:** Awarded to the mule earning the most total points in Gymkhana Category.
- 7. **High Point Driving Mule:** Awarded to the mule earning the most total points in Driving Category.
- 8. **High Point Cattle Working Mule:** Awarded to the mule earning the most total points in Cattle Category.
- 9. **High Point Gaited Mule:** Awarded to the mule earning the most points in the Gaited Category.
- 10. **High Point Amateur Mule:** Awarded to the mule, earning the most total points in all approved NASMDA amateur events and calculated on one mule/one rider combination.
- 11. **High Point Youth Mule:** Awarded to the mule earning the most total points in all approved NASMDA youth events and calculated on one

131 Exhibitor Conduct

- A. To promote competition in Association-approved events, in order that the Association's records will, at all time, reflect the actual quality of equine performance, any form of conduct which inhibits competition is expressly prohibited. This offense includes not only the person suggesting the prohibited conduct, but all who participate in the scheme or plan. Such conduct includes, but is not limited to:
1. Padding the classes by entering animal(s) not otherwise qualified for the competition, to fill a class to increase show points
 2. Paying another's entry fees, directly or indirectly; or
 3. Discouraging a potential competitor from entering a class.
- B. Violation of this rule shall disqualify from participation in the event, both the mule or donkey entered by the person paying the fee and the mule or donkey entered by the recipient, and shall be referred by the show management to the Association for disciplinary action.
- C. To assist the Association in the promotion of true competition, any person who is approached by another to cooperate in a scheme or plan to inhibit competition, shall immediately report the matter to the Association, failing which, the person approached may be subject to disciplinary action by the Executive Committee, the same as the person or persons suggesting the scheme or plan.
- D. Any association member or non-member who wishes to request specific changes, additions or deletions of classes shall contact the NASMDA Show Sanctioning Committee. No member or non-member shall contact a show manager that is hosting an association sanctioned show for the purposes of influencing class or division choices, class scheduling etc. All requests or recommendations for class list changes, additions, division choices etc. will go through the show sanctioning committee only.**
1. A first reported occurrence of a member contacting a show manager for these purposes will incur a written warning.
 2. A second reported occurrence will lead to disciplinary action which will include a suspension of membership privileges for the show that was contacted by the member.
 3. A third reported occurrence will lead to forfeiture of membership privileges of up to 1 year from the date of the third occurrence.

132 Inhumane Treatment

The following rules must be adhered to:

- A. ANIMAL WELFARE:** Every mule and donkey or any other animal on show grounds shall, at all times, be treated humanely and with dignity, respect and

mule/one rider combination. An animal may earn points with more than one exhibitor, but points will be calculated separately on each animal/rider combination. Walk trot classes will only count toward 10 & Under points.

- 12. High Point Youth Donkey:** Awarded to the donkey earning the most total points in all approved NASMDA youth events and calculated on one mule/one rider combination. An animal may earn points with more than one exhibitor, but points will be calculated separately on each animal/rider combination. Walk trot classes will only count toward 10 & Under points.
- 13. High Point Donkey:** Awarded to the donkey earning the most halter and performance points in classes designated as donkey classes.
- 14. High Point Amateur Donkey:** Awarded to the donkey earning the most halter and performance points in classes designated as Amateur donkey classes.
- 15. High Point Training Level Donkey:** Awarded to the donkey earning the most Training Level points in classes designated as Training Level Donkey. Training Level eligibility must be maintained for the entire Calendar Year.
- 16. NASMDA Leading Breeder Award:** This award will be presented annually to the individual who is listed in NASMDA records as the breeder of the most mules and donkeys earning NASMDA points from January 1 to December 31 of the calendar year. Individual must be a NASMDA member in good standing at the time the points were earned.
- 17. NASMDA Leading Jack Award:** This award will be presented annually to the NASMDA registered jack whose get (both mules and donkeys) earn the most NASMDA points at approved shows from January 1 to December 31 of that calendar year. **More than one mule and or donkey sired by the jack must earn points for the jack to be eligible for the award.** The jack owner must be a NASMDA member in good standing at the time the points were earned.

compassion. This prohibition against inhumane treatment applies to NASMDA members and non-members.

1. NASMDA members may be held responsible for the actions of his/her trainer(s), agent(s), representative(s) and/or employee(s). For violation of this rule, an individual may be disciplined, suspended, fined, denied NASMDA privileges, disqualified, expelled from show grounds and/or expelled from NASMDA.
 2. The standard by which conduct or treatment will be measured is that which a reasonable person, informed and experienced in generally accepted equine care, training and exhibition procedures or veterinary standards, would determine to be cruel, abusive or inhumane.
- B. SHOW MANAGERS shall:** Upon a report or discovery of inhumane treatment, immediately investigate the incident and report it to NASMDA. Show management shall make every effort to obtain the concurrence of any NASMDA approved judge on the grounds or NASMDA-authorized personnel, if available. Any verbal or written warning performed by the show manager at a show for inhumane treatment is to be reported in writing to NASMDA. If an incident is later reported to NASMDA and knowledge is gained that the show manager was present but did not report the incident, this could jeopardize his/her ability to manage a NASMDA approved show in the future.
- C. INHUMANE TREATMENT:** No person shall treat any animal in an inhumane manner. This prohibition against inhumane treatment applies to NASMDA members and non-members. Inhumane treatment shall include, but not be limited to, the prohibited conduct specified below. Inhumane treatment to equines other than mules and donkeys and other animals used in competition is included in this prohibition as it indicates a general course of dealing with equines, which is unacceptable to NASMDA.
1. For purposes of this rule, a person responsible for the care of an equine is also responsible for and may be disciplined for the inhumane conduct of his/her trainer(s), agent(s), representative(s) and employee(s). For violation of this rule, an individual may be disciplined, suspended, fined, denied NASMDA privileges, disqualified, expelled from show grounds and/or expelled from NASMDA.
 2. Inhumane treatment of any mule or donkey or any other animal on show grounds is strictly prohibited. Treatment of any equine will be considered inhumane if a person, educated or experienced in accepted equine training

techniques, would perceive the conduct of an individual to be inhumane.

3. For purposes of this rule, a fines and penalty system has been established based on the severity of the offense. All offenses below will be assigned a minimum level of offense (level 1 = mild; level 2= moderate; level 3 = severe). Depending on the facts of a situation, the level of offense may be increased. Levels of offenses shall be defined as follows:
 - a. Level 1 (mild)
Anyone found in violation of a Level 1 offense will be suspended from holding a NASMDA membership and attending not less than the next NASMDA sanctioned event from the time found guilty of the offense. Offender may also be subject to fines and denial of all membership privileges.
 - b. Level 2 (moderate)
Anyone found in violation of a Level 2 offense will be suspended from holding a NASMDA membership and attending not less than the next three NASMDA sanctioned events from the time found guilty of the offense. Offender may also be subject to fines and denial of all membership privileges.
 - c. Level 3 (severe)
Anyone found in violation of a Level 3 offense will be suspended from holding a NASMDA membership and attending any NASMDA sanctioned event for a period of not less than one year from the time found guilty of the offense. Offender may also be subject to fines and denial of all membership privileges. Offenders found to be guilty of any level of offense may be asked to leave the show grounds immediately. All decisions by show management or appropriate NASMDA officials will be final and without appeal.
 - d. Warning or Show Ground Removal cards will be issued based on the frequency and level of offense.
 - e. Inhumane treatment includes, but is not limited to:
 - (1) placing an object in an equine's mouth so as to cause undue discomfort or distress (min. level 2);
 - (2) leaving a bit in an equine's mouth for extended periods of time so as to cause undue discomfort or distress (min. level 1);
 - (3) tying an equine up or around in a stall or anywhere at a NASMDA event in the manner as to cause undue discomfort or distress (min. level 2);

- (4) *longing or riding an equine in a manner as to cause undue discomfort or distress to the equine (min. level 1);*
- (5) *tying or fastening any foreign object onto an equine, halter, bridle and/or saddle in order to de-sensitize the equine (min. level 2);*
- (6) *use of training techniques or methods such as poling or striking an equine's leg with objects (min. level 2);*
- (7) *excessive spurring or whipping (min. level 1); if blood is present (min. level 3)*
- (8) *excessive jerking of reins (min. level 1); if blood is present (min. level 3)*
- (9) *excessive fencing (min. level 1);*
- (10) *excessive spinning (defined as no more than eight (8) consecutive turns in either direction) (min. level 1);*
- (11) *schooling over ramped oxers in reverse order (i.e., from highest to lowest instead of lowest to highest) (min. level 1);*
- (12) *schooling using rails higher than four (4) feet (min. level 1);*
- (13) *use of prohibited equipment, including, but not limited to: saw tooth bits; hock hobbles; tack collars; or tack hackamores; war bridles or like devices; riding in a curb bit without a curb strap; wire or solid metal curb straps no matter how padded; wire cavesson; wire or cable tie-downs; Texas tie down; bumper bits; metal bosals (no matter how padded); chambons; headstalls made of metal (no matter how wrapped or padded), twisted rawhide, or rope may not be used on an equine's head (3/8 inch rope maybe used with a slip/gag bit); running martingales used with curb bits used without rein stops; draw reins attached between or around the front legs will not be allowed at NASMDA- approved events (min. level 2);*
- (14) *use of any item or appliance that restricts movement or circulation of the equine's tail (min. level 3);*
- (15) *exhibiting an equine which appears to be sullen, dull, lethargic, emaciated, drawn or overly tired (min. level 1);*
- (16) *intentional or negligent treatment which results in any bleeding – intentional (min. level 3); negligent (min. level 1);*
- (17) *applying excessive pressure on or excessively jerking of a halter lead shank or an allowed lip chain (min. level 2);*

- (18) *Any other treatment or conduct deemed by a show official to be inhumane or abusive (min. level 1).*

D. UNSPORTSMANLIKE CONDUCT or any other form of misconduct that is irresponsible, illegal, indecent, profane, intimidating, threatening or abusive is prohibited. This provision applies to:

1. NASMDA members, non-members, exhibitors, trainers, owners, owner representatives, spectators and all other persons on the show grounds of a NASMDA-approved event; and
2. NASMDA members on the show grounds of an event held in conjunction with a NASMDA-approved event; and
3. NASMDA members on the show grounds of an event during which a NASMDA-approved class is held regardless of whether the conduct is associated with or occurs during a NASMDA-approved class. Show management may immediately expel individuals exhibiting unsportsmanlike conduct from show grounds and shall file a written report with NASMDA concerning the conduct in question.
4. Further, unsportsmanlike conduct by NASMDA members, non-members, exhibitors, trainers, owners, owner representatives, spectators and all other persons, including but not limited to other NASMDA events, such as the sanctioned meetings and seminars, and other public forums such as social media, will be subject to the same rules and sanctions as described above.

E. EXTENT OF SANCTION: In regard to any violation of NASMDA rules and regulations, the Executive Committee shall have jurisdiction to invoke sanction, including revocation or denial of membership privileges, revocation of participation privileges in all NASMDA approved events for a definite or indefinite period, denial of privilege of access or presence on show grounds of a NASMDA- approved show, and in addition, assessment of fine not to exceed \$10,000. Executive Committee sanction may include denial of privilege to advertise in NASMDA Publications and sponsorship banners at NASMDA approved events.

133 Surgical Procedures

- A.** Any surgical procedure or injection of any foreign substance or drug which could affect an animal's performance or alter its natural conformation or appearance is prohibited, except for those surgical procedures performed for the sole purpose of protecting the health of the mule or donkey. Upon discovery of the existence of

prohibited surgery, show management should immediately report the matter to the Association.

1. Such surgical procedure or foreign substance injection shall be grounds for the Executive Committee or any appropriate committee of the Association to bar the mule or donkey from future participation in NASMDA-approved events or shows for such a period of time as determined appropriate. Although ownership of the animal may thereafter be transferred to another party, the transfer of ownership will not dissolve or shorten the term of the ineligibility.
2. The exhibitor and owner are each responsible for an animal's condition and presumed to know all the rules and regulations of the Association, and the penalty provisions of these rules. Such individual's voluntary act of entering, exhibiting or causing to be exhibited an animal in an approved show makes him eligible for disciplinary sanctions, whether or not the owner or trainer had actual knowledge of the surgery, or directly authorized the surgical procedure or injection of foreign substance. Purchase and subsequent exhibition of a mule or donkey with such condition in approved show makes an individual responsible under this rule.
3. Every owner and exhibitor shall upon request of show management or Association representative, permit examination of a mule or donkey for determination of the presence of prohibited surgery and/or foreign substance injection and refusal of request shall immediately be reported to the Association.
4. Pending final hearing by the Executive Committee or such other appropriate hearing committee, the Executive Secretary may, by giving written notice of his action to the owner of record at his current address as shown on Association records, temporarily suspend an animal from further participation in the NASMDA-approved event or show if preliminary examination indicates a violation of this rule.

134 Drugs and Medication

- A. If individual state drug requirements differ from those of NASMDA, a copy of the State law should be submitted with application for NASMDA sanctioning. If there is a conflict between the NASMDA rule and the local State's, the State's will take precedence. It is the responsibility of the exhibitor to be familiar with the State law concerning the use of drugs in equine exhibitions in that particular state.
- B. No mule or donkey shall be shown in any class at a show recognized by the NASMDA if the animal has been administered in any manner a prohibited substance which may affect the performance of an animal.
- C. A prohibited substance is defined as any: stimulant,

depressant, tranquilizer which could affect the performance of an animal. Any substance, regardless of how harmless or innocuous they might be, which may interfere with the detection of the aforementioned drugs is also considered a prohibited substance.

- D. Conditionally permitted therapeutic medications are any drug, medication or substance which could affect the performance of an animal that is used for the legitimate treatment of illness or injury. These particular drugs/medications are forbidden unless all conditions of their administration are met.
- E. Each of the following requirements is a condition to authorize administration of conditionally permitted therapeutic medications which shall be verified in a written medication report, signed by the attending veterinarian and filed with show management before exhibition of the animal.
 1. Administration by a veterinarian who is a member of the AAEP and licensed to practice veterinary medicine in the state where the event is being held, or from a written prescription by a licensed veterinarian which documents that the administration of medication is necessary for the treatment of illness or injury. The administration of conditionally permitted therapeutic medication for the purpose of transport, grooming, training, etc is not therapeutic under this authorization rule.
 2. Identification of the medication: the name, amount, strength and mode of administration.
 3. Date and time of administration.
 4. Identification of the: name, age, sex, color and entry number.
 5. Diagnosis of illness/injury, reason for administration, and name of administering and/or prescribing AAEP veterinarian.
 6. Signature of veterinarian or person administering the medication. If by prescription (written instructions), a copy must be attached to the medication report.
 7. The medication report must be filed with show management within one hour after administration of the medication or one hour after show management is available, if administration occurs at a time other than during competition hours.
 8. The medication report must be signed by show management and time of receipt report on the report.
 9. While this report must be filed only if the administered medication will be present in amounts detectable in blood and/or urine samples at the time of competition/sampling, exhibitors are hereby cautioned it is their responsibility to determine whether or not such medication has had time to

clear the animal's system. If there is any doubt, a medication report should be filed.

- F. Only these seven (7) drugs listed below may be administered within 24 hours of showing and should be administered in accordance with the recommendation following each to ensure compliance with maximum allowable plasma levels.

1. Phenylbutazone - The maximum permitted plasma concentration of phenylbutazone is 15.0 micrograms per milliliter, and the maximum permitted trace level is 2.0 micrograms per milliliter. When phenylbutazone is administered, the dose should be accurately calculated according to the actual weight of the animal. Each 24 hours, not more than 2.0 milligrams per pound of body weight should be administered, preferably less. For a 1,000 pound animal, the maximum daily dose is 2.0 grams, which equals two 1.0 gram tablets, or two 1.0 gram units of paste, or 10.0 cc of the injectable (200 milligrams per milliliter). Neither a total daily dose nor part of an injectable dose should be administered during the 12 hours prior to competing. In the event the phenylbutazone is administered orally, half of the maximum daily dose (1.0 gram per 1,000 lbs) can be administered each 12 hours during a five day treatment program. Phenylbutazone should not be used for more than five successive days.

2. Flunixin - The maximum permitted plasma concentration of Flunixin is 1.0 microgram per milliliter, and the maximum permitted trace level is 0.2 micrograms per milliliter. When Flunixin Meglumine (Banamine®) is administered, the dose should be accurately calculated according to the actual weight of the animal. Each 24 hours, not more than 0.5 milligrams per pound of body weight should be administered. For a 1,000 animal, the maximum daily dose is 500 milligrams, which equals two 250 milligram packets of granules, or one 500 milligram packet of granules, or 500 milligrams of the oral paste (available in 1,500 milligram dose syringes), or 10.0 cc of the injectable (50 milligrams per milliliter). No part of a dose should be administered during the twelve (12) hours prior to competing. Any medicated feed must be consumed and/or removed at least twelve (12) hours prior to competing. The medication should not be used for more than five successive days.

3. Ketoprofen - The maximum permitted plasma concentration of Ketoprofen is 40.0 nanograms per milliliter, and the maximum permitted trace level is 10.0 nanograms per milliliter. When Ketoprofen (Ketofen®) is administered, the dose should be accurately calculated according to the actual

weight of the animal. Each 24 hours, not more than 1.0 milligram per pound of body weight should be administered. For a 1,000 pound animal, the maximum daily dose is 1.0 gram, which equals 10.0 cc of the injectable (100 milligrams per milliliter). No part of a dose should be administered during the twelve (12) hours prior to competing. The medication should not be used for more than five successive days.

4. Meclofenamic Acid - The maximum permitted plasma concentration of Meclofenamic Acid (Arquel®) is 2.5 micrograms per milliliter, and the maximum permitted trace level is 0.1 micrograms per milliliter. When Meclofenamic Acid is administered, the dose should be accurately calculated according to the actual weight of the animal. Each 12 hours, not more than 0.5 milligram per pound of body weight should be administered, preferably less. For a 1,000 pound animal, the maximum 12 hour dose is 0.5 gram, which equals one 500 milligram packet of granules. The medication should not be used for more than five successive days.

5. Naproxen - The maximum permitted plasma concentration of Naproxen is 40.0 micrograms per milliliter, and the maximum permitted trace level is 2.0 micrograms per milliliter. When Naproxen is administered, the dose should be accurately calculated according to the actual weight of the animal. Each 24 hours, not more than 4.0 milligrams per pound of body weight should be administered. For a 1,000 pound animal, the maximum daily dose is 4.0 grams, which equals eight 500 milligram tablets. No part of a dose should be administered during the twelve (12) hours prior to competing. Any medicated feed should be consumed and/or removed at least twelve (12) hours prior to competing. The medication should not be used for more than five successive days.

6. Isoxsuprine - Each 24 hours, not more than 1.6 milligrams per pound of body weight should be administered (usually divided in two equal doses given 12 hours apart). For a 1,000 pound animal, the maximum daily dose is 1,600 milligrams, which equals 80 20-milligram tablets. No part of a dose should be administered during the four hours prior to competing. Any medicated feed should be consumed and/or removed at least four hours prior to competing.

7. Lidocaine/Mepivacaine - (when administered within 24 hours of showing) may only be used under actual observation of event management (or designated representative) and/or the official show

veterinarian, either of which must sign the medication report form, to aid in the surgical repair of minor skin lacerations which, by their very nature, would not prevent the from competing following surgery.

- G. Each of the seven medications listed above must be administered in accordance with the recommendations as given for each. Should the testing laboratory report the presence of one of these drugs in an amount greater than what would be consistent with the recommendation or at a level higher than the maximum permitted plasma analysis of the specimen take from the mule or donkey.
- H. All owners, trainers and exhibitors are accountable for the condition of any animal which they enter or allow being entered, in any NASMDA-sponsored or approved event. Such persons are hereafter referred to as "responsible parties." By voluntarily entering an animal in an NASMDA-approved or sponsored event, the responsible parties are presumed to know all rules and regulations of the Association. Based on their accountability for their mule or donkey's condition, all responsible parties are subject to disciplinary action any time a prohibited substance is detected at a NASMDA-approved or sponsored event, regardless of the reason the prohibited substance has been administered, and whether or not the responsible parties had actual knowledge of the administration or presence of the prohibited substance.
- I. In addition the "responsible parties" as that term is used in this rule, any person who administers, aids in the administration of any prohibited substance shall be subject to disciplinary action. Such persons are hereafter referred to as "involved parties."
- J. All drug test of NASMDA-approved event will be done under the direction of the NASMDA office or that of the show management of a particular show, unless the show is in a state that has established drug testing procedures. Those shows that are tested by NASMDA will be selected at random by NASMDA; however, the show management of any NASMDA event can request that a show be tested if show management agrees to be responsible for the cost associated with the testing. Any drug testing performed at the request of the show management shall be conducted by NASMDA designated representatives.
- K. It shall be presumed that the sample of urine, saliva, blood or other substance tested by the laboratory to which it was sent is the one taken from the animal in question, that its integrity has been preserved, and that the procedures of the collection and preservation, transfer to the laboratory, analysis of the sample and report received from the laboratory pertaining to the in question are presumed to be accurate and correct reflections of the condition of the animal during the show

in which the animal was entered. The burden shall be on the responsible or involved parties to rebut the aforesaid presumption in a hearing conducted by the Association's Executive Committee or its appointed committee

- L. A request by a NASMDA or show management representative or the State veterinarian to take a specimen of urine, saliva, blood or other substance for testing shall not be refused by any person. Refusal to comply with such a request shall constitute grounds for immediate disqualification of the mule or donkey from further participation in the show and shall also be considered a positive drug test for purposes of this rule. Artificial induction of urination is at the option of the owner/agent.
- M. Cooperation with the NASMDA-approved or State veterinarian and/or his or her agents and/or Association representative shall include, but not be limited to:
 - 1. Taking the animal immediately to the location selected by the appointed veterinarian and/or his or her agents for testing the mule or donkey and presents it for testing.
 - 2. Assist the veterinarian and/or his or her agents in procuring the sample promptly, including, but not limited to, removing equipment from the animal, leaving it quietly in the stall and avoiding distractions to it. Schooling, lengthy cooling or, bandaging and other delays of this type may be construed as non-cooperation.
 - 3. Polite attitude and actions toward the veterinarian and/or his or her staff and/or Association representatives.
 - 4. Failure to cooperate shall be considered a refusal.
- N. Animals in competition at recognized shows are subject to examination by a licensed veterinarian or an Association representative who must be approved by NASMDA. The examination may include positive identification, physical, saliva, urine, blood tests, or other test or procedures at the discretion of said licensed veterinarian necessary to effectuate the purposes of this rule. Said veterinarian may examine any or all animals in the class(es) in a show, or any animal entered in any class, whether in competition or not, or any animal scratched or withdrawn or which simply fails to appear for competition, by any other exhibitor within 24 hours prior to the class for which it has been entered. An animal which has been withdrawn from competition may be administered a prohibited substance provided the prohibited substance is declared to show management prior to a requested drug testing.
 - 1. At such time as NASMDA receives written notification of a positive drug test involving a forbidden substance, all "responsible parties" shall immediately be placed on temporary suspension and denied all privileges of the Association, pending hearing on the matter. The NASMDA shall mail written notification of this action to the responsible parties and shall also give notification via telephone when

- possible. Any responsible party will be charged \$200.00 restitution upon receipt of notice to NASMDA of a positive drug test.
- O. The animal involved, as well as the responsible or involved parties, may be subject to but not limited to, the following penalties where appropriate.
1. Barred from competition
 2. Forfeit all awards, or monies, or points, or placings, thereby moving up mules or donkeys placing behind the disqualified animals and possible redistribution of awards, or monies, or points or placings.
 3. Although ownership of such mule or donkey may, thereafter, be transferred to another party, the transfer of ownership will not dissolve or shorten the terms of disciplinary action.
 4. Penalties or fines
 5. Suspension

135 Age of Animal

- A. For the purpose of determining eligibility for competition, **the age of a mule or donkey shall be computed by the calendar year starting on January 1 of the year foaled.**
- B. A mule or donkey is not eligible to participate in events approved by NASMDA if its age as determined by examination of its teeth does not correspond to the age shown on its entry or registration, such determination by tooth examination to be made in accordance with the current Official Guide for Determining the Age of the as adopted by the American Association of Equine Practitioners.
1. Every exhibitor-owner or trainer shall, upon request by a representative of NASMDA, ring steward, judge, or the show management permits such examination to be made by a representative of NASMDA and/or licensed veterinarian. Refusal to comply with such request shall constitute grounds for immediate disqualification of the animal from the NASMDA events in progress and shall constitute grounds for suspension of Association membership.
 2. Should such examination show the animals' age does not correspond to the foaling date on its entry or registration; such examination shall constitute removal of the animal from the event in progress.

136 Show Protest

- A. **The Grievance Committee shall have sole authority to investigate possible or alleged violations of any by law, rule or regulation of the Association.** The Grievance Committee will gather all needed information, the \$100.00 protest fee, and substantiate the need for further investigation, and then will transfer the documentation to the Board of Directors with no names mentioned. See 101 Standing Committees, 11.
- B. The person filing the protest must be a NASMDA member.

- C. Violations concerning the following will NOT to be addressed by the Grievance Committee.
1. Judge issues are handled through the Judge's Committee
 2. Show ring lay out
 3. Timer problems
 4. Disagreements about disqualifications.
- D. The protest must be filed in writing citing the specific rule infraction, signed by the protesting member(s) and delivered to any member of the Grievance Committee within 48 hours of the time of the cause of the protest.
- E. The protest must be accompanied by a \$100.00 fee by cash or check which shall be forfeited if the protest is not sustained.
- F. If the Grievance finds the Protest to be of merit, all points and awards earned at the show will be escrowed pending completion of the appeal process.

137 General Show Procedures

- A. **Eligible Animals:** A NASMDA show is open to all mules and standard/mammoth donkeys as defined in this By-Laws and Rules and Regulations.
- B. **Splitting of classes:** At no time may mules and donkeys compete in the same class in any approved NASMDA event, except in 10 & under Walk/Trot classes. Classes must be split into either mules or donkeys for all other classes.
- C. **Miniatures:** No Miniatures may be shown in any NASMDA approved event. The minimum height requirement for mules and donkeys is 48.1".
- D. **Zebra Hybrids:** No zebra hybrid (zorse, zedonk, etc.) may be shown in any NASMDA approved event.
- E. **Exhibitor entry fees, memberships:** A show must be open to all mule or donkey owners in good standing with the NASMDA to gain approval. All show fees shall be the same to all exhibitors. **EXCEPTION:** Lower entries may be charged for entry into Youth classes and higher entries may be assigned to cattle classes and gaited classes. No exhibitor may be required to be a member of any organization in order to compete in an approved class. (Except Amateur, Silver Amateur and Novice Amateur events where NASMDA Amateur membership is required. Exhibitors showing Training Level Donkeys must also have a current NASMDA membership) In order for NASMDA points to be tabulated on an animal, BOTH the owner and the exhibitor must be a current member of NASMDA prior to the animal being shown.
- F. **Entry Fees:** A recognized NASMDA show must not require that an exhibitor enter or pay entry fees in any class to be eligible for another class. For example, a show or contest may not require entries in halter to show in performance classes or vice versa.
1. No person shall pay another exhibitor's fee for the purpose of enlarging an approved class nor shall any person accept payment of an entry fee for an other to enlarge a particular class.

2. If premium money (pay back) is provided, the show management must make full premium payments. The management cannot require a portion of the premium money to be added to any open sweepstakes or championship class. It shall be the option of the exhibitor to pay his fees for a championship or other sweepstakes event.
- G. Numbers:** Entry number must be assigned to the animal and not the exhibitor in NASMDA-approved shows. Entry number must be worn in a visible position before the contestant may be placed in a class. It is mandatory that show management issue each mule and donkey one and only one number regardless of the number of classes entered or the number of exhibitors showing the animal. Furthermore, failure of the exhibitor to wear the correct number in a visible manner shall result in disqualification.
- H. Show Start Time:** An approved show will not be permitted to start earlier than the advertised time.
- I. Entry Errors:** The exhibitor is responsible for errors on the entry blank. It is up to the show management discretion as to whether a mule or donkey entered in the wrong class will be allowed to change classes.
- J. Cancellations:** The show management has the right to combine or cancel any class due to lack of entries, hazardous conditions, or acts of nature.
- K. Refunds:** Refunds will be at the discretion of the show management.
- L. Gate Call:** All classes will be called three (3) times only. Class will close 2 minutes after the first animal enters the show arena. Consideration will be given only when a tack change is involved, in which case the exhibitor must inform the Gate Keeper upon leaving one class that time will be needed for a tack change before reentering for the next class. Once class is closed, the gate will be closed and remain closed until judging is complete.
- M. Single Entry:** If there is only one entry in a class, that entry must still compete and be judged. The judge may place a single entry in a position other than first place.
- N. Addressing Entries:** Show Management shall not announce the names of the mules or donkeys, owners and/or exhibitors prior to the judging of the class. All entries should be referred to by exhibitor number.
- O. Withdrawing:** Any contestant withdrawing from a contest after entering shall forfeit his entry fee and all Go-Around or Day money which may be accruing to him at the time of his withdrawal: except in the case of incapacitating sickness or injury to himself or his animal, or serious illness or death in the contestant's family, all prize monies won by him to that point in the contest shall be paid.

138 Performance General Rules

- A. Junior Mules:** Junior Mules may be shown in Senior classes only when Junior or Open classes are not offered in that

event. Junior Mules entered in these classes may show in a snaffle or hackamore with the use of two hands or one handed in any legal shanked bit.

- B. Ties:** No contest is complete until all ties to seventh place have been worked off or settled by a flip of the coin.
- C. Fall of Rider:** Rider falling off animal during competition will be cause for disqualification. Exception: Working Cow Mule/Donkey and Team Penning.
- D. Splitting Rail Classes:** If there are more than twenty entries in a class, the judge must divide the class into two or more goes.
- E. Hitting Forward of the Cinch:** Hitting or spurring a mule or donkey forward of the cinch in any approved performance event will result in disqualification.
- F. Number of Entries Per Exhibitor:** An exhibitor may exhibit a maximum of three mules or donkeys in any individual working event (i.e. Jumping, Working Hunter, Gymkhana events, Reining, Cattle events, Trail, Ranch riding, Western Riding, Obstacle Driving).
- G. Class Entry Restrictions:** There will be no cross entries between Gaited Trail Pleasure classes and Western Pleasure classes, i.e. entry in Walking Mule Trail Pleasure prevents entry in Western Pleasure Mule. Junior animal may not enter Senior animal classes in show where that same class is offered as a Junior class. A 10 & under exhibitor may not cross enter any other youth age division at the same show nor will he/she be allowed in any canter class at that show.
- H. Reruns:** Reruns shall not be allowed in any performance classes in the event of an exhibitor having equipment failure. Reruns shall be given in speed events because of timer failure or in roping events if the barrier malfunctions.
- I. Class Assembly:** All mules or donkeys entered in a class to be judged must be assembled at the entrance to the arena in ample time for the judging to start promptly and to continue without delay, and shall remain there (except while competing) until dismissed by the judge, unless the judge shall otherwise direct.
- J. Equipment:** In any approved performance class the judge shall have the authority to require the removal or alteration of any pieces of equipment which, in his opinion, is unsafe would tend to give a mule or donkey an unfair advantage or which he believes is inhumane.
- K. Equipment Sores:** Any time a mule or donkey is ridden with a hackamore, snaffle or bit in any event and has an open, raw or bleeding sore as a result of the direct misuse of that hackamore, snaffle or bit, the animal must be disqualified. If any animal appears sullen, dull lethargic, emaciated, drawn or overly tired, the judge should consider disqualifying that animal at his discretion. Anytime a mule or donkey's mouth is tied or fastened in a performance class, it shall be disqualified. (Exception: in Gymkhana and cattle events or with the use of a cavesson in English events.)

- L. Tail Carriage:** No mule or donkey shall be penalized for the manner in which he carries his tail nor for normal response with his tail to cues from his rider or when changing leads. A judge may, at his discretion, penalize an animal for excessive or exaggerated tail swishing or wringing of the tail or for a seemingly dead tail that merely dangles between the legs and does not show normal response.
- M. Go-Rounds:** If there is a cut or preliminary go-round, each mule or donkey must be ridden in the actual class by the same rider who rode in the cur or preliminary go-round.
- N. All mules and donkeys shall be ridden astride.** EXCEPTION: Side Saddle Classes.
- O. Gaits During Reverse/lineup:** In performance classes judged on the rail animals will be called off the rail or reversed at any gait other than a walk, jog or trot.
- P. Arena Gates:** All gates to arena shall be closed during the running of every event. No gate shall be opened until the rider or riders has completed the course or class. Exception: When the judge has excused the exhibitor before the completion of the class.
- Q. Ground Conditions:** For the halter, showmanship, driving and pulling, the dirt condition should hard and packed. The surface should be dressed with drag to be sooth and lever. All other divisions, except gymkhana, should be lightly disked. Gymkhana should not be held until the arena has been disked.
- R. Futurities:** Approval may be obtained to hold Futurity classes in any event listed in the Gaited, Western and English Divisions.

139 Donkey General Rules

- A. All class rules will be applied to donkeys with the following modifications:**
 - 1. Showing with two hands:** In performance classed, donkeys may be ridden with two hands in any legal snaffle, bosal or shanked bit. Once an exhibitor has committed to riding one handed in an event, he/she shall not change to two handed riding or risk penalty at the discretion of the judge.
 - 2. Side Saddle:** In donkey side saddle classes, a lope or canter will be asked for at the judge's discretion.
 - 3. Youth:** No youth exhibitor may show an intact jack in any event at NASMDA sanctions shows.
 - 4. Jack Halter Equipment:** In jack halter classes, the entrant must be allowed a second handler when control of the animal warrants. The second handler should not be judged as a detriment or have point deductions. Both handlers must remain at the head of the jack. Both handlers should have a chain lead clipped to the halter or stud bit. Both handlers must be adults. The ring steward or judge may excuse any jack that does not have the proper lead lines.

Chains should be over or under the nose or through the mouth if warranted. Blood in the mouth is reason for dismissal from the class. Whips are not allowed.

- B. Both Halter and Performance classes may be offered for all Standard/Mammoth donkeys or split into separate categories if desired by show management.**
- C. Jackstock Classifications:** The following are NASMDA recognized sizes for donkeys.
 - 1. Mammoth Jacks and Geldings: 56.01" & up
 - 2. Mammoth Jennets: 54.01" & up
 - 3. Standard Jacks and Geldings: 48.01" – 56"
 - 4. Standard Jennets: 48.01" – 54"

140 Judges

- A. Approved Judges:** Judges for approved NASMDA classes must be selected from the current approved list of The North American Saddle Mule and Donkey Association.
- B. Upon request, the office of the Executive Secretary of the NASMDA will furnish a list of qualified and approved judges to organizations or persons sponsoring shows or contests.**
- C. Membership:** A judge must be a current member in good standing of the NASMDA. Any person suspended by the NASMDA for cause, excepting by the automatic suspension rule for failure to pay dues and accounts, will be automatically removed from the list of approved judges and must reapply for approval in the usual manner.
- D. Qualifications:** Designation as an approved NASMDA judges is a privilege only, not a right. Subject to Executive Committee review, this privilege may be bestowed by the Judges Committee of the NASMDA. Subject only to Executive Committee review the Committee may give the designation or revoke the same in accordance with the procedures set up by this committee. The qualifications sought among others are:
 - 1. Equine Expertise
 - 2. Personal Character
 - 3. Interest in the Saddle Mule and Donkey
 - 4. Interest in the Exhibitors
 - 5. Hold a valid judging card in one or more of the following organizations:
 - a. PTHA (Pinto Association)
 - b. AQHA (American Quarter Association)
 - c. IBHA (International Buckskin Association)
 - d. APHC (Appaloosa Club)
 - e. PHBA (Palomino Breeders Association)
 - f. APHA (American Paint Association)
 - g. NSBA (National Snaffle Bit Association)
 - h. ABRA (American Buckskin Registry Association)
 - i. POAC (Pony of the Americas Club)
 - J. USEF (United States Equestrian Federation)
- E. Removal:** Removal of an individual from the Associations judge's list of approved judges for any reason, including, but not limited to, suspension from NASMDA membership,

denial of Association privileges, failure to comply with Association rules, or suspension in any or all breed associations to which he/she holds a judging card shall be absolute, with no provision for automatic reinstatement. Upon regaining eligibility for approved judge's status, the individual may apply for reinstatement after the expiration of one (1) year from the date his/her removal.

- F. Reviews:** A judge's approved status will remain valid and in effect, unless revoked, for a period of three (3) years. At the end of that period, the judge's approved status is subject to automatic review. Reviews of judges shall consist of formal complaints and NASMDA judge's evaluation form comments from both show management and exhibitors. If a judge's review shows unsatisfactory scores, the judge may be subject to temporary probation, removal from the approved judges list, or any other action deemed appropriate by the NASMDA judges committee until just cause is given to reinstate judging status.
- G. Guest Judge Card:** A NASMDA guest judge's card may be issued on a per show basis to qualified or other breed carded judges hired only to judge specialty classes or divisions at NASMDA shows. Approval must be obtained through the NASMDA judges committee. No guest judge may officiate an entire NASMDA show and may only guest judge three times in three years before being required to obtain a NASMDA judging status.
- H. Complaints:** To make a formal complaint against a NASMDA judge, such complaints must be in writing, signed by the complainant, contain alleged rule violations, date and locations within thirty (30) days of the show or contest. If a grievance is filed, the procedures outlined in disciplinary procedures would be followed.
- I. Treatment of Judges:** A NASMDA judge will be treated with courtesy, cooperation and respect and no person, exhibitor, owner or otherwise shall direct abuse or threatening conduct toward the judge, with in the furtherance of their judging duties or as a result, thereof, whether or not the conduct occurs during an approved event or show, or on show grounds.
- J.** No judge shall officiate two (2) consecutive times at the same show or contest.
- K.** A NASMDA judge involved in the management of a show cannot officiate as a judge at that show.
- L. Attire:** Western attire, including long sleeves and pants and western hat and boots, is mandatory apparel for an individual to wear while judging an approved show or event. **EXCEPTION:** Where show circumstances are best served by alternative attire. English, Gaited, Driving and Dressage judges may, at their discretion, dress in attire other than Western appropriate for the classes they are judging.

- M. Conduct with Exhibitors:** After the judge has accepted a judging assignment, exhibitors shall not contact nor attempt to contact the judge pertaining to he/her judging of any mule or donkey at the show. Further, exhibitors shall not approach the judge for any reason prior to the completion of the judging.
- N.** No exhibitor will visit or socialize with the judge the day prior to or day of the contest.
- O.** Any request to speak to the judge must be made through the ring steward. When an exhibitor makes a request through the ring steward or other show official for the judge's opinion concerning that exhibitor's animal, it is urged the judge will give his opinion courteously and sincerely in the presence of the ring steward or other show official, however, there will be no fraternization between exhibitor and the judge during the show.
- P. Responsibilities:** A judge, upon arrival in a city in which he/she is to officiate should contact an official of the show or contest and advise him of his presence and location. A judge not showing up at the prescribed time without reasonable explanation may be suspended from judging for one year. After acceptance of a judging commitment, a judge shall endeavor, with all reasonable effort to judge the show and shall timely communicate to show managers any inability to do so, so as to allow the show manager maximum time in which to seek a suitable replacement. Additionally, the judge shall immediately file with the Association written explanation of such inability to meet his commitment.
- Q.** A judge shall not appear on the show or contest grounds prior to fifteen (15) minutes before judging. A judge shall not visit in the stall barns, nor with owners, nor inspect or discuss any mule or donkey entered in the show or contest before judging nor shall he review the judging program until after the judging has been completed.
- R.** A judge shall not attend a show, or exhibitor's party, or any other activity in the general location that is connected with a show on the day previous to the show at which he is officiating. Exception: Multi breed shows, stock shows or fairs. A judge would be permitted on the show grounds prior to the NASMDA show provided he was serving in a judging capacity for another organization or association.
- S. Conflict of Interest:** The judge and/or member of his/her immediate family shall not exhibit or act as agents or handlers of an animal at any approved mule or donkey show or contest at which he/she is officiating; nor may a mule that has been owned, trained, or conditioned within the previous six (6) months by the judge or members of his/her immediate family be exhibited in any approved mule show or contest at which he/she is officiating. If said persons are entered on one

of these activities, the entry fee(s) shall be refunded and they shall not exhibit. A judge or person involved may be suspended for infraction of this rule.

T. A judge may order any person, mule or donkey from the competition for bad conduct of one or both.

U. **Equipment Check:** A judge shall disqualify an entry for attire and/or equipment prohibited or missing equipment required by NASMDA rules. It is mandatory for judges to have bridles dropped in at least two classes per show.

1. Any equipment specifically approved in the rules and the equipment has not been altered cannot be disqualified by the judge.

2. The judge may prohibit the use of bits and equipment he/she may consider too severe.

3. A bit cannot be physically or mechanically changed to increase the severity of its use and may be eliminated at the discretion of the judge.

4. In all divisions, if an animal's mouth is found to be bloody, disqualification is at the discretion of the judge.

5. Whenever a snaffle bit or a hackamore is used on a Junior mule in western events (except roping, speed events and team penning) two hands must be used on the reins.

V. **Examination of Soundness:** The judge shall make an individual examination and check the action of all animals brought into the halter classes. This is essential, regardless of whether the completion indicated that it is necessary or not.

W. A judge shall have the authority to place a mule or donkey in whatever position in a class he thinks the merit of the animal justifies. His decision shall be final in all cases affecting the merits of the animals.

X. **Correction of Judge's Card: Once a class has been judged, it shall not be re-judged, and once the judge has marked his/her final record there shall be no changing.** A class is considered judged when the judge has marked his/her card and has submitted it to the ring steward. The correction of a judges card (due to miscalculations or omitted times or scores) does not constitute rejudging.

Y. It is recommended that the judge work no more than ten hours in one day. If the hours spent in judging are expected to run to an excessive length, the show should consider hiring two judges.

Z. **Judge's Evaluation Forms:** Judges Evaluation forms will be made available to all NASMDA show managers and show exhibitors who are members in good standing of NASMDA who are members in good standing of NASMDA to comment on the performance of the judge officiating at each show. These comments may be wither positive or negative, and may cover over all attitude, knowledge of rules, familiarity with classes, professionalism and the ability to run an efficient show. All evaluation forms must be signed by the person making the

comments and must include the signatory's printed full name, address and NASMDA membership number. All judges evaluation forms will be placed confidentially in such judge's file and comments will be taken into consideration during future reviews.

141 Show Manager

A. Any reputable person who can furnish proof that he is capable through ability or experience may act as show manager.

B. The show manager shall be the person officially in charge of the show.

C. The show manager shall have the sole authority to enforce all rules referring to the show or contest. He/she may excuse any mule, donkey or exhibitor from the show or contest prior to or during judging.

D. The show manager shall have the jurisdiction over preparing and mailing all entry blanks, premium lists and catalogs. He shall enforce the arrival and departure times as shown in the premium list or as advertised.

E. The show management shall not accept additional entries in a class once competition or judging for that class has begun.

F. The show manager must be present on the show grounds for the duration of the show. The show manager shall at all times extend every effort to satisfy the comfort of the animals, the exhibitors, the spectators and the officials. He/she shall be held responsible for maintenance of clean and orderly condition throughout the show and contest.

G. He shall make sure all obstacles, barriers, starting lines, markers, etc., are returned to their original position for each contestant so that conditions are identical for all contestants.

H. The show management shall receive written complaints from exhibitors, trainers, owners, show participants and other NASMDA members of incidents of cruel, abusive or inhumane treatment of all animals on the show grounds or any other complaints or incidents of rule violations and shall forward such complaints to the Association for possible disciplinary action under the Association's rules pertaining to unsportsmanlike conduct.

I. At the close of the show or contest, the show management shall retain original signed judge's placing cards, copy of the show results and entry cards. This information will be retained by the show management for at least two (2) years so that they will be available upon request by the NASMDA.

142 Show Secretary

A. The show secretary shall be the primary person responsible for the correctness of the entries and show results, including verifying exhibitor and mule or donkey eligibility.

B. It shall be the responsibility of the show secretary to maintain and record both entries and show results. The show secretary should submit the show results to the Association within ten (10) days of the date of the show. The show secretary shall keep a set or results on file for

at least two (2) years from the date of the show. The show secretary shall be held responsible for the entry fees, office charges, etc., and for any fees collected for membership on behalf of NASMDA. In addition, it is strongly recommended that any cash payments made to the show secretary for these fees be converted to a money order or check before being sent to NASMDA.

143 Ring Steward

- A. A competent ring steward will be required at all approved shows. Any reputable person may act in the capacity of ring steward who can furnish proof that he/she is capable through ability or experience and is familiar with NASMDA rules. The ring steward must be appropriately attired.
- B. A good ring steward makes the work of the judge much easier by relieving the judge of unnecessary details. If the class is too large, the ring steward will inform the judge of the size of the incoming so the judge may divide the class if he/she wishes to do so. By assembling the class promptly, he/she will be able to keep the judging program on schedule and eliminate long delays between classes.
- C. The ring steward will notify the judge when all animals are present for each class and call his/her attention those animals which are absent. This information will be placed on the record which the steward makes after each class has been judged.
- D. The ring steward must have in mind that he/she has been selected to help the judge -- not advise them. Stewards shall carefully refrain from discussing or seeming to discuss the animals or the exhibitors with the judge. Stewards shall not take part, or seem to take part, in any of the judging. When the steward is not actively engaged in his/her duties, the steward shall place himself in such a position so as not to interfere with the judging and the view of the spectators. Steward must not allow the exhibitors to crowd up in the ring or arena and should, at all times, endeavor to keep the possibilities of an accident at a minimum.
- E. The ring steward has charge of the activity in the ring or the arena. Steward should act as mediator between the judge and the exhibitor. The judge should request the steward to move and place mules and donkeys as he advises. When the ring or arena size is small and the class's entries are large, the steward should survey the situation and take every precaution to keep the animals moving until the judge is ready for them to be judged. Steward has the authority to ask an exhibitor to remove his/her animal for the safety of other entries or the spectators or remove an exhibitor for unsportsmanlike conduct.
- F. The ring steward shall assist in arranging the class winners the same in every class. The public has the right to know how the various animals placed. (i.e. 1st. thru 7th. or 7th. thru 1st.)
- G. When the judge has completed the judging of halter classes, then the steward shall call all first and second

place class winners into the ring. Steward shall assemble the first place winners in one line and the second place class winners in another.

144 Veterinarian

- A. Any licensed veterinarian may officiate in the capacity of Show Veterinarian.
- B. Health requirements should be outlined in the catalogs and on the entry blanks and enforced by the show management and veterinarian at the facilities where required.

145 Halter General Rules

No points, awards or titles will be added to the mule or donkey's record while shown as an unnamed animal.

- A. The judge shall make an individual examination and check the action according to type of all animals brought into the halter class. This is essential, regardless of whether the competition indicated that it is necessary or not. The equine should not exhibit any physical unsoundness. If undesirable conformation traits are exhibited, the animal shall be penalized.
- B. **Halter Class Routine:** All mules or donkeys must walk to the judge one at a time. As the animal approaches the judge will step to the right or to the left to enable the animal to trot straight to a cone placed 50 feet away. At the cone, the animal will continue trotting while turning to the left or the right, at the direction of the judge. After trotting, animals will be lined up head to tail for individual inspection by the judge. The judge shall inspect each animal from sides, front and rear. Exception: Gaited halter mule will do appropriate gait instead of trot.
- C. **Halter Class Divisions:**
 - 1. **Halter classes divided by age:** These age divisions may be divided according to breed type, sex, or height at the discretion of the show management.
 - a. Weanlings (foaled in the calendar year of the show)
 - b. Yearlings (foaled in the calendar year of the year preceding the show)
 - c. Two-Year-Old
 - d. Three-Year-Old
 - e. Four-Year-Old and Older
 - 2. **Halter classes divided by breed type:** These are based on the breed of the dam of the mule and/or the purpose of the mule. There can be no cross entry between classes. (i.e. a mule cannot be entered in Gaited Type and Stock Type)
 - a. **English Type** - dam to be of Thoroughbred, Warmblood, etc. breeding and/or the mule's conformation and way of going is suitable for English work under saddle.
 - b. **Stock Type** - dam to be of stock breeding and/or the mule's conformation and way of going is suitable for Western Work under saddle.
 - c. **Gaited Type** - dam to be of gaited breeding and/or the animal's conformation and way of going is

suitable for gaited work under saddle. Animals entered in Gaited Halter classes must also be entered in at least one Gaited saddle class. EXCEPTION: Weanling, yearling and those mules too young to be started under saddle.

3. Group halter classes: The following classes are additional and are recommended if interest or entries justify them, but no points will be awarded.

a. Produce of Dam: Two produce, either sex, any age can show. Dam need not be shown nor need produce be owned by owner of dam Mare need not be present

b. Get of Sire: Three get, either sex, any age can be shown. Sire need not be present nor need get be owned by owner of sire.

(1) Mare and Foal: Mare with one of her foals to be shown. Foal must have been foaled within the current calendar year. Mare and foal do not have to be owned by the same owner.

(2) Exhibitor's Group: Group of four head, any age or sex, all owned by the exhibitor.

(3) Registered halter classes: The mule or donkey is required to be registered with one of the following organizations specified on the class entry: NASMDA, ADMS, AMA, ACOSA, AGMA, ABRA or PtHA.

D. Grand and Reserve Champions:

1. When the judge has completed the judging of all halter classes in each division eligible for that particular Grand and Reserve, the ring steward shall call all first and second place winners into the ring. The ring steward shall assemble the first place winners in one line and the second place class winners in another for the judging of Grand and Reserve.

2. An overall Grand Champion will be chosen from the line of first place winners. The steward shall take the second place animal behind the Grand Champion and place it in line with the first place class winners to be judged equally for the title of Reserve Grand Champion. The Reserve Grand Champion will be chosen from the second place winner in the Grand Champion winner's class and the first place winners in other classes. All remaining second place animals are to be excused. **When multiple judges are officiating a show, a Grand and Reserve Champion must be selected for EACH judge.**

146 Showmanship At Halter

A. 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 or donkey, 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.

B. 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 or donkey to the judge. All ties will be broken at the judge's discretion.

C. Class Procedures: All exhibitors may enter the ring and then work individually or each exhibitor may be worked from the gate individually. The following maneuvers are considered acceptable: lead the mule or donkey 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 animal up squarely for inspection sometime during the class.

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

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 or donkey 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 or Donkey The exhibitor's overall poise, confidence, appearance and position throughout the class, and the physical appearance of the mule or donkey will be evaluated.

E. 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 animal. The exhibitor should continue showing

the mule or donkey 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 or donkey'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 animal'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 or donkey'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 or donkey 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 or donkey's head and have the animal 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 or donkey 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 exhibitors left shoulder to be in alignment with the animals's left front leg.
6. When setting the mule or donkey up for inspection, the exhibitor should stand angled toward the animal in a position between the animal's eye and muzzle, and should never leave the head of the mule or donkey. The exhibitor is required to use the **Quarter Method** when presenting the mule or donkey. 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 animal 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 or donkey, the exhibitor should change sides in front of the animal with minimal steps and should assume the same position on the right side of the mule or donkey 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 or donkey. At no time should the exhibitor ever stand directly in front of the animal. The exhibitor should not touch the mule or donkey with their hands or feet, or visibly cue the animal by pointing their feet at the mule or donkey during the set-up.

F. Presentation of the Mule or Donkey: The mule or donkey'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. The bridlpath, 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.

G. 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 or donkey should lead, stop, back, turn and set up willingly, briskly and readily with minimal visible or audible cueing.

1. The mule or donkey 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 animal'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 animal's body remaining straight.
3. The mule or donkey 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 or donkey 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 animal performs a pivot of the left hind leg, but an exhibitor whose animal performs the pivot correctly should receive more credit.
5. A pull turn to the left is an unacceptable maneuver.
6. The mule or donkey should be set up quickly with the feet squarely underneath the body. The exhibitor does not have to reset a animal that stops square.

- H. 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) Point Penalties

- 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) Point Penalties

- 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 animal and exhibitor)
- Animal stepping out of or moving the hind end significantly during a pivot or turn
- Animal stepping out of set-up after presentation
- Animal resting a foot or hipshot in a set-up
- Over or under turning 1/8 to 1/4 turn

3. Ten (10) Point Penalties

- Exhibitor is not in the required position during inspection
- Exhibitor touching the animal or kicking or pointing their feet at the animal's feet during the set-up
- Standing directly in front of the mule or donkey
- Loss of lead shank, holding chain or two hands on shank
- Blatant disobedience including biting, kicking, rearing or pawing;
- Mule or donkey continually circling exhibitor

4. Disqualified (0) – Score

- Loss of control of the animal that endangers exhibitor, other animals, or judge
- Animal becomes separated from exhibitor
- Failure to display correct number
- Willful abuse
- Excessive schooling or training; use of artificial aids
- Illegal equipment
- Off pattern, including: knocking over or wrong side of cone or marker; never performing designated gait; over or under turning more than 1/4 turn

I. 10 & Under and Novice Amateur Classes Only:

Exhibitors 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 disqualifying fault.

147 Mule & Donkey Class Divisions

All mule and donkey ages are measured from January 1 to December 31. (i.e. A mule born in April 2000 will begin its yearling year on January 1, 2001, two-year-old year in January 2002 and so on.) Once a NASMDA registered mule or donkey has been shown in a NASMDA approved show, its age will not be changed on the registration papers for any reason, unless it is found to be older than originally mouthed or registered.

A. JUNIOR MULE: A mule five (5) years and younger as determined by mouthing by a licensed veterinarian. Junior mules may be mouthed at time of birth or any time thereafter to determine their eligibility for Junior classes. A veterinarian certificate (see Index) must be obtained at time of mouthing stating the date examination. A copy of that certificate must accompany any entry of that mule in classes designated as Junior Mule. A Junior Mule becomes ineligible for Junior classes on January 1 of his sixth year. (i.e. A mule mouthed 5 years old in July 4 of 2001 will be eligible for competition in Junior Classes on January 1, 2002. As of January 1, 2002 that mule will be considered a Senior Mule.)

- Two year old mules and donkeys may not be shown in any under saddle or driving class until after June 1 of their two year old year.
- Junior Mules may be shown only in snaffle and hackamore and or a legal shanked bit cannot be shown in any training equipment. When shown Junior Mules may not be entered in a regular class if that same class is also offered as a Junior class.
- Junior mules may not be entered in a senior class if that same class is also offered as Junior class.
- Junior animals shown in regular classes not offered as Junior may be shown in a snaffle or hackamore with the use of two hands.
- Any owner found to be falsely entering a Senior mule as a Junior mule is subject to disciplinary action and will forfeit all points earned in Junior.

B. SENIOR MULE: Any mule six (6) years and older as determined by January 1 after its fifth birthday. Senior Mules must be shown with a regulation curb, half-breed, or spade bit with the use of one hand. **EXCEPTION:** Gaited mules. See Gaited Mule division: 195-E-6.

C. GREEN MULE: A mule of any age that is in the first two years of showing under saddle. Any mule, donkey or horse show in which the mule has shown under saddle shall count toward show experience. Competing in one show or more between January and December 31 of a calendar year counts toward a full year of showing. The two years are consecutive and in the event the mule does not show, the second year, it is still counted toward Green Mule eligibility. A Green Mule must be shown with a legal snaffle or bosal/hackamore using two hands.

D. DONKEY TRAINING LEVEL: Open to donkeys just beginning their performance career and have not advanced to a canter. To compete in the Training Level Division the donkey must be registered with NASMDA and the rider must be a current member of the association. Donkeys that have been shown in Open classes, or are currently being shown in Open classes cannot be shown in Training Level classes. A rider showing a donkey in this division can show other donkeys in other divisions.

1. Donkey Training Level Division classes will be limited to Walk/Trot classes. It is recommended that if show management offers a Training Level Division that at least 3 classes are included (i.e. Pleasure, Gymkhana, and Trail). Show management can add other types of Training Level classes at their discretion. In regard to the expanded Training Level classes, a donkey cannot show in both Training Level and non-Training Level classes of the same type at a show (i.e. choose either Training Level Donkey English Pleasure or Open Donkey English Pleasure).
2. No donkey may be shown by more than one contestant in one event.
3. Any donkey showing in a Donkey Level Training class that advances to a non-Training Level class in a show which offers Training Level classes will forfeit their Training Level class status effective immediately. However, an animal CAN SHOW in non-Training Level classes, in a show which DOES NOT OFFER TRAINING LEVEL CLASSES, and still maintain its Training Level status.
4. A donkey showing in the Donkey Level Training Division may show in non-Training Level classes in any other division as long as cantering is not required (i.e. Driving, Showmanship, and Halter).
5. Donkey Training Level Division End Of Year High Point award stipulations:
 - a. To maintain eligibility for the end of year award, a donkey cannot have been advanced to another division within the same calendar year. i.e. If a donkey is advanced to the Open, Youth, Amateur or Novice division, any points he may have accrued in that same year in the Training Level division are forfeit.
 - b. He will however accrue points in whatever division he has been advanced to.
6. **TIME LIMIT** for participation in Donkey Training Level Division. Eligibility to remain in the Donkey Training Level Division will be determined on points accumulated in approved NASMDA shows. The calendar year in which the donkey reaches **100 points**, will be the final year that the donkey can compete in the Donkey

Training Level Division. Once a donkey has reached **100 points** he may continue to accrue points over 100 to complete the year in which he is competing. Once the final year of eligibility has ended, an exhibitor showing a Training Level donkey would then be required to either move the Training Level donkey into the Open division, or start a new donkey in the Training Level division.

E. OPEN DONKEY: A donkey of any age may compete in the Open Donkey Division. Performance events in this division may require a lope or canter. 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. Open donkeys **MAY NOT** cross enter into Training Level Classes.

F. FUTURITIES

1. Approval may be obtained by the Show and Sanctioning Committee to hold futurity classes in Gaited, English and Western Division. Mules and Donkeys are to be shown in separate classes.
2. Futurity Mules and Donkeys must be out of Registered NASMDA Jacks.
3. Stock Mules or Donkeys
 - a. Weanlings Futurity Mules or Donkeys
 - (1) Weanling Futurity Mules or Donkeys are those who are born in the year of the Futurity and must be under one year old as of December 31 of the year of the show (2 Classes).
 - (2) Accepted Classes
 - i. Weanling Futurity Halter - Mules
 - ii. Weanling Futurity Halter - Donkeys
 - b. Yearling Futurity Mules or Donkeys (4 Classes)
 - (1) Yearling Futurity Mules or Donkeys must be one year old as of January 1 and under two years old as of December 31 of the year of the show.
 - (2) Accepted Classes
 - i. Yearling Futurity Halter - Mules
 - ii. Yearling Futurity Halter - Donkeys
 - iii. Yearling Futurity Longe Line - Mules
 - iv. Yearling Futurity Longe Line - Donkeys
 - c. Two Yr Old Futurity Mules or Donkeys (3 Classes)
 - (1) 2 Year Old Futurity Mules or Donkeys must be two years old as of January 1 and under three years old as of December 31 of the year of the show (3 Accepted Classes).
 - (2) Accepted Classes
 - i. 2 Year Old Futurity Halter - Mules
 - ii. 2 Year Old Futurity Halter - Donkeys
 - iii. 2 Year Old Futurity walk/trot under saddle - Mules

- d. Three Year Old Futurity Mules or Donkeys (5 Classes)
 - (1) Three Year Old Futurity Mules or Donkeys must be three years old as of January 1 and under three years old as of December 31 of the year of the show.
 - (2) Three Year Old Futurity Mules or Donkeys must be shown in either a regulation snaffle or hackamore.
 - (3) Accepted Classes
 - i. 3 Year Old Futurity Halter – Mules
 - ii. 3 Year Old Futurity Halter – Donkeys
 - iii. 3 Year Old Futurity Trail – Mules
 - iv. 3 Year Old Futurity Trail – Donkeys
 - v. 3 Year Old Futurity Western Pleasure – Mules
- e. Gaited Mules or Donkeys: Three Year Old Futurity Gaited Mules or Donkeys (4 Classes)
 - (1) 3 Year Old Futurity Gaited Mules or Donkeys must be shown in either a regulation snaffle or gaited shanked bit.
 - (2) Accepted Classes
 - i. 3 Year Old Futurity Gaited Halter – Mule
 - ii. 3 Year Old Futurity Gaited Halter – Donkey
 - iii. 3 Year Old Futurity Walk and Favorite Gait – Mule
 - iv. 3 Year Old Futurity Walk and Favorite Gait – Donkey

G. LONGE LINE

The purpose of showing a yearling on longe line is to demonstrate that the mule or donkey has the movement, manners/expression/attitude, and conformation to be come competitive under saddle. Therefore, the purpose of this class is to reward:

1. Quality of Movement,
2. Manners/Expression/Attitude,
3. Conformation suitable to future performance
And the mule or donkey should be judged with its suitability as a future performer under saddle in mind. This class should define what it means to be a “western pleasure prospect” or “hunter under saddle prospect.” Because these are yearling, they are not expected to demonstrate the behavior or quality of a finished show mule or donkey, but only that performance necessary for a reasonable presentation to the judge.
4. **Class Format:** The class format will consist of two parts: (1) a longeing demonstration lasting one and one-half minutes (90 seconds) and (2) a conformation inspection.
 - a. Show management is required to provide a five minute warm-up period for all exhibitors prior to class starting.
 - b. The use of a scribe for each judge is mandatory.
 - c. The longeing demonstration will begin at the

sound of a whistle or other audible indicator when the mule or donkey has reached the perimeter of its circle. Time will not begin until the animal reaches this perimeter. When the “begin” signal is given, the exhibitor will be allowed 1 and ½ minutes (90 seconds) to present the animal at walk/trot/jog gaits in both directions. At the end of the 1 ½ minutes, the signal will be given to signify the end of the demonstration. Show management has the option of adding a “half- way” signal if they choose.

- d. The conformation inspection will occur prior to the longeing demonstration. Each entry will be walked into the arena to the judge and pause for evaluation individually. They will then trot off straight and around a cone and take a place on the wall inside the arena. All entries will be inspected in this fashion and as the “trot- off” is administered, animals showing evidence of lameness should be excused from the class as that time. An example of the conformation pattern is illustrated in figure1 below.
 - e. It is recommended that longe line classes be shown in splits of no more than 15 mules or donkeys at a time. Larger classes may also offer a finalists’ go-round before the class is placed.
 - f. Turnaround at the walk to take the second direction of the patter may be considered as fulfilling the walk requirements of the second direction portion of the scoring format.
 - g. It is recommended that all yearling Longe Line classes be held in a one go format only.
6. **Equipment:** Animals are to be shown in a halter. Either a regular or a show type halter is acceptable.
- a. For the longeing demonstration, the only attachment allowed to the halter is the longe line. The longe line may not exceed 30 feet in length with a snap attached to the halter. The longe line must hang free from the halter without touching any part of the mule or donkey. It is permissible to use a longe whip, however disqualification will occur if the exhibitor blatantly strikes the mule or donkey with the whip to cause forward or lateral movement at any time during the longeing demonstration.
 - b. No other equipment is allowed on the animal during the class. Mechanical or retractable longe lines are allowed.
 - c. For the conformation inspection, a lead shank, such as used in halter or showmanship classes may be exchanged for the longe line prior to the longeline demonstration.
 - d. Exhibitors are not to be penalized for using regular halter and plain longe lines, nor are they to be rewarded for using show halter and plain longe

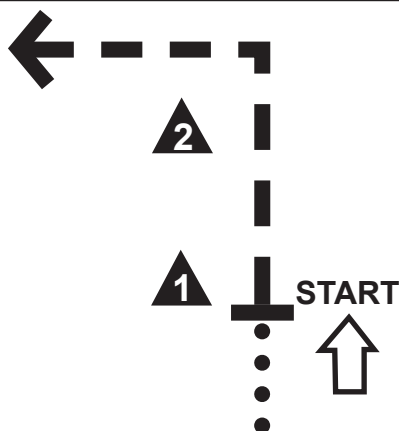
lines, nor are they to be rewarded for using show halters and show longe lines. Only movement, manners/expression/ way of going, and conformation are being judged. The type of equipment used is not to be a consideration in placing the mule or donkey as long as the equipment meets the requirement stated above.

7. **Attire:** Conventional Western attire is mandatory; except if a prospect is considered to be a Hunter prospect then conventional English attire is suggested. The type of attire worn by the exhibitor is not to be consideration in placing the mule or donkey as long as the attire meets the requirements stated above.
8. **Gaits:** Gaits are to be judged according to the NASMDA rules for Gaits for Western Pleasure and Hunter Under Saddle classes.
9. **Conformation & Equipment Inspection**

Each animal is to be inspected by the judge on conformation, proper equipment and for evidence of abuse, inhumane treatment, or violation of NASMDA rules. Mules or Donkeys will not be allowed to show in illegal equipment or if there is evidence of abuse, of in humane treatment. It is mandatory that a “trot-off” be administered by the judge in the conformation portion of the class prior to longeing. Mules or Donkeys that show evidence of lameness will be excused prior to the longeing demonstration.

FIGURE 1: Pattern for Conformation Inspection and Trot-Off for soundness.

- 1) Equine is walked to first cone and paused for conformation inspection.
- 2) After inspection, Equine is trotted second cone to the side of the arena.
- 3) Stop. Retire to the end of the arena and wait for longeing demonstration.



10. Judging

- a. Judge(s) will be outside the longeing circle. The exhibitor will enter the arena and await the audible start signal. When the signal is given, the exhibitor will be allowed 1 ½ minutes (90 seconds) to present the animal. At the end of the 1 ½ minutes, a signal will be given again to signify the end of the demonstration. Show management has the option of adding a “half-way” signal if they choose. (The signal may be a bell, whistle or announcement.)
- b. The animal will be scored at walk/trot/jog gaits in both directions. Western Pleasure prospects are to show at the walk/ jog. Hunter Under Saddle prospect are to show at the walk/trot. Any animal that does not exhibit these gaits in each direction will be disqualified from the class. Additionally, judges shall immediately excuse any animal who exhibits obvious lameness at any time during the class. (See scoring.) Exhibitors may begin work in the direction of their choice (counter or clockwise).
- c. At the end of the 1 ½ minutes, the signal will be given and the exhibitor shall at the request of show management, retire from the longeing area to the far end of the ring. The mules or donkeys are to stand quietly on the wall while the other exhibitors present their mules or donkeys.
- d. The mules or donkeys are to be judged on movement (40 points), Manner/Expression/Attitude (10 points), conformation (20 points) suitable to their purpose and use of circle (3 points). Judges should judge the movement of the mule or donkey as defined in the NASMDA rules for gaits.
- e. If the mule or donkey is playing on the longe line, it shall not count against the animal. The judge will, however, penalize the mule or donkey for excessive bucking, or running off, stumbling, or displaying attitudes that are uncomplimentary to pleasure animals. Falling down will constitute disqualification. (See Scoring and Manners/ Expression/Attitude Section G-11 Scoring below)
- f. Exhibitors are encouraged to exhibit their animals making full use of a 25' radius circle, as they will be scored on this. (See Scoring).
- g. An exhibitor may only show one mule or donkey in each longe line class. The same exhibitor must show both segments of the class.
- h. The conformation inspection will occur as the mule or donkey is walked into the arena prior to the longeing demonstration at which the judge will evaluate the animal for conformation suitable for future under saddle performance. The judge may not

discriminate for or against muscling, but rather look for a total picture, emphasizing balance, structural correctness, and athletic capability.

11. Scoring

- a. The official NASMDA Longe Line Scoring sheet must be used in each approved class by each judge. Use of a scribe for each judge is mandatory. The score sheet will be posted or a copy of the sheet will be posted at the end of the class. These sheets will be returned with the NASMDA show results. The mules or donkey with the highest scores are the winners, with a maximum possible total score of 73 and 36 being average. The judge(s) have the sole discretion to use their own personal preference to break any ties in total points.
- b. NASMDA requires that the score for each individual go be reflected on a component-by-component basis using a scribe and an approve NASMDA score sheet. This score sheet represents the judge's report to an exhibitor of how a score was derived, and it is critical that this report to the exhibitor be accurate.
- c. The show management is responsible for re-certifying all scores and totals. If errors in tabulation have occurred they should be immediately corrected and new placings announced at the event. Ultimately, the NASMDA office will review all score sheets and be responsible for their accuracy in documentation of NASMDA points and official paybacks.
- d. One key element in accurately describing the scoring of the entire run to the exhibitor is the judge's scribe. It is the show management's responsibility to supply a scribe at each NASMDA approved longe line event; however, it is the judge's responsibility to ensure that the scribe is trained prior to the first go of the day. The judge must confirm that the scribe understands the fundamentals of recording both gait scores and penalties. It is recommended that judges verify that the addition of the gait scores and penalties are correct at the completion of each go. As part of the training process for the scribe, the judge should make certain that his/her communications are clear to the scribe. To ensure this clear communication, the judge and scribe should agree upon a method of speaking, so that gait scores and penalty scores are not confused. (Example: A judge will say a number for a gait score and will say "penalty" and a number for a penalty, thus allowing the scribe to place the appropriate score in the appropriate box on the score sheet.) If for any reason a judge does not feel a scribe is competent, he/she should ask show management to replace the scribe immediately. Judges must sign every completed score sheet.
- e. Movement will count for 40 points of the total score. Judges are to evaluate movement based on the gait descriptions found in NASMDA Sections 149-F and 168.

- (1) **Walk.** The walk will be scored on a scale of 0-4 in each direction, with 2 being average. The animal must be walked long enough for the judge to have sufficient time to evaluate and score the walk. The change of direction turnaround at the walk may count for the second walk score on the official score sheet. Lower gait scores should reflect stumbling in the gait.
- (2) **Jog or Trot.** The jog/trot will be scored on a scale of 0-16 in each direction, with 8 being average. Using a 25' radius, the animal should jog or trot a minimum of ½ circle both direction of the ring. Lower gait scores should reflect stumbling in the gait.
- (3) **Use of Circle.** Scores for all gaits in both directions should reflect positive, consistent use of the 25' radius of the circle. Extra credit will be given for full, extended use of the circle on a slightly loose line. Lower gait scores should reflect lack of full use of the circle.
- d. **Manners/Expression/Attitude** will count for up to 10 points of the total score. The animal will be judged on manners, expression, and attitude on a scale of 0-10, with 5 being average. Animals will be penalized for obvious signs of overwork and sourness such as ear-pinning, head-throwing, striking, tail wringing, or a dull, lethargic manner of going. They will also be penalized for dangerous behavior such as excessive bucking, cutting into the circle, or funning off. Additionally, incidental touching the animal with the whip, cross-cantering, balking, backing up on the longe line and excessive urging from the exhibitor should be penalized accordingly.
- e. **Conformation** will count for up to 20 points of the total score. The mule or donkey will be judged on conformation suitable to future performance as a Western Pleasure or Hunter Under Saddle competitor. The judges should look for a total picture, emphasizing balance, structural correctness, and athletic capability. Performance conformation will be judged on a scale of 0-20, with 10 being average.
- f. **Use of the circle.** Consideration will be given to how well or how poorly the animal-exhibitor team uses the 25' radius of the longeing circle. A separate box on the scorecard is available to indicate an overall score (from 0-3 points) for use of the circle. **Circle Scores:** As described earlier, NASMDA has determined that a 25' radius is the appropriate size of circle in which to show a longe liner. It is the judge's responsibility to evaluate the circles and incorporate use of the circle in the gait scores based on the following scale.
+3 points (Good to Excellent Use of the Circle).

animal consistently stays on the perimeter of the circle with slight looseness in the line. Mule or Donkey turns around on the circle perimeter

+2 points (Average use of the circle).

animal is only slightly inconsistent in using the 25' radius of the circle.

+1 point (Adequate use of the circle)

animal is shown in a circle radius of less than 25'.

0 points (General use of the circle)

Potentially dangerous slack in the line. animal pulls exhibitor out of the circle.

- g. Other scoring consideration:** This class should be looked upon as a class that defines what it means to be a "pleasure prospect" or "hunter prospect" suit able to become a future performer under saddle. Therefore, attitudes and attributes that contribute to becoming a future performer will be rewarded within the gait scores. Higher gait scores will reflect: Above average to exceptional manners, expression, alertness, responsiveness and pleasant attitude, Above average to exceptionally smooth transitions between gaits, Above average to excellent cadence and consistency at walk/trot/jog gaits.

h. Penalties and disqualifications.

(1) Five (5) point penalties:

- i. Failure to demonstrate the jog or trot for an adequate distance to allow for proper evaluation of gait.

(2) Disqualification will occur in the following instances:

- i. Evidence of lameness — judge will immediately excuse mule or donkey from the arena.
- ii. Blatantly striking animal with the whip during the longeing demonstration that will cause forward or lateral movement.
- iii. Mule or donkey falls - An animal is considered to have fallen when it is on its side and all four legs are extended in the same direction.
- iv. Mule or donkey steps over or becomes entangled in the longe line.
- v. Violation of Equipment Section B above (improper equipment, evidence of abuse, or other violation of NASMDA rules)
- vi. Failure to show at both gaits in both directions.
- vii. Loss of control of the mule or donkey to the point that the animal is loose in the arena
- viii. Exhibitor disrespect towards the judge(s).

148. Rider/Exhibitor Divisions

Both the owner and the exhibitor of the mule or donkey **must** hold a current NASMDA membership in order to earn points.

A. OPEN classes are open to **all** Rider/Exhibitor Divisions.

B. YOUTH is defined as a rider who is eighteen years and younger on January 1 of the calendar year of the show. A Youth must be in control of the animal he/she is handling at all times. The judge should and will excuse any entry that is not in control of his/her animal. **No youth may show a jack in any event.** Youth classes may be split:

1. 18 & under
2. 13 & under
3. 14-18
4. 10 & under walk/trot

B. NOVICE YOUTH is any rider eighteen years and under on January 1 of the calendar year of the show who is an inexperienced and untrained rider.

1. A Novice Youth rider is a rider who has not competed in riding/driving classes at a mule or donkey show for more than two years.
2. A Novice Youth rider is a rider who has not earned more than 20 points in classes at approved NASMDA shows. Halter points do not count toward Novice Youth eligibility.
3. The limit for competing Novice Youth events is three years. Novice Youth exhibitors may show in any youth, open, Jr. or Sr. events and still maintain Novice Youth status.

C. 10 & UNDER YOUTH WALK/TROT

1. This division is for youth exhibitors 10 years old and younger. Mules and donkeys may be exhibited together in 10 & Under classes only.
2. Once an exhibitor has been judged in any 10 & Under Showmanship or Walk/Trot class, he/she cannot exhibit in any other youth division or cantering class for the duration of that show. (with the exception of halter classes.)
3. For safety purposes, it is mandatory that at least one adult (parent, guardian, trainer) be present in the arena during Walk/Trot Barrels.
4. It is recommend that at least one adult (parent, guardian, trainer) be present in the arena during any other Walk/Trot riding classes.

5. 10 & UNDER YOUTH WALK/TROT CLASSES THAT MAY OFFERED

- a. **Showmanship at Halter:** to be judged the same as Youth Showmanship.
- b. **Walk/Trot Western Pleasure:** to be judged the same as Western Pleasure omitting the lope, extended gaits and dismounts
- c. **Walk/Trot Western Mulemanship:** to be judged the same as Youth Western Mulemanship omitting the lope extended gaits and dismount.

- d. **Walk/Trot Trail:** to be judged the same as trail class, with the exception that gaits between the obstacles be adjusted to take into consideration the size and ability of the younger exhibitors. Working the gate is an optional obstacle.
 - e. **Walk/Trot Hunter Under Saddle:** to be judged the same as Youth Hunter Under Saddle. It is required that the exhibitor wear an appropriate helmet with harness.
 - f. **Walk/Trot Hunt Seat Equitation:** to be judged the same as Youth Hunter Under Saddle. It is required that the exhibitor wear an appropriate helmet with harness.
 - g. **Walk/Trot Barrels:** to be judged the same as barrels, except that cantering for more than three strides during the course of the pattern will result in disqualification.
 - h. **Walk/Trot Pole Bending:** to be judged the same as Pole Bending, except that cantering for more than three strides during the course of the pattern will result in disqualification.
- D. AMATEUR** is any rider nineteen years old and older on January 1 of the calendar year of the show who is no longer eligible to show in NASMDA Youth classes, and who has not shown, judged, trained or assisted in training a mule or donkey or for remuneration, either directly or indirectly, nor received compensation for instructing another person in riding, driving, training or showing a mule or donkey or in competition for the previous five calendar years.
1. An Amateur exhibitor may not show, train or assist in the training of a mule or donkey for which their spouse is accepting any form of remuneration, either directly or indirectly for training, assisting in the training or showing of said animals.
 2. Premium money is not to be considered remuneration, but payment of entry fees, expenses, etc. by any person other than the contestant, or the contestant's father, mother, sister, brother; grandparent, legal guardian or spouse shall be constituted remuneration.
 3. Any mule or donkey exhibited in Amateur events must be owned or leased solely by the contestant or by the contestant's immediate family.

Lease Notification:

- a. **For a lease of a mule or donkey recognized by the Association, whether for breeding, showing or other purposes, a Lease Notification form, signed by both the lessor and lessee(s), must be filed with the Association and the proper recording fee paid. Show committees may only accept a Lease Notification after it has been filed with NASMDA Executive Secretary**

- and Registrar and official written conformation from NASMDA has been received. On site leases are at the discretion of the Executive Secretary and Registrar, rush fees will apply.**
 - b. **Owner of the mule or donkey and the person leasing the mule or donkey must be current NASMDA members.**
 - c. **The Lease Notification form must include the effective start date of the lease with all Lease Notification forms expiring automatically on December 31 of each year. Otherwise, a Lease Notification form may be terminated by filing a Lease Termination form signed by lessor and lessee. All Lease Notification forms will be subject to an initial lease fee and annual renewal fee. All Lease Notification forms will be assigned a lease number linking all parties listed on the lease from by his/her NASDMA membership number. Any Change in lease terms (i.e. dates, names, etc.) require the filing of a new Lease Notification form with NASDMA. Only one lease may be in effect at a time.**
 - d. **An official Lease Notification form of a NASMDA shall be construed as a bona fide temporary change of ownership and authorizes a lessee to execute all documents pertaining to the recognized activities of breeding showing, etc., regardless of any limitations in the actual lease agreement. The only exception will be that a lessee is not allowed to transfer ownership of leased mule or donkey. Enforcement against the lessee of limitation on use of the mule or donkey is the sole responsibility of the lessor.**
 - e. **Sale of transfer will terminate any previous agreement. Such termination will be effective on the date the transfer report is actually received by the NASMDA registrar.**
 - f. **A lessee will accumulate all points toward year end awards on a leased mule or donkey.**
 - g. **Owner will automatically be listed as a lessee.**
 - h. **All Open points earned will remain with the mule or donkey**
4. The Amateur Committee will forward complaints to the Grievance Committee which will preside over any formal hearing regarding a member's eligibility or discipline following the procedures set up for protecting the due process of all involved in the protest and, should it be determined the NASMDA Amateur to be found in violation, the Grievance Committee will invoke one of the penalties outlined in the Amateur Division.

5. Amateur Guidelines – Membership

- a. NASMDA amateur membership fee is **\$20** and cards will be issued by NASMDA only upon application and NASMDA Amateur Committee approval of the applicant, which application shall be truthful in each and every detail. **No exhibitor may show in any approved NASMDA Amateur event without possessing a current NASMDA Amateur card.**
- b. Application shall verify, in addition to other requirements contained in this rule book, that; the applicant has not shown, trained or assisted in training a mule or donkey for remuneration, either directly or indirectly nor received compensation for instructing another person riding, driving training or showing a mule or donkey for five years previous to application for NASMDA Amateur membership.
- c. Any mule or donkey being shown in NASMDA Amateur events must be a NASMDA registered animal and current copy of said registration papers must be shown at the time of entry. The exhibitor (or spouse, parent, child immediate family members) must be listed as the sole actual legal owner of the mule or donkey being shown. The exhibitor agrees to document such ownership through notarized bill of sale or any other reasonable means requested by the NASMDA Amateur committee, to determine actual legal ownership.

6. Amateur Eligibility: The application for NASMDA Amateur membership must be true and correct in each detail. A false statement shall be grounds for disciplinary action under NASMDA's disciplinary procedure, which includes suspension, fine and/or expulsion from membership and maintains eligibility, when he or she meets and maintains the following requirements.

- a. Is 19 years of age on or after January of the year of application and no longer eligible to compete in NASMDA Youth Classes.
- b. Has not shown, judged, trained or assisted in training a mule or donkey for remuneration, defined as monetary, either directly or indirectly.
- c. Has not received remuneration for instructing another person in riding, driving, training or showing a mule or donkey for five calendar years previous to application for NASMDA Amateur membership.
- d. Cannot be an instructor or clinician for any type of mule or donkey or related training showing, or judging clinic or seminar where any money is generated and received either directly or

indirectly for five calendar years previous to application for NASMDA Amateur membership.

- e. Does not hold credentials of a mule or donkey show judge, either for NASMDA or any other equine organization.
- f. Cannot hold membership accreditation in a professional association for those events which are the same events or classes the individual competes or desires to compete in NASMDA Amateur competition. (i.e. A person who competes in PRCA roping event may not compete in NASMDA Amateur Calf roping, etc.)
- g. During the period of NASMDA Amateur status he/she cannot exhibit in open or NASMDA Amateur performance classes mule or donkey owned by any third party (other than applicant, or the applicant's family which is the applicants spouse, child, stepchild, legal ward, father mother, stepparent, sister brother, grandparent or legal guardian.) "Owned" means, in addition to other legitimate methods of acquiring ownership, the bona fide legal ownership obtained for adequate consideration in reasonable relationship with the actual market value of the mule or donkey. Example: A \$5 payment for a World Championship quality mule or donkey does not meet the required character of required ownership for competition on NASMDA's Amateur division. The relationship of the NASMDA Amateur to the owner of the participating mule or donkey must be evidence by submitting legal documentation (i.e. copies of marriage and/or birth certificate) to NASMDA's Show committee.
- h. Has not, nor during the period of NASMDA Amateur status cannot show a mule or donkey for which the person's spouse has previously received remuneration for training during the 12 month period preceding the show of the mule or donkey by the NASMDA Amateur in NASMDA Amateur or open competition.
- i. As condition or the issuance of NASMDA Amateur membership, the applicant and/or the family member who actually owns the mule or donkey with which the NASMDA Amateur will participate, agrees to provide upon request a notarized bill of sale, registration papers or other proof as requested by NASMDA to support the representation or sale economic ownership of the mule or donkey exhibited by the NASMDA Amateur in NASMDA Amateur open events and other criteria set forth above, This documentation will be kept on file at the NASMDA office. Failure to promptly furnish such documentation

upon request may be cause for immediate termination of NASMDA Amateur membership and be grounds for possible disciplinary action by the Executive Committee under NASMDA disciplinary procedure for failure to respond to requests for information.

- j. Premium money is not prohibited remuneration, but payment of entry fees, or any expenses for the person or the mule or donkey is prohibited.
- k. Every person competing in a NASMDA Amateur class must possess a current individual NASMDA Amateur card. Show management must inspect this card at any show entered by requiring a copy be sent in with the entries or presented at time entry is made.
- l. Upon revocation of NASMDA Amateur membership because of ineligibility, all earned points from time of violation of eligibility shall be revoked.
- m. A NASMDA Amateur may not show a mule or donkey owned by someone else in any performance event, regardless of who pays the entry fees.
- n. Should the NASMDA Amateur be found in violation of Amateur rules the penalties shall be as follows:
 - (1) **First Violation:** a suspension from NASMDA Amateur classes for period of one year from time of violation;
 - (2) **Second Violation:** a suspension from NASMDA Amateur classes for a period of two years from the time of violation;
 - (3) **Third Violation:** a suspension of five years from time of violation.
- o. It will not be considered a violation if an amateur assists in showing a Jack in a halter class when two handlers necessary or when showing a third party donkey or mule in halter classes. (Showmanship is not considered a halter class.)
- p. **SPECIAL NOTE:** Amateur eligibility violation occurring prior to January 1, 2000 will not affect the forthcoming status of any Amateur exhibitor so long as all current guidelines are met and maintained.

E. NOVICE AMATEUR:

- 1. Every person competing in a NASMDA Novice Amateur class must possess a NASMDA Novice Amateur membership card. Novice exhibitors may compete in all other NASMDA classes while competing in Novice. To be eligible, Novice exhibitors cannot have earned 10 or more points in any mule or donkey performance class or Youth or Amateur combined or their eligibility will be relinquished. Applicants are responsible for verifying eligibility. Halter points do not count.

- 2. Novice points are not recorded on a mule or donkey's performance record. Points are recorded on the exhibitor.
- 3. Once an individual has earned 40 NASMDA Novice Amateur points, Novice Youth Points or any combination thereof, he or she will no longer be eligible to participate in Novice classes in subsequent years, but may continue to compete in Novice until the end of the calendar year in which the 40 Novice or 10 regular points were earned.
- 4. If an individual is considered a Novice upon application, he or she will be considered a Novice for that calendar year.
- 5. Novice points earned may not be used for NASMDA Amateur awards or World Championship Show qualifications. A Novice Certificate Of Merit will be awarded once an individual has earned 40 Novice points.
- 6. Individuals earning 10 regular NASMDA Amateur points will not receive a certificate (as these points were not earned in Novice), but must surrender the Novice membership at the end of their Novice year.
- 7. A NASMDA Novice Amateur is subject to all NASMDA Amateur eligibility and membership requirements as listed in the Amateur Guidelines of this rule book.

F. SILVER AMATEURS (50 & OVER)

- 1. NASMDA approved shows may offer any amateur performance class as a 50 and over class in addition to the regular amateur class.
- 2. These classes are designed to provide competition for the more mature amateur exhibitors. These classes will be designated as the "Silver Amateurs" classes. An amateur may begin competing in the Silver Amateurs classes on the day that they turn 50 years of age. That amateur may also continue to show in the regular amateur classes.
- 3. Silver amateur points earned cannot be used toward NASMDA Amateur Awards or World Championship Show qualifying. A Silver Amateur Certificate of Merit will be awarded to a year end Silver Amateur competitor with the highest earned points.
- 4. Further, these classes are to be reviewed at the end of the first year offered to consider the possibility of becoming a show high-point division.

G. Amateur Committee:

- 1. The Amateur Committee is considered as a Standing Committee of NASMDA and follows the guidelines for Standing Committees.
- 2. As a Standing Committee, it will consist of not less than three NASMDA members, at least one to be a carded NASMDA judge and not more than one can be a NASMDA Amateur card holder. Each member will be appointed by the President for not less than one year and not more than three years.

3. The Amateur Committee will evaluate all applications and be responsible for issuing cards. A file must be maintained on each applicant and card holder.
4. The Amateur Committee and the Executive Committee will preside over any formal hearing regarding a member's eligibility or discipline following the procedures set up for protecting the due process of all involved in the protest.
5. Decisions of these hearings must be completed and announced within one month. Extensions of this time frame may only be granted by the Executive Secretary based on a written request from either of the two committees or the individual member about whom the hearing is called. Results of such hearing will be forwarded to the Executive Secretary for enactment and publication.

ENGLISH

149 English General Rules

- A. **English Attire:** In all English classes, exhibitors and judges should bear in mind that at all times entries are being judged on ability rather than on personal attire. However, riders should wear hunt coats of traditional hunt seat style and conservative color, breeches or jodhpurs of traditional shades of buff, gray, khaki, canary or rust and high English boots or jodhpur shoes. Black, navy blue or brown hunting cap is mandatory. Youth exhibitors showing over fences or in any youth English class are required to wear a safety helmet with attached chin strap or harness. A tie or choker is required. Spurs of the unroweled type, crops or bats are optional. Hair must be neat and contained (as in net or braid). Judges must penalize contestants who do not conform. Judges, at their discretion, may authorize adjustments to attire due to weather related conditions.
 1. **English Type Halter Attire:** Attire of the handler should permit free movement. Color may be chosen to compliment the animal, but should be conservative. Suitable recommended attire would be a collared polo shirt preferably white, vest, tie and gloves optional. Trousers should be loose enough to run in, jeans are forbidden. Running shoes or paddock boots required. English coat, breeches and boots are acceptable.
- B. **English Bits:** In all English classes, an English snaffle, (no shank), Kimberwick, Pelham and/or full bridle (two reins), all with cavesson nose bands and plain leather brow bands, must be used. In reference to mouthpieces, nothing may protrude below the mouth piece (bar). Solid and broken mouthpieces may have a port no higher than 1 ½". On broken mouthpieces only, connecting rings of 1 ½" or less in diameter or connecting flat bar of 3/8" to 3/4" (measured top to bottom with a maximum length of 2") and which lie flat in the animal's mouth are acceptable. All mouth pieces, must be a minimum of 5/16" in diameter - snaffles to be measured 1" in form the cheek or ring. Smooth round, slow twist, corkscrew, single twisted wire, double twisted wire mouthpieces and straight bar or solid mouthpieces with a maximum of 1 ½" high ports are allowed. In jumping classes only, mechanical hackamores may be used.
- C. **English Saddles and Equipment:** Saddles must be black and/or brown colors and be of the hunting or forward seat type and may have in insert on the skirt. Saddle pads should fit size and shape of the saddle, except when necessary to accommodate numbers on both sides
- D. **Optional English Equipment:**
 1. Spurs of the un-rowelled type (except in dressage)
 2. Crops or bats

3. Gloves
 4. English breast plate
 5. Braiding of mane and/or tail in hunt style
 6. Standing or running martingales in working hunter and jumping only.
 7. Boots or leg wraps in jumping only
- E. Prohibited English Equipment**
1. Draw reins
 2. Rowelled spurs except in dressage
 3. Leg wraps, figure 8 or flash cavesson except in jumping.

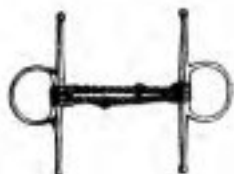
Acceptable English Bits For All Ages



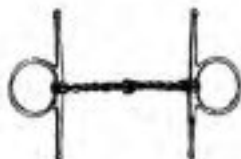
SLOW TWIST



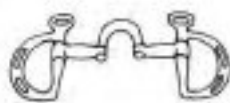
CORKSCREW



**DOUBLE TWISTED
WIRE**



**SINGLE TWISTED
WIRE**

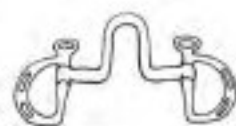


CORRECTION BIT

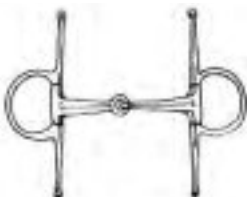


**SNAFFLE BIT WITH
CONNECTING FLAT BAR**

Unacceptable English Bits



EXCESSIVE PORT



TRIANGULAR MOUTH

- F. ENGLISH TERMINOLOGY & Gaits:** The following terminology shall apply in all English classes whenever a specific gait is called for.

1. **WALK** is a natural, flat foot, four-beat gait. The mule or donkey must move straight and true at the walk. The walk must be alert, with a stride of reasonable length in keeping with the size of the animal. Loss of forward rhythmic motion shall be penalized.
2. **TROT** is a two-beat gait comprised of long, low, ground-covering, cadenced and balanced strides. Smoothness is more essential than speed. The knees should remain relatively flat, exhibiting minimal flexion. Excessive knee action will be penalized. Short quick strides and/or extreme speed will be penalized. When asked to extend the trot, there should be a definite lengthening of the stride.
3. **CANTER** is a three-beat gait; smooth, free moving, relaxed and straight on both leads. The stride should be long, low and ground covering. Over-collected four beat canter will be penalized. Excessive speed and slowness will be penalized.
4. **HAND GALLOP** should be a definite lengthening of the stride with a noticeable difference in speed. The mule or donkey should be under control at all times, and be able to halt in a smooth, balanced manner.

150 English Pleasure

- A. This class is open to astride riders in either Hunt Seat or Saddle Seat tack or attire. (See tack and attire requirements in both English and Gaited sections). It is open to both gaited and non-gaited animals.
- B. **Class Routine:** The animals will be asked to demonstrate gaits both ways in the arena. Standard English gaits of Walk, Trot, Canter and Hand Gallop will be asked for. If there are entries which are gaited, they will be asked for a favorite gait instead of a trot.
- C. **Judging Considerations:** It is imperative that the mule or donkey give the distinct impression of being a pleasure to ride. To this end, all gaits must be performed with willingness and obvious ease, cadence, balance and smoothness. The animal should demonstrate style, presence and suitable conformation; prompt comfortable gaits. Easy ground covering action is desired. Manners and suitability as a Pleasure mount are paramount.
- D. Gaited animals shown in English Pleasure must be flat shod with no artificial appliances.

151 Hunter Under Saddle

- A. **Class Routine:** Hunters Under Saddle will be shown at the walk, trot and canter both ways in the arena to demonstrate their ability with both leads and transitions. At the option of the judge, animals may be asked to extend the walk, trot or hand gallop one or both ways of

the arena. The judge may ask all or just the finalists to extend the walk or trot however, never more than eighth (8) animals may be asked to hand gallop at one time. At the hand gallop the judge may ask for the animals to halt and stand quietly on a loose rein. Animals are required to back easily and stand quietly either on the rail or in the lineup. The reverse may be asked for at the walk or trot only and animals should be reversed to the inside of the arena.

B. Judging Considerations: Hunters Under Saddle should be suitable to purpose: they should move with long, low strides reaching forward with ease and smoothness, be able to lengthen stride and cover ground with relaxed, free flowing movement. Mules and donkeys should be obedient, have a bright expression with alert ears, and should respond willingly to the rider with light leg and hand contact. Mules and donkeys should be responsive and smooth in transition. When asked to extend the trot or hand gallop, they should move out with the same flowing motion. The poll should be level with, or slightly above, the withers to allow proper impulsion behind. The head position should be slightly in front of, or on, the vertical. This class will be judged on performance, condition and conformation. Maximum credit shall be given to the flowing, willing animal that shows quality movement while appearing to be fit, well trained and a pleasure to ride.

C. Faults to be scored according to severity:

1. Quick, short, or vertical strides
2. Being on the wrong lead
3. Rider posting on the wrong diagonal at the trot
4. Breaking gait
5. Excessive speed at any gait
6. Excessive slowness in any gait
7. Head and neck consistently carried too high
8. Head and neck consistently carried too low
9. Excessive nosing out
10. Carrying the nose behind the vertical
11. Failure of the rider to maintain light contact with the reins
12. Stumbling or falling
13. Consistently engaging in a four beat lope

D. Faults which will be cause for disqualification

1. Blatant disobedience such as bucking, rearing or bolting
2. Fall of animal or rider
3. Obvious lack of control or danger to other exhibitors
4. Being on the wrong lead for more than five strides

152 Hunter Hack

A. Class Routine: Animals are first required to jump two fences, two feet (2') to two feet six inches (2' 6") in height. In Junior Mule Hunter Hack or classes where Junior and Senior mules are combined, it is recommended that fences be set at two feet. Jumps do not have to be set on a line. However, if the jumps are set on a line they must be 36, 48, or 60 feet apart, or in

increments of 12 feet, but no less than 36 feet. A ground line is required for each jump. Mules or donkeys being considered for an award are then to be shown at a walk, trot and canter both ways in the arena. At the discretion of the judge, contestants may be asked to hand gallop, pull up and stand quietly following the last fence.

B. Judging Considerations: The class will be judged on flat work, manners, way of going, and style over fences and even hunting pace. Hunter Hack entries should be suitable to purpose, showing quality movement in all three gaits with a bright expression and willingness to perform.

1. A schooling area must be provided with at least one practice jump. If it is impossible to supply a practice area, then each contestant must be allowed to practice a line and two jumps in the show arena just prior to the start of the class.
2. Placing for the class shall be determined by allowing 70 percent of the total score based on quality over fences and a maximum of 30 percent for work on the flat. It is recommended that judges give the final scoring to the show management for posting.
3. Faults over fences will be scored as in Working Hunter Class.
4. Faults during rail work to be scored the same as in a Hunter Under Saddle class.

C. Open Donkey Hunter Hack

1. The distances are to remain the same but fences to be set at 1 foot.

D. Training Level Donkey Hunter Hack

1. The distances are to remain the same but the fences to be set at crossrails.
2. The course will be ridden at the trot only.

153 Working Hunter

A. A hunter course shall be any course which management deems a fair test of a hunter, but judges are responsible for correctness of each course after it has been set and shall call the show committee's attention to any errors that would tend to result in unfair or inappropriate courses. This is not a timed event.

B. Course or arena arrangement:

1. A minimum of 4 obstacles. Animals to jump a minimum of 8 fences. One change in direction is mandatory.
2. Types of obstacle which may be used.
 - a. Fences shall simulate obstacle found in the hunting field, such as natural look post and rail, brush, walls, coops and ascend oxer (not square). Triple bar and hogsback are prohibited. Striped poles are not recommended.
 - b. The top element of all fences must be securely placed so that a slight rub will not cause a knockdown;
 - c. Distance between fences is recommended to be 12 foot increments with the exception of some combinations: 1 stride in and out, 24 to 26 feet: 2 strides in and out, 36 feet; 4 strides 48 feet.

- d. Height for Junior Mules, Novice and Youth Mules to be 2 ft. and Open and Amateur Mules 2 ft. 6 inches to 2 ft 9 inches, Open Donkeys 12" to 15", Training Level Donkeys will jump cross rails at a trot only.
- e. A variation of 3 inches in fence height, down from the official heights listed, may be instituted if show management and official judges feel circumstances warrant, i.e. weather, footing, etc.
- f. The use of wings on obstacles in hunter classes is recommended.
- g. Jump standards with hole heights at 3 inch intervals with jump cups are recommended.

C. Judging Considerations and Scoring

To be judged on manners and way of going and style of jumping. Animals shall be credited which maintain an even hunting pace that covers the course with free-flowing strides. Preference will be shown to the mules and donkeys with correct jumping style that meet fences squarely, jumping at the center of fence. Judges shall penalize un safe jumping and bad form over fences, whether touch or untouched, including twisting. Incorrect leads around the ends of the course or cross-cantering shall be penalized, as well as excessive use of the crop. In and outs (one or two strides) shall be taken in the correct number of strides or be penalized. Any error which endangers the animal and/or rider, particularly refusals or knockdowns, shall be heavily penalized. Scoring shall be on a basis of 0-100, with an approximate breakdown as follows:

- 1. **90-100** - an excellent performer and good mover that jumps the entire course with cadence and balance and style
- 2. **80-89** - a good performer that jumps all fences reasonable well; an excellent performer that commits one or two minor faults
- 3. **70-79** - the average, fair mover that makes no serious faults, but lacks the style, cadence and good balance of the other animals; the good performer that make a few minor faults.
- 4. **60-69** - poor movers that make minor mistakes; fair or average mover that have one or two poor fences but no major faults of disobedience.
- 5. **50-59** - a mule or donkey that commits one major fault, such as hind knockdown, refusal, trot, cross canter or drops a leg.
- 6. **30-49** - an animal that commits two or more major faults, including front knockdowns and refusals, or jumps in a manner that otherwise endangers the animal and/or rider.
- 7. **0-29** - a mule or donkey that avoids elimination, but jumps in such an unsafe and dangerous manner as to preclude a higher score.

D. Disobediences:

- 1. **Refusal:** When an animal stops in front of an obstacle

(weather or not the obstacle is knocked down or altered) it is a refusal unless the animal immediately jumps the obstacle without backing one step. If the animal takes one step backward it is a refusal.

- 2. **Run-out:** A run-out occurs when the animal evades or passes the obstacle to be jumped, jumps an obstacle outside its limiting markings, or when the animal or rider knock down a flag, standard, wing or other element limiting the obstacle without the obstacle being jumped.
- 3. **Loss of forward motion:** Failure to maintain trot, canter or gallop after crossing starting line, except when it is a refusal.
- 4. **Unnecessary circling on course:** Any form of circle or circles, whereby the mule or donkey crosses its original track between.
- 5. Two consecutive obstacles anywhere on course, except to retake obstacle after refusal or run-out.
 - a. 1st disobedience anywhere on course -3 faults.
 - b. 2nd disobedience anywhere on course - 6 faults
 - c. 3rd cumulative disobedience anywhere on course-elimination

E. Elimination

- 1. A total of three disobediences which can include any of the following: refusal, stop, run out or extra circle.
- 2. Jumping an obstacle before it is reset
- 3. Bolting from the arena
- 4. Deliberately addressing an obstacle
- 5. Off Course

F. General Rules:

- 1. Circling once upon entering the ring and once upon leaving is permissible.
- 2. After jumping the fence and prior to leaving the arena, the animal shall trot a small circle on a loose rein for soundness.
- 3. Mules and donkeys shall not be requested to re-jump the course
- 4. Manners shall be emphasized in Youth and Amateur classes.
- 5. When an obstacle is composed of several elements, any disturbance of these elements will be penalized; however, only a reduction in height of the top element shall be considered a knockdown.
- 6. In cases of broken equipment, the rider may either continue without penalty, or stop and correct the difficulty and be penalized the same as any loss of forward motion.
- 7. When an obstacle requires two or more fences (in and out), faults committed at each obstacle are considered separately. In case of a refusal or runout at one element, entry may re-jump the previous elements.
- 8. The course must be posted at least on hour before scheduled time of class.
- 9. A schooling area must be provided with at least one practice jump. If it is impossible to supply a practice

area, then each contestant must be allowed to practice a line and two jumps in the show arena just prior to the start of the class.

10. Schooling over obstacles in the ring or over any part of an outside course is permitted only at the time designated by the show committee.

154 Jumping

Jumpers are scored mathematically on a basis of touches, knockdowns and disobedience.

A. Course Requirements: The course shall be posted at least one hour before scheduled time of class and shall consist of a minimum of four (4) obstacles. (In and Out to count as one obstacle) Mules will jump a minimum of eight (8) obstacles. A ground line on approach side of all jumps is mandatory.

1. Types of Obstacles to be used:

- a. Post & Rail (at least two)
 - b. Chicken Coop
 - c. Stone Wall
 - d. Triple Bar
 - e. Brush Jump
 - f. In-and-Out
 - g. Spread Jump
2. Both a starting line at least 12 feet in front of the first obstacle and a finish line at least 24 feet beyond the last obstacle must be indicated by markers at each end of the lines. Animals must start and finish by passing between markers. Obstacles should be located at least 48 feet apart. Further if arena permits.
 3. Initial height of fences should be 3 feet. In case of ties after the first round, jumps may be raised three (3) inches, unless no mule has gone clean, in which case fences
 4. Are not to be raised. During the second go-around, the tied mules are to be timed and the winner will be decided on the time only, if faults are equal.

B. General Rules:

1. Circling once upon entering and once upon leaving ring is permissible.
2. When an obstacle is moved or altered, it must be reset to original position.
3. When a mule makes 2 or more faults at an obstacle, only the major fault counts. In the case of equal faults, only one will be counted except in the case of disobedience which counts in addition.
4. Faults in the In and Out are counted separately for each member obstacle. In the case of a refusal on an In and Out, the mule must return to the start of the In and Out sequence and re-jump the previous elements as well as jump the following elements.
5. 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 3 faults. In case of loss of stirrup, rider may either continue without penalty or be eliminated.

C. Scoring and Faults:

1. Knockdowns of obstacle, standard or wing with any portion of mule, rider, or equipment, 4 faults.
2. Disobediences
 - a. Refusal: When a mule stops in front of an obstacle (weather or not the obstacle is knocked down or altered) it is a refusal unless the animal immediately jumps the obstacle without backing one step. If the mule takes one step backward it is a refusal.
 - b. Run-out: A run-out occurs when the mule evades or passes the obstacle to be jumped, jumps an obstacle outside its limiting markings, or when the mule or rider knock down a flag, standard, wing or other element limiting the obstacle with out the obstacle being jumped.
 - c. Loss of forward motion: Failure to maintain trot, canter or hand gallop after crossing starting line, except when it is a refusal.
 - d. Unnecessary circling on course: Any form of circle or circles, whereby the mule crosses its original track between
 - (1) 1st disobedience anywhere on course – 3 faults.
 - (2) 2nd disobedience anywhere on course - 6 faults
 - (3) 3rd cumulative disobedience anywhere on course – elimination

3 Elimination

- a. A total of three disobediences anywhere on the course
- b. Failure to complete the course
- c. Jumping an obstacle before it is reset
- d. Off course
- e. Rider and/or animal leaving the arena before finishing the course
- f. Deliberately addressing an obstacle.

D. Attire and Equipment: English tack and attires is required. Standing or running martingales, flat or figure 8 nosebands, jumping hackamores, leg wraps and/or boots are optional.

155 English Equitation

A. Available only in the amateur and youth divisions. The purpose is to evaluate the ability of the hunter rider to perform various maneuvers on his/her mule or donkey which provides a base for natural progression to over fence classes. The communication between mule or donkey and rider through subtle cues and aids should not be obvious. Equitation is judged on the rider and his/her effect on the animal. Hunt seat equitation on the flat provides a base for a natural progression to over fence classes. The poll should be level with, or slightly above the withers, to allow proper impulsion behind. The

head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.

- B. Pattern:** It is mandatory that the judge post the pattern at least one hour prior to commencement of the class. All patterns must include a walk, trot, canter, and back. Mule or donkey's gaits are to be ridden with the same cadence and speed as you would find in the rail phase. All ties will be broken at the discretion of the judge.

C. Basic Position:

1. Hands should be over and in front of mule or donkey's withers, knuckles 30 degrees inside the vertical, hands slightly apart and making a straight line from animal's mouth to rider's elbow. Method of holding reins is optional, and bight of reins may fall on either side. However, all reins must be picked up at the same time.
2. The eyes should be up and shoulders back.
3. Toes should be at an angle best suited to rider's conformation; heels down, calf of leg in contact with mule or donkey.
4. Iron should be on the ball of the foot. Iron or stirrup leather may not be connected by string or any other material to the girth.
5. Appropriate English attire must be worn. Clothes and person are to be neat and clean. The use of any type of artificial aid or magnetic device will result in a disqualification.

- D. Class Procedure:** Exhibitors may be worked individually from the gate or they may all enter at once. Rail work is optional and can be used to break ties and possibly ad just placings.

1. A turn on the forehand to the right is accomplished by moving haunches to the left.
2. A forehand turn to the left is accomplished by moving haunches to the right.
3. If riders are asked to drop their irons, they can leave them down or cross them over the withers.
4. When performing a leg-yield, the mule or donkey should move forward and lateral in a diagonal direction with the animal's body straight with a slight flexion of the head in the opposite direction of lateral movement. When a mule or donkey yields to the right, the head is slightly (just to see the eye of the animal) to the left. An animal yielding to the left, the head is slightly flexed to the right.

- E. Individual works may be comprised of any of the following:**

1. Walk, Sitting Trot, Extended Trot, Posting Trot, Canter, Circles, Figure 8, Halt, Back, Sidepass, Address Reins, Demonstrate Change of Diagonal; Serpentine (Trot or Canter), Turn on Haunches or Forehand, Leg-Yield, Flying or Simple Change of Lead (A simple change of lead is performed by breaking to a walk or trot for 1 to 3

strides); Canter and Hand Gallop in a straight or curved line, Counter-Canter Figure 8, Drop or Pick-up Irons without stopping.

- F. The Walk:** Should be a four-beat gait with the rider in a vertical position with a following hand.

- G. The Posting Trot:** Figure 8 at trot, demonstrating change of diagonals. At left diagonal, rider should be sitting the saddle when left front leg is on the ground; at right diagonal, rider should be sitting the saddle when right front leg is on the ground; when circling clockwise at a trot, rider should be on left diagonal; when circling counter-clockwise, rider should be on right diagonal. The rider should close his/her hip angle to allow his/her torso to follow the horizontal motion of the animal. The upper body should be inclined about 20 degrees in front of the vertical.

- H. Sitting Trot And Canter:** At the sitting trot, the upper body is only slightly in front of the vertical. At the canter, the body should be positioned slightly more in front of the vertical. As the stride is shortened, the body should be in a slightly more erect position.

- I. Two-Point Position:** The pelvis should be forward, but relaxed, lifting the rider's weight off the mule or donkey's back and transferring the weight through the rider's legs. In this position the two points of contact between the animal and rider are the rider's legs. Hands should be forward, up the neck, not resting on the neck.

- J. Hand Gallop:** A three-beat, lengthened canter ridden in two-point position. The legs are on the mule or donkey's sides while the seat is held out of the saddle. When at the hand gallop, the rider's angulation will vary some what as the animal's stride is shortened and lengthened. A good standard at a normal hand gallop should be about 30 degrees in front of the vertical.

- K. 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 ½ 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 equitation form and effectiveness of the exhibitor 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 equitation form and effectiveness should also be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent. Exhibitors may also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.

- L. 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) Point Penalties

- a. Break of gait at the walk or trot up to 2 strides
- b. Over or under turn from 1/8 to 1/4 turn
- c. Tick or hit of cone
- d. Obviously looking down to check leads or diagonals

2. Five (5) Point Penalties

- a. Not performing the specific gait or not stopping within 10 feet (3 meters) of designated location
- b. Missing a diagonal up to 2 strides in the pattern or on the rail
- c. Incorrect lead or break of gait at the canter (except when correcting an incorrect lead)
- d. Complete loss of contact between rider's hand and the mule or donkey's mouth
- e. Break of gait at walk or trot for more than 2 strides
- f. Loss of iron
- g. Head carried too low and/or clearly behind the vertical while the mule or donkey is in motion, showing the appearance of intimidation

3. Ten (10) Point Penalties

- a. Loss of rein
- b. Missing a diagonal for more than 2 strides in the pattern or on the rail
- c. Use of either hand to instill fear or praise while on pattern or during rail work
- d. Holding saddle with either hand
- e. Spurring or use of the of crop in front of girth
- f. Blatant disobedience including kicking, pawing, bucking, and rearing

4. Disqualified (0) – Score

- a. Failure by exhibitor to wear correct number in visible manner
- b. Willful abuse of mule or donkey or schooling
- c. Fall by mule or donkey or exhibitor
- d. Illegal use of hands on reins
- e. Use of prohibited equipment
- f. Off pattern, including: knocking over or wrong side of cone or marker; never performing designated gait, lead, or diagonal;
- g. over or under turning more than 1/4 turn

M. 10 & Under and Novice Amateur Classes Only:

Exhibitors 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 disqualifying fault.

DRIVING**156 Driving General Rules**

- A. Mules and donkeys shall be safely and securely harnessed to a vehicle while competing in driving events. Two people are allowed on the vehicle only when two or more animals are being driven or when the exhibitor is a youth. Any assistance by the second person will result in disqualification.
- B. The Driver must be seated comfortably in the vehicle, appearing both relaxed and effective. Either the one or two handed method of driving is acceptable. Common to both methods, the elbows and arms should be close to the body with an allowing, but steady hand enabling a consistent feel with the mules and donkey's or donkey's mouth. Drivers should not be penalized or rewarded for using either style of driving.
- C. Classes may be provided for single or double hitches.
- D. **DRIVING TERMINOLOGY and Gaits**
 - 1. **WALK** is a natural flat foot, four beat gait. The mules and donkeys should walk energetically, but calmly, with even and determined pace. Loss of forward rhythmic movement shall be penalized.
 - 2. **PARK GAIT OR TROT** is a clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced and showing appropriate later flexion on the turns. The steps should be as even as possible with the hind feet touching the ground in the foot prints of the fore feet. The degree of energy and impulsion displayed at the road gait denotes clearly the degree of suppleness and balance of the animal.
 - 3. **ROAD TROT** is a clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced and showing appropriate lateral flexion on turns. Light contact to be maintained. Excessive speed will be penalized.
 - 4. **REIN BACK** consists of the animal moving backward in an unhurried manner with the head flexed and straight, pushing the vehicle back evenly in a straight line. The driver should use quiet aids and light contact.
 - 5. **REVERSE** is a change of direction, accomplished by the mule or donkey circling off the rail or crossing the ring at a walk or trot. In single hitch, small classes at the discretion of the judge and/or show management, the reverse may be accomplished by circling off the rail to change direction. In multiple hitch and/or large classes, the reverse should be made on the diagonal at the direction of the ring steward.
 - 6. **HALT** is a complete, square top of animal and vehicle without veering or abruptness. At the halt, animals should stand attentive, motionless and straight with

the weight evenly distributed over all four legs and be ready to move off at the slightest indication from the driver.

E. Whip An appropriate whip shall be carried at all times while driving. The thong on the whip must be long enough to reach the shoulder of the farthest mules and donkeys. A driver not in compliance will be disqualified.

F. Outside Assistance Only the driver may handle the reins, whip or brake during a competition. The penalty for non compliance is elimination.

1. No change of driver is permitted, except where specified by the class description.
2. Drivers outside assistance after the judging has begun will be disqualified at the judge's discretion unless that assistance has specifically been allowed.

G. Driving Attire:

1. Drivers should be dressed conservatively according to the
2. Style of present day, either Western or English is acceptable.
3. Ladies wearing a skirt should wear a lap apron.
4. A hat of choice, long sleeves and gloves are required.

H. The Animal

1. Mules and donkeys must be serviceably sound and must not show evidence of lameness, broken wind or impairment of vision.
2. If shod, the mules and donkeys must be suitably shod for driving. No extended hooves, heavy shoes or toe weights will be allowed. **EXCEPTION:** Gaited Mules and donkeys.

I. Harness

1. Bridles should fit snugly to prevent catching on the vehicle or other pieces of harness. A throatlatch and a noseband or cavesson is mandatory.
2. Black harness is considered appropriate for painted vehicles and natural wood vehicles having black trim.
3. Brown harness is considered appropriate with natural wood finished vehicles trimmed in brown.
4. All metal furnishings should match and be secure.
5. Breast collars are appropriate with light vehicles.
6. Full Collars are suggested for heavy carriages.
7. A correctly fitting harness is essential for the comfort of the harness mules and donkeys. A wider saddle is suggested for two wheeled vehicles as more weight rests on the mules and donkey's back. Narrower saddles are more appropriate for four wheeled vehicles.
8. Martingales and overchecks are prohibited in obstacle classes. Failure to comply incurs elimination.

J. Bits

1. Snaffle bits and other types of traditional driving bits are allowed. Legal bits include:
 - a. Half cheek snaffle
 - b. Liverpool
 - c. Elbow Driving
 - d. Bradoon Overchecks

K. Vehicle Drivers should strive to present an appropriate turnout. Appropriate indicates the balance and pleasing appearance of the combination of mules and donkeys and vehicle. Factors determining the above include compatible size, type and width of the mules and donkeys and vehicle. The way of going of the mules and donkeys may also affect the overall appearance.

L. Splitting Classes: Large classes may be split at the discretion of the judge. Size of the arena and safety are the prime consideration. Maybe unless the ring is very large, classes of 14 entries or more ought to be split.

M. Excessive Use of Voice: Excessive use of voice, shouting or whistling to the mules and donkeys may be penalized at the judge's discretion. The driver should strive to control the mules and donkey's movement with a minimum of vocal aids. If necessary, it is permissible to talk to the mules and donkeys in a subdued tone of voice. Clucks for starting, "walk on", "trot" "Gee", "Haw" and "whoa" are the more accepted terms.

N. Leaving the Arena:

1. No entry may leave the arena after judging has begun without permission from the ring steward.
EXCEPTION: In the event of an accident or equipment failure which requires either medical attention or repair, the turnout must leave the arena as soon as possible after notifying the ring steward.
2. If asked to leave the arena by the ring steward, the turnout must do so as soon as possible.

O. Cantering: **Cantering is NOT ALLOWED** in driving classes unless stated in the class description. Cantering in the shafts will be disqualification.

P. Course Time Allotment: All obstacle courses should be accurately measured with a measuring wheel if possible. The time allowed is 2 minutes to complete course with 30 sec. warning to finish.

157 Pleasure Driving – Working

A. Class Routine: Mules and donkeys shall enter the arena to the right at a Park Trot. Mules and donkeys will be exhibited both directions in the arena at the Walk, Park Trot and Road Trot. In single hitch, small classes at the discretion of the judge and/or show management, the reverse may be accomplished by circling off the rail to change direction. In team (or pair) hitch and/or large classes, the reverse should be made across the diagonal length of the arena at the direction of the ring steward. Animals will be asked to Rein back and may be asked to halt any time during the class.

B. Judging Considerations: A pleasure driving class in which entries are judged primarily on the suitability of the animal to provide a pleasant drive. Animals should show quality gaits, alert expressions, smooth transitions and good manners. Emphasis: 70% on performance,

manners and way of going; 20% on condition and fit of harness and vehicle; and 10% on neatness of turnout.

- C. **Extra Work:** Animals may be asked to do a Figure 8.
- D. **For Gaited driving classes** the gaits are replaced with "flat walk, running Walk" of Slow Rack and Fast Rack.

158 Pleasure Driving - Turnout

- A. **Judging Considerations:** A pleasure driving class in which entries is judged primarily on the performance and quality of each turnout. Emphasis is on: 40% on performance, manners and way of going; 30% on the condition, fit and appropriateness of harness and vehicle; 30% on turnout.
- B. **Class Routine:** The mules and donkeys will be shown both ways of the arena at a Walk, Part Trot, and Road Trot. They will be asked to Halt and stand quietly and to Rein Back. Mules and donkeys may be asked to do a Figure 8.
- C. **For Gaited classes** the gaits are replaced with "Flat Walk and Running Walking or Slow Rack and Fast Rack.

159 Reinsmanship

Available only in the amateur and youth divisions. The purpose is to evaluate the ability of the driver to perform various maneuvers with his/her mule or donkey.

- A. **Judging Considerations:** Emphasis on: 75% on handling of reins and whip, control, posture and overall turnout of driver and 25% on the condition of the harness and vehicle.
- B. Mules and donkeys will be shown at a Walk, Part Trot and Road Trot both ways in the arena. Drivers will be required to execute a rein back and may be asked to do a Figure 8.
- C. For Gaited classes the gaits are replaced with "Flat Walk and Running Walk or Slow Rack and Fast Rack.

160 Obstacle Driving

Obstacle Driving will be judged on performance of the mule through a prescribed set of obstacles. Tiedowns or overchecks are not allowed in Obstacle Driving and will be cause for disqualification.

- A. **Judging Considerations:** The judge will assign a point value to each obstacle and points will be added to or subtracted from this score based on the mules and donkey's performance through the obstacle.
 - 1. Credit given to those mules and donkeys that negotiate, in a continuous motion, the obstacles cleanly, smoothly and alertly with style, in prompt response to the driver's cues. Excessive hesitation at an obstacle will be penalized.
 - 2. Points may be added or subtracted from the mules and donkey's total score on the obstacles based on its attitude, manners, style and way of going.
 - 3. The mules and donkeys are judged on the ease with which they maneuver the obstacles. Knocking over an obstacle or part of an obstacle, breaking gait and disobedience are to be considered penalties.
- B. **Class Routine:** Drivers must be allowed to walk the course prior to the start of a class and inspect each obstacle. While

walking the course, drivers shall not alter, adjust or in any way move an obstacle or any part thereof. Should a competitor have any question regarding a specific obstacle, he/she should call it to the attention of the ring steward for clarification. Drivers are prohibited from driving, leading, or riding mules and donkeys and from allowing the animals to be driven, lead or ridden on any course at any time prior to the competition. Non compliance will result in elimination.

- 1. The judge may ask the driver to rein back at the completion of the course. If, however, anyone exhibitor is asked to rein back, all exhibitors must be asked to back.

C. Course Requirements:

- 1. The course will include a minimum of six and a maximum of eight obstacles, selected from the list of obstacles.
- 2. Care must be exercised to avoid the setting up of any of these obstacles in a manner that may be hazardous to the mules and donkeys or driver.
- 3. The obstacle course must be outlined by the show manager and posted prior to the class for the information of the exhibitor and judge.
- 4. The course shall be designed to require each mules and donkeys to demonstrate walk, park trot, and road trot somewhere between the obstacles as part of the working course with enough space provided for the judge to evaluate the gaits.

D. Mandatory Obstacles

- 1. **Back Through** - shall consist of either two landscape timbers, poles or pylons set a minimum of ten feet apart, but adjusted properly for the larger vehicle widths.
- 2. **Box or Garage** - three rails are set a minimum of fifteen feet long are set in a three-sided box. The mules and donkeys must be driven up to the obstacle; side passed either direction, and then backed into the box until the vehicle tires touch the back pole. If poles are elevated, they cannot be over ten inches high.
- 3. **Serpentine** - a minimum of 3 pylons around which the mules and donkeys is driven in a serpentine fashion at a walk (pylons at least 15 feet apart) or park trot (pylons at least 20 feet apart).
- 4. **Straight and Narrow** - two parallel poles, one foot apart, and minimum of twenty-five (25) feet long and a maximum of fifty (50) feet long. Driver must keep one wheel between the poles for the entire length. May be taken at either a walk or a park trot only.

E. Optional Obstacles

- 1. **Bridge** - A simulated bridge of a width of at least ten feet. To be taken at a walk only.
- 2. **Figure 8** - two barrels or cones, around which the exhibitor must make a Figure 8 in a forward motion. Walk obstacles to be a minimum of ten (10) feet apart and park trot obstacles to be a minimum of (20) feet apart.
- 3. **L-Obstacles** - Poles placed in an "L" shape at least

15 feet apart, through which the mules and donkeys is driven at a walk only. If the rails are elevated, the maximum height may not exceed ten (10) inches in the center. The side of the L shall not be less than twenty feet long. Width may be adjusted for wider vehicles.

4. **Mailbox** - The mailbox must be set on a stand of four feet minimum height. Exhibitor must open box, remove mail and show to judge, then replace mail in box.
5. **Simulated Water** - A plastic sheet or tarp secured to the ground so that it will not become affixed to the mules and donkey's foot or the wheel of the vehicle when the mules and donkeys pass over it.
6. **U-Turn** - A three rail box of which the rails are a minimum of 25 long, with a pylon located in the center of the opening of the box. The driver is to enter the box, drive around the pylon and exit the other side of the pylon.

F. Prohibited Obstacles

1. Live animals and hides
2. Driver dismount

G. Scoring:

1. 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.

H. Penalties:

1. **One-Half (1/2) Point Penalties**
 - a. Each tick or touch a pole, obstacle or cone
2. **One (1) Point Penalties**
 - a. Tick or touch an obstacle or cone
 - b. Stepping on an obstacle
 - c. Break of gait at a walk or trot for two strides or less
 - d. Mule or Donkey not standing quietly when required to do so in working an obstacle (i.e. mailbox)
3. **Three (3) Point Penalties**
 - a. Break of gait at a walk or trot for more than two strides
 - b. Knocking down an obstacle or cone
 - c. Stepping outside the confines of an obstacle with one foot
4. **Five (5) Point Penalties**
 - a. Dropping an object required to be carried on course (i.e. mail, slicker)
 - b. First and second cumulative refusal, balk or attempt to evade an obstacle by shying or backing more than two strides
 - c. Stepping outside the confines of an obstacle with two feet or more
 - d. Blatant disobedience (kicking, biting, rearing, striking)
 - e. A mule or donkey with major faults, knock downs, refusals, etc., on the course will not be placed ahead of an animal that worked through the tasks cleanly. A mule or donkey should be penalized

for touches of any element of the course and for unnecessary delay in approaching the tasks

5. Disqualifications

- a. Off course
 - (1) Taking a task in the wrong direction.
 - (2) Negotiating a task from the wrong side.
 - (3) Skipping a task unless directed by the judge.
 - (4) Negotiating tasks in the wrong sequence.
 - (5) Third cumulative refusal, balk or attempt to evade by shying or backing more than two strides.
6. Credit will be given to those animals that negotiate, in a continuous motion, the tasks cleanly, smoothly and alertly with style, in prompt response to the driver's cues. Excessive hesitation at a task shall be penalized.

161 Double Jeopardy

A timed obstacle course to be driven over a prescribed course, not to exceed twelve (12) obstacles. By an entry consisting of mules and donkeys, vehicle and two drivers. 8-10 obstacles are recommended as a course length, but the number can be adjusted.

- A. **Class Routine:** After passing the starting line, the first driver shall proceed through each obstacle to the designated finish line. At this point, the reins are passed to the second driver who must drive the course in reverse order.
- B. **Judging Considerations:** Course Faults are scored as penalty seconds and are added to the driver's elapsed time. Placings are determined on a low total time basis. Ties for first will be decided by a drive-off, unless otherwise announced by the Show Management.
- C. **5 second penalties:**
 1. Exceeding prescribed time - 5 seconds
 2. Knocking over start or finish marker - 5 seconds
 3. Knocking down or dislodging obstacle - 5 seconds
 4. Break in gait (each time) - 5 seconds
 5. Disobedience - 5 seconds
- D. **Elimination**
 1. Off Course – elimination
 2. Outside Assistance – elimination
 3. Failure to carry whip – elimination
 4. Use of tie-down or overcheck – elimination
 5. Equipment failure – elimination
 6. Cantering – elimination

162 Gamblers Choice

A timed driving obstacle course of unnumbered 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.

- A. **Class Routine:** 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.

1. No obstacle may be re-driven once it has been disturbed. **EXCEPTION:** Obstacles which are designed to be knocked down.
2. A signal will sound at the end of the allowed time and the driver must then exit through the finish markers when the total time on the course will be recorded.
3. If the signal sound when the competitor is committed to an obstacle, the competitor may complete the obstacle and receive the appropriate points, then proceed through the finish line for total time to be recorded. Whether or not the competitor was committed to the last obstacle at the signal, will be left up to the judge.

B. Scoring:

Placings will be determined on high score basis. Time will decide ties. If a tie occurs in both points and time, the winner will be decided by a drive off.

1. No points will be awarded to an incorrectly complete obstacle. If the obstacle is incorrectly driven, but not disturbed, it may be attempted again.
2. In this class the circling rule does not apply. If a mule or donkey should refuse or run out of 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.
3. Cantering will be a cause for elimination.

163 Drive and Ride

A. This class is for a single driving mules and donkeys shown in two concurrent sections. This class shows the ability of a mule or donkey to be both a pleasure to be driven as well as a pleasure to ride. One groom is allowed to assist the exhibitor un-harness trained and tack up. The animal is to be ridden and driven by the same person.

B. Class Routine:

1. **In Harness:** To be shown first in harness to suitable pleasure two or four wheel driving vehicle, both ways of the arena at a walk, slow trot and strong trot. To stand quietly and rein back. Exhibitor will carry a saddle (English or Western) and bridle. A halter and halter shank may also be carried and utilized during the tacking up period. On the judge's command, exhibitor will un-harness and tack up. Once all exhibitors have tacked up and mounted, the grooms will remove the vehicles from the arena.
2. **Under Saddle:** To be shown under saddle both ways of the arena at a walk, trot and canter. To stand quietly and rein back. In the case of the gaited animals under saddle, a walk and favorite gait will be called for. Western, Hunt and Saddle Seat tack is permissible.

C. Judging Considerations:

1. To be judged 50% on harness and 50% on saddle competition.
2. Removal of the bridle while mule or donkey is between the shafts is cause for elimination

164 Heritage Driving/Antique Vehicle

A. **Judging Considerations:** To be judged 50% on performance, 20% on apparel of driver and personal appointments, 15% on vehicle, and 15% on harness.

B. **Apparel** - The required costumes should be dated on the vintage of the vehicle, i.e. formal with a formal carriage and sporting with a sporting vehicle. The driver must wear a hat, gloves, lap robe or apron and carry a whip at all times.

C. **Vehicle** - The antique type vehicles should be sound and safe for driving, the wheels and spokes tight. The mules and donkeys should be suitable to the vehicle and there should be a pleasing balance between the two.

D. **Harness** - The harness should be in good repair, clean and fit properly. All metal furnishings should match, be secure, and polished.

165 Concourse D'Elegance

A. The word elegance is the essence of this competition. The winner will be the turnout that presents the most elegant effect (vehicle, harness, appointments of mules, donkeys, driver, passengers, groom, etc) Performance will not be judged unless it detracts from the elegance of the turnout.

B. **Class Routine:** Entrants will be shown both ways of the arena at the walk, park trot and road trot. Animals may be asked to halt, Rein back and stand quietly.

166 Snigging (Log Dragging)

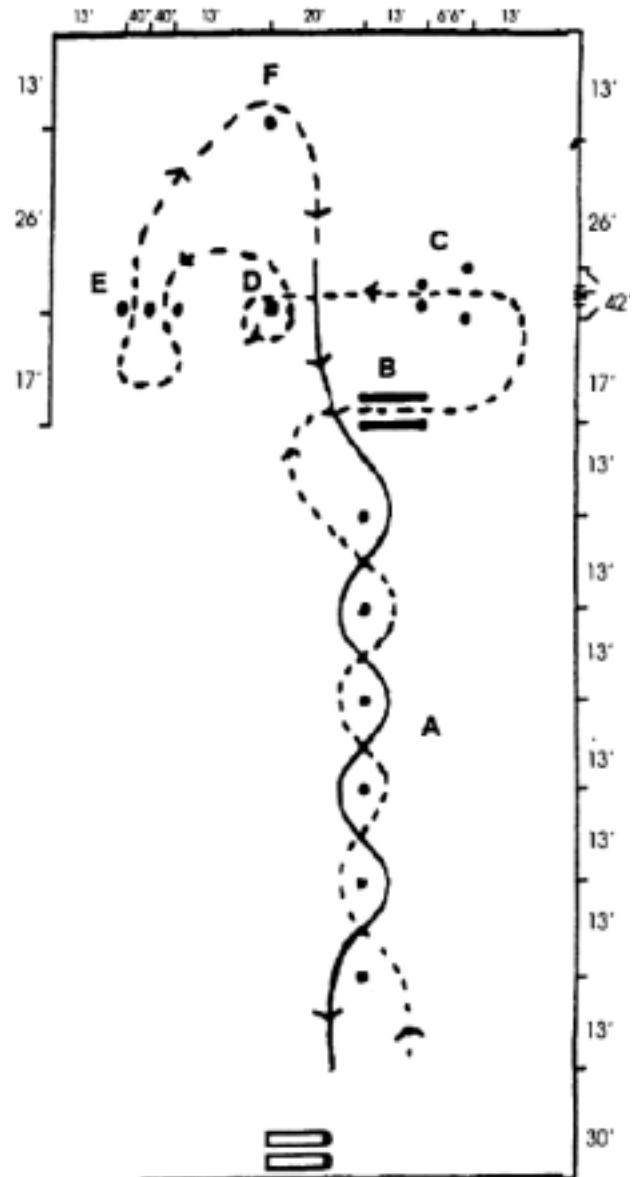
The Snigging class is a judged event consisting of a mule or donkey dragging a log between a series of obstacles. Classes can be established for singles or pairs and it is best that they be divided for different sized animals. Classes must be split for either mules or donkeys.

A. Judging Considerations:

1. **Hooking and unhooking** is a part of the judging. The course must be set so the contestant can return the log to its original position, turned in the correct direction for the next contestant.
2. **No header or assistant will be allowed. ANY ASSISTANCE** results in disqualification.
3. Drivers are allowed to encourage their animal forward with voice commands or slapping of reins (but not excessively). No whips or use of ends of reins allowed. Failure to follow this rule will result in disqualification.
4. Driver may drive from either side, change sides as necessary or ride on top of log.
5. A penalty will be assessed each time an obstacle or

Sample Snigging Pattern

b. Double tree for all sizes: 36 inches



Overall Pattern Width 85'
Overall Pattern Length 177'
Distance From Boundary 13'

WESTERN

167 Western General Rules

A. Western Attire: Exhibitors in all approved NASMDA shows are required to wear long-sleeved shirt. Western hats, pants and boots in stock type halter, gymkhana events and western performance classes. Safety helmets are optional. The hat must be on the rider's head when the exhibitor enters the arena. Spurs and chaps are optional. Refer to Coon Jump rules for attire requirements in that class.

B. Western Bits:

1. **Snaffles:** Whenever this book refers to snaffle bit in western performance classes, it means the conventional 0-ring, egg-butt, or D-ring with a ring no larger than 4". The mouthpiece should be round, smooth, unwrapped metal. It may be inlaid, but smooth or latex-wrapped. The bars must be a minimum of 5/16 in diameter, measured one inch in from cheek with a gradual decrease to center of snaffle. The mouthpiece may be two or three pieces. If it is three-piece, connecting ring of 1½" or less in diameter, or a connecting flat bar of 3/8" or 3/4" (measured top to bottom, with a maximum length of 2") which lie flat in the animal's mouth. Split reins or mecate reins are acceptable.

2. **Hackamore/Bosal:** Whenever this book refers to hackamore or bosal, it is a flexible braided rawhide or leather bosal may be used in lieu of a snaffle bit, no larger than 3/4 inch diameter at the cheek; must be a minimum of a one-finger space, approximately 3/4 inch, between the bosal and nose; absolutely no metal under the jaw or in the noseband in connection with the bosal. The bosal should be properly fitted relative to size and conformation of the animal. A complete Mecate rein, which includes a tie-rein, is mandatory with a bosal. This paragraph does not refer to the so-called mechanical hackamore.

3. **Bits:** Whenever this book refers to a bit in western performance classes, it means the use of a curb bit that has a solid or broken mouthpiece has shanks and acts with leverage. All curb bits must be free of mechanical device and should be considered a standard Western bit. A description of legal standard Western bit includes:

a. **Shanks:** 8½" maximum length shank to be measured as indicated in the diagram. Shank may be fixed or loose.

b. **Mouthpieces:** With regard to mouthpieces, bars must be round, smooth and unwrapped metal of 5/16" to 3/4" in diameter, measured 1" from the cheek. They may be inlaid, but smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs on solid mouthpieces. The mouthpiece may be

two or three pieces. If it is a three-piece connecting ring of 1 & 1/4" or less in diameter, or a connecting flat bar of 3/8" or 3/4" (measured top to bottom with a maximum length of 2") which lies flat in the mule or donkey's mouth are acceptable.

c. **Port:** The port must be no higher than 3" maximum, with rollers and covers acceptable. Broken mouthpieces, half breed and spades are standard.

d. Slip or gag bits, and donut and flat polo mouthpieces are not acceptable.

e. **Curb Chains:** Chain chin straps are permissible only on curb, half-breed and spade bits, but must meet the approval of the judge, must be at least one-half inch in width, and must lie flat against the jaw of the animal.

C. **Romal:** Whenever this rule book refers to romal, it means an extension of braided material attached to closed reins. This extension on romal reins is to be allowed to be carried in the free hand with 16-inch spacing between the reining hand the free hand holding the romal.

1. The romal shall not be used forward of the cinch or used to signal or cue the animal in any way. Any infraction of this rule shall be an automatic disqualification.

D. **Changing Hands on Reins:** Junior and Senior mules being shown in a shanked bit must be ridden with one hand on the reins, and the hand must not be changed. The hand is to be around the reins; index finger only between split reins is permitted. Violation of this rule is a severe penalty. No exhibitor violating this rule may be placed over another exhibitor, who did not violate this rule, regardless of their score.

E. **Saddles:** In all Western classes, mules and donkeys will be shown in a western saddle. Silver equipment will not count over a good working outfit.

F. Optional Equipment:

1. Rope or riata: if used, the rope or riata must be coiled and attached to the saddle.

2. Hobbles attached to saddle.

3. Tapaderos, except in working cow mule when they are not allowed.

4. Protective boots may be used only in Gymkhana, Cattle, Jumping and Reining.

5. Spurs - not to be used forward of the cinch.

G. Prohibited Equipment:

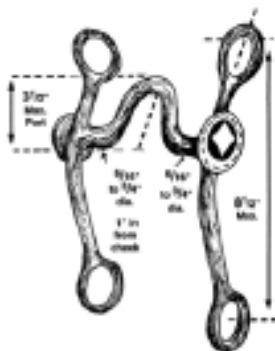
1. Wire chin straps, regardless of how padded or covered

2. Any chin strap narrower than one-half inch.

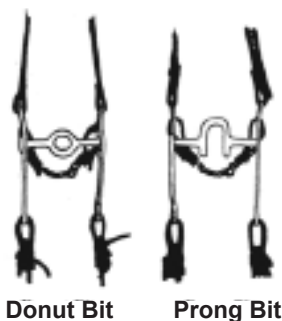
3. Martingales, nose bands, cavessons and tie-downs.

4. Any bit which has metal under the jaw, regardless of how wrapped. (Exception: approved curb chains).

5. Any rein or reining type collar that is not attached to the bit. with a maximum length of 2") which lies flat in the mule's mouth, are acceptable.



Examples of Unacceptable Western Bits



Donut Bit

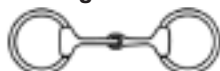
Prong Bit

Acceptable Curb Chains

$\frac{1}{2}$ " Minimum Width



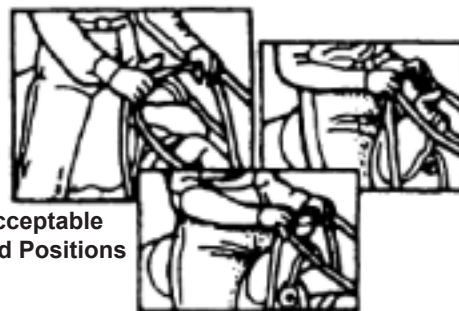
O-Ring Snaffle Bit



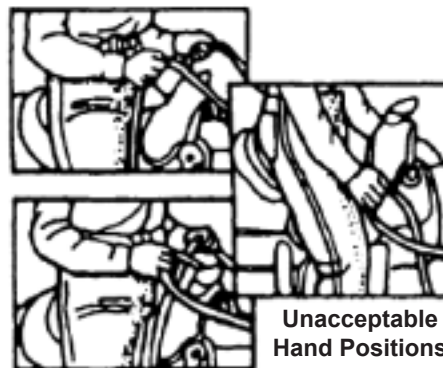
Eggbutt Snaffle Bit



D-Ring Snaffle Bit



Acceptable Hand Positions



Unacceptable Hand Positions

168 Western Terminology and Gaits

The following terminology shall apply in all western classes whenever a specific gait is called for:

- A. **WALK** is a natural, flat-footed, four beat gait. The animal must move straight and true at the walk. The walk should be alert, with a stride of reasonable length in keeping with the size of the animal. Excessive slowness that appears to be caused by intimidation may be penalized.
- B. **JOG** is a smooth, ground-covering two-beat diagonal gait. The animal works from one pair of diagonals to the other pair. The jog should be square, balanced and with a straight forward movement of the feet. Animals walking with their back feet and trotting on the front are not considered performing the required gait. Pacing, prancing and jiggling may be penalized. When asked to extend the jog, the animal should move out with the same smooth way of going.
- C. **LOPE** is an easy, rhythmical three-beat gait. Animals moving to the left should lope on the left lead and when moving to the right, they should lope on the right lead. Mules and donkeys traveling at a four-beat gait are not considered to be performing a proper lope. The animal should lope with a natural stride appearing which is most comfortable for the individual. relaxed and smooth while showing proper cadence at a speed which is most comfortable for the individual. The head should be carried at an angle that is natural and suitable to the mule or donkey's conformation at all gaits.

169 Western Pleasure

The western pleasure class is an event judged on the rail designed to show an animal's quality of movement, manners, and ability with both leads and transitions.

A. Class Routine: The animals are to be shown at a walk, jog and lope both directions of the arena. At the option of the judge, animals may be asked to extend the walk, jog or lope, one or both ways of the arena. The judge may ask all or just the top twelve (12) to extend the jog, but never more than 12 should be asked to extend the lope at one time. Riders should sit the extended jog. Animals are required to back easily and stand quietly either on the rail or in the lineup. Animals are to be reversed to the inside of the arena at the walk or jog, but shall not be asked to reverse at the lope. The judge may ask for additional work of the same nature from any animal, but he/she shall not ask for work other than that listed above. Riders shall not be required to dismount except in the event the judge wishes to check equipment. This class will be judged on the performance of the mule or donkey and not conformation.

B. Judging Considerations: Animals should be shown on a reasonably loose rein, without undue restraint. Riders may be penalized if reins are draped so that control is not maintained. Quality of movement, attitude and consistency of gaits are of utmost importance in judging the Western Pleasure class. A good western pleasure animal has a free flowing stride of reasonable length in keeping with his conformation. Ideally, he should have a balanced, flowing motion while exhibiting correct gaits that are of proper cadence. The animals should be relaxed and responsive in all transitions. When asked to extend, he should move out with the same fluid forward motion, showing a lengthening of stride, without becoming quick or hurried. Passing is permissible and should not be penalized as long as the animal maintains a proper and even cadence. He should carry his head and neck in a comfortable position that is consistent with his conformation, parentage and degree of training. Maximum credit should be given to the cadenced, balanced and willing animal that shows quality movement, while appearing to be fit, well trained and a pleasure to ride.

- C. Penalties to be scored according to severity:**
1. Excessive speed or failure to maintain control.
 2. Loss of forward momentum, which results in excessive slowness or uneven cadence.
 3. Breaking gait.
 4. Being on the wrong lead.
 5. Touching the animal with the free hand.
 6. Consistent four beat canter.
 7. Head and neck consistently carried too low.
 8. Head and neck consistently carried too high.
 9. Head consistently carried behind the vertical with the animal appearing intimidated.

10. Head carried consistently nosed out with the animal appearing resistant.
 11. Gaits that are quick, choppy or pony strided.
 12. Excessive stumbling.
 12. Failure to take the appropriate gait when called for.
 13. Animal appearing sullen, dull, lethargic, emaciated, drawn or overly tired.
- D. Faults which may be cause for disqualification:**
1. Changing hands or two hands on reins, except when showing with a hackamore or snaffle bit.
 2. Blatant disobediences including bucking, charging or rearing.
 3. Use of spurs or romal forward of the cinch.
 4. Obvious lack of control or danger to other exhibitors.

170 Walk Trot Western Pleasure

The walk trot western pleasure class is an event judged on the rail designed to show an animal's quality of movement, manners, and ability. Mules and Donkeys may NOT be shown together.

A. Class Routine: The animals are to be shown at a walk and a jog both directions of the arena. At the option of the judge, animals may be asked to extend the walk or jog, one or both ways of the arena. Riders should sit the extended jog. Animals are required to back easily and stand quietly either on the rail or in the lineup. Animals are to be reversed to the inside of the arena at the walk or jog. The judge may ask for additional work of the same nature from any animal, but he/she shall not ask for work other than that listed above. Riders shall not be required to dismount except in the event the judge wishes to check equipment. This class will be judged on the performance of the mule or donkey and not conformation.

1. Mules are to be shown in western tack and attire. Legal bit requirements apply.
2. Donkeys are to be shown in western tack and attire. Donkeys may be ridden 1 or 2 handed with any legal bit. With equal performance, 1 hand will be placed over 2 handed.
3. Penalties and Faults should be considered the same as in the Western Pleasure class as they apply to walk trot.

171 Western Mulemanship/Donkeymanship

A. Available only in the amateur and youth divisions, western mulemanship/donkeymanship is designed to evaluate the rider's ability to execute, in concert with their animal, 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 or donkeymanship pattern is extremely precise with the rider and animal working in complete unison, executing each maneuver with subtle aids and cues. The mule or donkey's head and neck should be carried in a relaxed, natural

position, with the poll level with or slightly above the withers. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.

- B. Pattern:** 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. All patterns must include a walk, jog, lope, and a back. Pattern(s) should be designed to test the rider's ability. All ties will be broken at the judge's discretion.
- C. Class Procedure:** All exhibitors must enter the ring and then work individually, or each exhibitor may be worked from the gate individually. Exhibitors should be instructed to either leave the arena, fall into line, or fall into place on the rail after their work.
- D. The following maneuvers are acceptable in a pattern:** walk, jog, trot, extended 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 rollbacks 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 some time during the class. Judges should not ask exhibitors to mount or dismount.
- E. 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 ½ 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 mulemanship/donkeymanship form and effectiveness of the exhibitor 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 manship form and effectiveness should also be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent. Exhibitors may also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.
- F. Overall Presentation of Exhibitor and Mule or Donkey**
The exhibitor's overall poise, confidence, appearance and position throughout the class as well as the physical appearance of the mule or donkey will be evaluated.
- G 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 or magnetic device will result in disqualification.

1. 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 rail work 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.
2. The rider should sit in the center of the saddle and the animal'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. 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 or donkey 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 and riding without contact of bottom of boot securely on pad of 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. 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 animal'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 or donkey's mouth, and at no time shall reins require more than a slight

hand movement to control the animal. 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 or donkey'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.

E. Presentation Of Mule Or Donkey

The animal's body condition and overall health and fitness should be assessed. The mule or donkey should appear fit and carry weight appropriate for the body size. An animal which appears sullen, dull, lethargic, emaciated, drawn or overly tired should be penalized according to severity. Tack should fit the 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 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 or donkey to move without adequate impulsion, collection or cadence will be penalized.

1. The mule or donkey should perform all maneuvers in the pattern willingly, briskly and readily with minimal visible or audible cueing.
2. The mule or donkey 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 animal's head and neck should be straight and in line with their 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 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 or donkey 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 or donkey should step across with the front and hind legs when performing the sidepass, leg-yield and two-track. The side pass should be performed with the animal keeping the body straight while moving directly lateral in the specified direction. When performing a leg yield, the animal should move forward and lateral in a diagonal direction with the animal's body arced opposite to the direction that the is moving. In the two-track, the animal should move forward and lateral in a diagonal direction with the animal's body held straight or bent in the direction the 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 or donkey and rider on the rail if worked, must be considered in the final placing.

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) Point Penalties

- a. Break of gait at the walk or jog up to 2 strides
- b. Over or under turn from 1/8 to 1/4 turn
- c. Tick or hit of cone
- d. Obviously looking down to check leads

2. Five (5) point Penalties

- a. Not performing the specific gait or not stopping within 10 feet (3 meters) of designated location
- b. Incorrect lead or break of gait at the lope (except when correcting an incorrect lead)
- c. Break of gait at walk or jog for more than 2 strides
- d. Loss of stirrup
- e. Bottom of boot not touching pad of stirrup at all gaits including backup
- f. Head carried too low and/or clearly behind the vertical while the mule or donkey is in motion, showing the appearance of intimidation

3. Ten (10) Point Penalties

- a. Loss of rein
- b. Use of either hand to instill fear or praise while on pattern or during rail work
- c. Holding saddle with either hand
- d. Cueing with the end of the romal
- e. Blatant disobedience including kicking, pawing, bucking, and rearing
- f. Spurring in front of the cinch

4. Disqualified (0) – Score

- a. Failure to display correct number
- b. Abuse of or schooling
- c. Fall by or exhibitor
- d. Illegal equipment or illegal use of hands on reins
- e. Use of prohibited equipment
- f. 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

H. 10 & Under and Novice Amateur Classes Only:

Exhibitors 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 disqualifying fault.

172 Western Riding

Western Riding is a judged event, with the animal being ridden through a pattern of cones showing several changes of lead, quality of gaits, manners and maneuverability. Western riding is neither a stunt nor race, but it should be performed with reasonable speed.

A. Judging Considerations: Credit will be given for and emphasis placed on smoothness, even cadence of gaits (i.e. starting and finishing pattern with the same cadence), and the animal's ability to change leads precisely and easily rear and front at the center point between markers. The mule or donkey should have a relaxed head carriage showing response to the rider's hands, with a moderate flexion at the poll. No animal shall be penalized for the manner in which he carries his tail nor for normal response with his tail to cues from his rider or when changing leads. The animal should cross the log both at the jog and the lope without breaking gait or radically changing stride. Maximum credit shall be given to the animal that exhibits correct, flying changes of lead.

B. Class Routine: The following patterns and routines are prescribed. It is essential that judge and exhibitors adhere to them.

1. The small circles represent markers (cones and pylons only to be used.) These should be separated by a uniform measured distance of not less than thirty (30') feet nor more than fifty (50) feet on the side with five markers (see diagram) It is recommended that markers be set a minimum of 15ft from the fence. The judge is responsible for correctness of the pattern.
2. The rectangle represents an obstacle (one small log recommended), minimum of eight feet in length.
3. The long or serpentine line indicates the direction of travel and the gaits at which the mules are to move. The dotted line (.....) indicates walk, the dashed line (_ _ _) indicates jog, and the solid line (____) lope.

C. Changing Hands on Reins: Except for Junior Mules shown with a hackamore or snaffle bit, only one hand to be used and rider must not change hands except that it is permissible to change hands when opening gate if the gate is in such a position as to justify the change of hands. Donkeys may be ridden with two hands in any legal western bit.

D. Scoring: Exhibitors will be scored on a basis of 0-100 with 70 denoting an average performance. Points will be added or subtracted from the maneuvers on the following bases, ranging from plus 1½ to minus 1½: -1½ extremely poor, -1 very poor, -½ poor, 0 average, +½ good, +1 very good, +1½ excellent. Maneuver scores are to be determined independently of penalty points.

E. Penalties should be assessed each time the following occur:

1. One-half (½) Point Penalties

- a. tick or light touch of log

2. One (1) Point Penalties

- a. hitting or rolling log
- b. out of lead more than one stride either side of the center point and between the markers
- c. splitting the log (log between the two front or two hind feet) at the lope
- d. hind legs skipping or coming together during lead change
- e. break of gait at the walk or jog up to two strides
- f. non-simultaneous lead change (front to hind or hind to front)

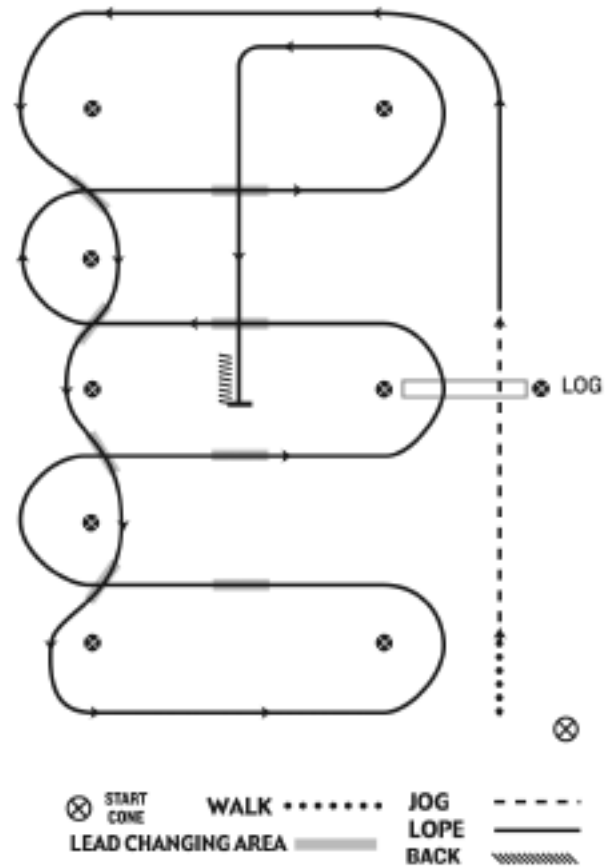
3. Three (3) Points Penalties

- a. not performing the specific gait (jog or lope) or not stopping when called for in the pattern, within 10 feet (3 meters) of the designated area
- b. simple change of leads
- c. out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- d. additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- e. in Pattern 1 and 3 failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- f. break of gait at walk or jog for more than two strides
- g. break of gait at the lope

4. Five (5) Points Penalties

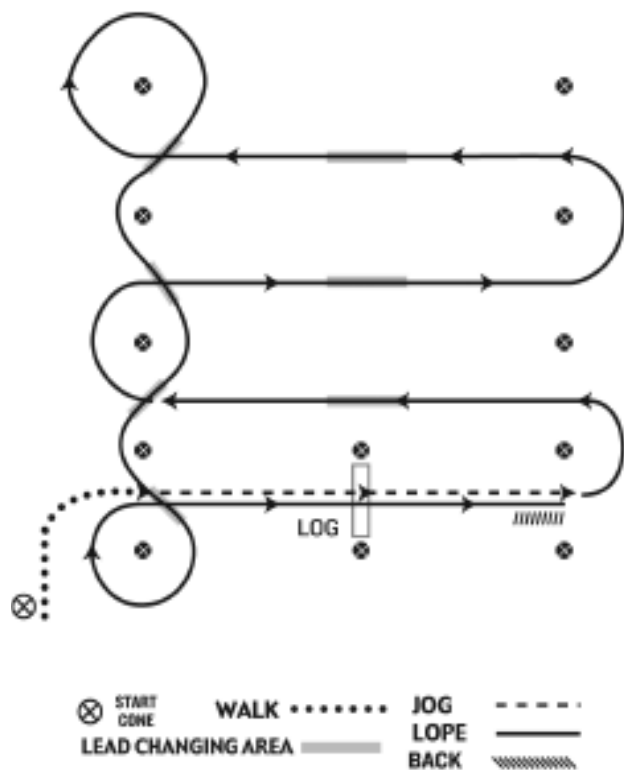
- a. out of lead beyond the next designated change area (note: failures to change, including cross-cantering. Two consecutive failures to change would result in two five point penalties).

WESTERN



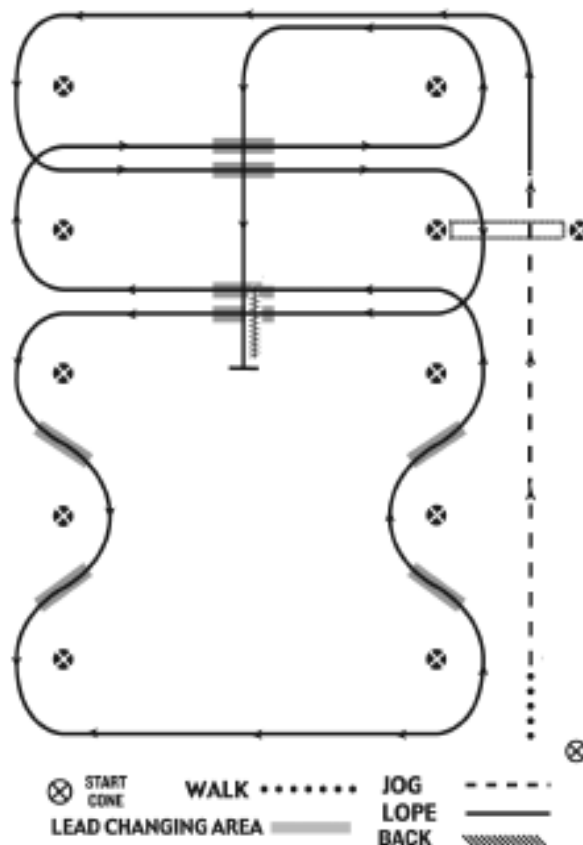
- WESTERN

Western Riding - Pattern 2



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope, on the left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

Western Riding - Pattern 3



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope, on the left lead
3. First crossing change
4. Lope over log
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

173 Ranch Rail Pleasure

- A. Open to Mules and Donkeys three years of age and older in separate species classes.
- B. This class is intended as a rail class but individuals working off the rail will not be penalized.
- C. The ranch rail pleasure class measures the ability of the animal to be a pleasure to ride while being used as a means of conveyance from one ranch task to another and should reflect the versatility, attitude, and movement of a working mule or donkey. The animal should be well broke, relaxed, quiet, soft and cadenced at all gaits. The animal should be ridden on a relatively loose rein with light contact and without requiring undue restraint. The animal should be responsive to the rider and make timely transitions in a smooth and correct manner. The animal should be soft in the bridle and yield to contact. The ideal ranch rail mule or donkey should have a natural head carriage at teach gait. In all gaits, movement of the ranch rail pleasure animal should simulate an animal needing to cover long distances, softly and quietly, like that of a working ranch mount. This class should show the animal's ability to work at a forward, working speed while under control by the rider. Light contact should be rewarded and the animal shall not be shown on a full drape of reins. The overall manners and responsiveness of the animal while performing the maneuver requirements and the animal's quality of movement are the primary considerations.
- D. The following are required gaits:
1. Walk - A is a natural, flat footed, four-beat gait. The gait is rhythmic and ground covering. As in all gaits, the animal should display a level, or slightly above level topline with a bright, attentive expression.
 2. Extended Walk - A straight, square, and flat-footed, relaxed, and moves out freely with the equine looking ahead. The extended walk shows more length of stride than the walk.
 3. Trot - A natural two-beat gait demonstrating more forward motion than the western jog.
 4. Extended Trot - An obvious lengthening of the stride with a definite increase in pace. The mule or donkey should be moving in a manner as if it were covering a large area on a ranch with an above level topline.
 5. Lope - A three-beat gait. The lope should be relaxed and smooth with a natural, forward moving stride.
 6. Extended Lope - Not a run or a race but should be an obvious lengthening of the stride, demonstrating a forward, working speed. The animal should display an above level topline with a bright, attentive expression.

7. Stop - From both the lope and the trot, the equine should be in the correct stopping position (both hocks engaged and stopping on the hindquarters.) All four feet stop moving before the next maneuver is attempted.
 8. Reverse - the equine turns briskly and flat with front feet on the ground and holding an inside rear pivot spot. The reverse may be performed in either direction.
 9. Back - Back on command, quietly, willingly and easily in a straight line without resistance.
- E. Part of the evaluation of this class is on smoothness of transitions. An animal may be collected from the extended trot as the animal moves into the lope. The transition from the extended lope down to the trot is a transition to the seated trot no the extended trot. Therefore, an extra cue to achieve this gait is expected. Animals that complete this total transition within three strides calmly and obediently should be rewarded. Animals that attempt to stop or do stop prior to trotting will be penalized Judges expect to see animals that have trained to respond to cues. To see these cues applied discretely and the animal responding correctly could be a credit-earning situation.
- F. To rein a mule or donkey is not only to guide him but also to control his every movement. The best reined animal 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.
- G. Ranch Rail Pleasure Penalties. A contestant shall be penalized each time the following occur:
1. Too slow/per gait
 2. Over-bridled
 3. Out of frame
 4. Break of gait at walk or jog for two strides or less
 5. Break of gait at walk or jog for more than two strides
 6. Break of gait at lope
 7. Wrong lead or out of lead
 8. Draped reins
 9. Out of lead or cross-cantering more than two strides
 10. Trotting more than three strides when taking a lead
 11. Blatant disobedience (kick, buck, rear, etc.)
 12. Major disobedience or schooling
 13. Spurring in front of the cinch
 14. Use of either hand to instill fear/praise
 15. Use of two hands except when using a snaffle bit or hackamore or in and donkey classes.
- H. Holding the saddle horn with either hand will not be penalized in Ranch Rail Pleasure.
- I. Posting at the extended trot is acceptable
- J. Class shall work both ways of the ring at all required gaits

174. Ranch Riding

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

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

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

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

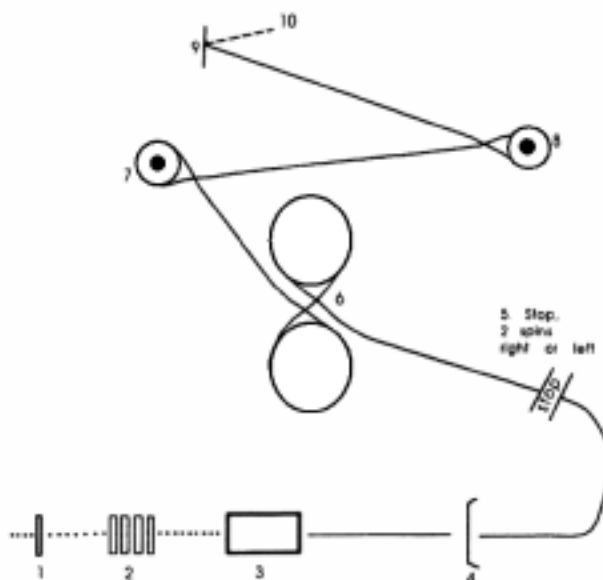
C. Penalties should be assessed each time the following occur.

1. **One-half (1/2) Point Penalties** - tick or light touch of log
2. **One (1) Point Penalties** - hitting or rolling log
3. **Three (3) Point Penalties** - Breaking of gait at lope
4. **Five (5) Point Penalties**
 - a. Releasing the gate, unable to complete gate
 - b. Use of free hand to instill fear in mule or donkey
 - c. Failure to complete designated lead change
 - d. Knocking down jump
 - e. Blatant disobedience
 - f. Refusal at obstacle
5. **Disqualified (0) – Score**
 1. Incorrect order of maneuvers
 2. Knocking over barrels
 3. Passing on wrong side of markers or obstacles
 4. Missing the log
 5. Knocking over the gate

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

F. Training Level Donkey Ranch Riding Class Procedure

1. Work gate
2. Walk over logs 20" to 30" apart
3. Walk over bridge
4. Jog to and over 12" jump
5. 1 spin in either direction
6. Proceed at medium trot to figure eight
7. Proceed at extended trot to barrel. Tight fast turnaround first barrel.
8. Slide stop and back 5'.



Ranch Riding Pattern

G. Class procedure for Youth, Amateur, Silver Amateur, Junior, Senior and Open Donkey

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

H. The following MAY be added to the JR and SR Pattern

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

175. Reining

Reining is a judged event designed to show an animal's willingness to be guided through a pattern consisting of fast and slow circles, lead changes, sliding stops and spins.

A. Class Routine and Pattern: In an approved reining class, any one of the approved NASMDA Reining Patterns may be used. One of the patterns is to be selected by the judge of the class and used by all contestants in the class. The judge shall indicate with markers on the arena fence or wall the length of the pattern. Markers within the area of the pattern will not be used.

1. The pattern number must be printed in the premium notice, posted the day of the show or may be posted the first day of a multi-day show.
2. Each contestant will perform the required pattern individually and separately.
3. The judge may ask to see bits at the end of each pattern.
4. Three markers or cones must be used for the convenience of the rider.

B. Judging Considerations: To rein a mule is not only to guide him, but also to control his every movement. The best reined mule should be willfully guided or controlled with little or no apparent resistance and dictated to completely. Any movement made 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 faulted according to severity of deviation. Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while using controlled speed.

C. Scoring and Penalties:

Scoring will be on the basis of 0 to infinity with 70 denoting an average performance. The individual maneuvers are scored in one-half ($\frac{1}{2}$) point increments from a low of $-1\frac{1}{2}$ (minus one and one-half) to a high of $+1\frac{1}{2}$ (plus one and one-half) with a score of zero (0) denoting a maneuver that is correct with no degree of difficulty. Scores will be announced after each mule works.

1. Disqualification:

The following will result in a disqualification.

- a. Failure to complete pattern as written
- b. Performing the maneuvers other than in specified order;
- c. The inclusion of maneuvers not specified;
- d. Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern;
- e. Jogging in excess of $\frac{1}{2}$ circle or $\frac{1}{2}$ the length of the arena while staring a circle, circling or exiting a rollback.
- f. Overspins of more than $\frac{1}{4}$ turn
- g. Use of illegal equipment
- h. Willful abuse of an animal while in show arena or warmup arena

- i. Using reins or romal as a whip
- j. More than one finger between the reins
- k. Two hands on reins except on Junior Mules ridden two handed with a hackamore (bosal) or snaffle bit.
EXCEPTION: A rider may untangle excess rein, where excess rein may prevent the rider from continuing the pattern, where said excess can be straightened without affecting the performance of the mule, during hesitations, or when setting the mule; rider's free hand may be used to hold romal in the normal fashion.

- l. Fall to the ground by mule or rider

- m. Balking or refusal of command

2. Five (5) Point Penalties

- a. Use of free hand to instill fear;
- b. Holding saddle or touch mule with free hand.

3. Two (2) Point Penalties

- a. Failure to go beyond markers on stops and roll-backs.
- b. Break of gait
- c. Freeze up in spins or rollbacks

4. Other penalty points: Starting circles or figure eights out of lead or delayed changes of lead will be judged as follows:

- a. Delayed change of lead by one stride: $\frac{1}{2}$ point
- b. From start to $\frac{1}{4}$ circle: 1 point
- c. From start to $\frac{1}{2}$ circle: 2 points
- d. From start to $\frac{3}{4}$ circle: 3 points
- e. For complete circle: deduct four points

5. Engaging in a jog or trot will be penalized as follows:

- a. Starting circle at a jog: $\frac{1}{2}$ point
- b. Exiting a rollback with a jog up to two strides: $\frac{1}{2}$ point
- c. Jogging beyond 2 strides, but less than $\frac{1}{2}$ circle or $\frac{1}{2}$ the length of the arena: 2 points

6. Overspins and Underspins will be judged as follows:

- a. Over or under spin up to $\frac{1}{8}$ of a turn: $\frac{1}{2}$ point
- b. Over or under spin from $\frac{1}{8}$ to $\frac{1}{4}$ turn: 1 point
A $\frac{1}{2}$ point penalty deduction will be given for failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback.

7. Failure to change leads or late changes will be penalized as follows: Where a change of lead is specified immediately prior to a run to the end of the pen, failure to change leads will be penalized as follows:

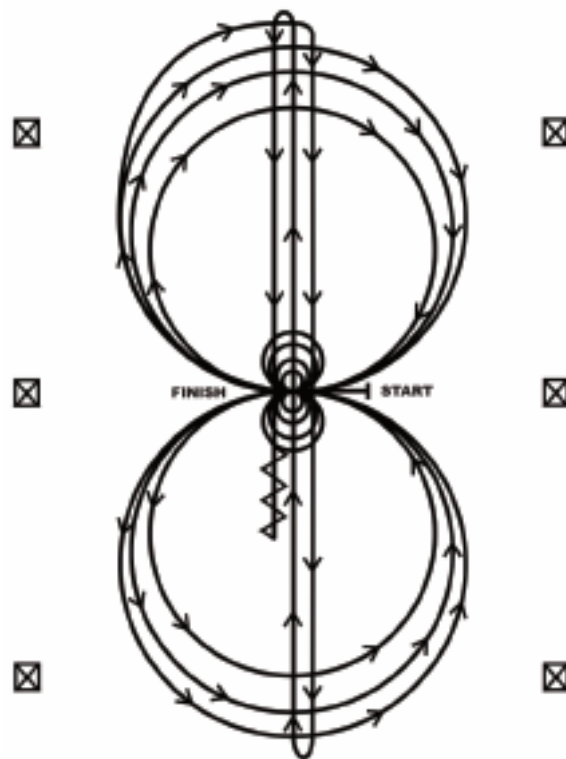
- a. Failure to change leads by one stride: $\frac{1}{2}$ point
- b. Failure to change leads beyond one stride, but where lead change is completed prior to next maneuver: 1 point
- c. Lead is not changed prior to the next maneuver: 2 points
- d. In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalized: 1 point

- e. Failure to be on the correct lead prior to the center point of the arena: 2 points
- D. A judge may ask a contestant to repeat his performance of any or all of the various parts of the pattern
- E. **Faults against the mule** (to be scored accordingly, but not a cause for disqualification):
 1. Opening mouth excessively (when wearing a bit)
 2. Excessive jawing, open mouth or head raising on stop
 3. Lack of smooth, straight stop on haunches (bouncing, sideways stop)
 4. Refusing to change leads
 5. Anticipating signals
 6. Backing sideways
 7. Knocking over markers
- F. **Faults against the rider** to be scored accordingly, but not a cause for disqualification.
 1. Losing stirrup
 2. Any unnecessary aid given by the rider (such as talking, petting, spurring, quiring, jerking of the reins.)
- G. Except for entries shown in a hackamore/snaffle bit, only one hand may be used on the reins and hand must not be changed. Hand is to be around reins, index finger only between reins is permitted. When a romal is used, it shall be carried as described in Western Equipment.
- H. While mule is in motion, rider's hands shall be clear of mule and saddle.
- I. **Disqualification:** Spurring forward of the cinch is an automatic disqualification.

176 Reined Working Donkey

- A. This class is intended to evaluate the donkey and its willingness to be controlled.
- B. Any of these four patterns may be used.
- C. **Class Routine:** Each contestant will perform the required pattern individually and separately. To rein a donkey is not only to guide him, but also to control his every movement. The best reined donkeys 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 faulted according to severity of deviation. Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while using controlled speed.
- D. **Equipment:** Donkeys may be shown with any approved bit, either snaffle, hackamore or curb, using one or two hands. Once a contestant has committed to either showing one handed or two handed, the style of holding the reins may not be changed during the class. **Given equal performance, a donkey ridden with one hand should be placed above one ridden with two hands.**

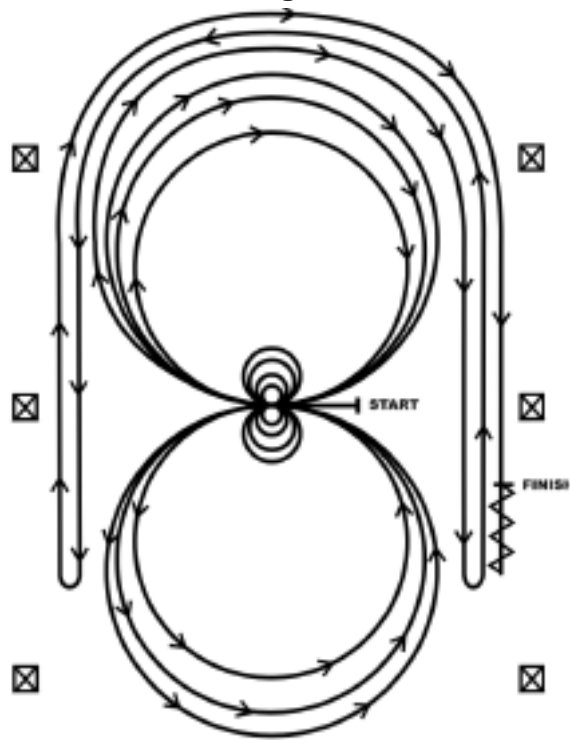
Mule Reining - Pattern 1



Mule may walk or jog to the center of arena. Mule must walk or stop prior to starting pattern. Begin at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three (3) circles to the right: the first circle small and slow, the next two (2) circles large and fast. Change leads at the center of the arena.
2. Complete three (3) circles to the left: the first circle small and slow; the next two (2) 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 (10) feet. Hesitate.
6. Complete four (4) spins to the right. Hesitate.
7. Complete four (4) spins to the left. Hesitate to demonstrate the completion of the pattern.

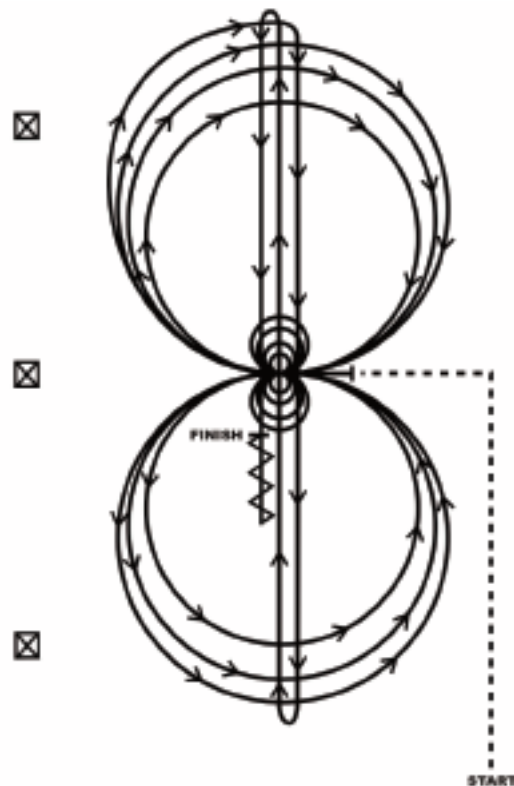
Mule Reining - Pattern 2



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

1. Complete four (4) spins to the left. Hesitate.
2. Complete four (4) spins to the right. Hesitate.
3. Beginning on the right lead, complete three (3) 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 (3) 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 (20) 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 (20) 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 (20) from the wall or fence. Back up at least ten (10) feet. Hesitate to demonstrate completion of the pattern.

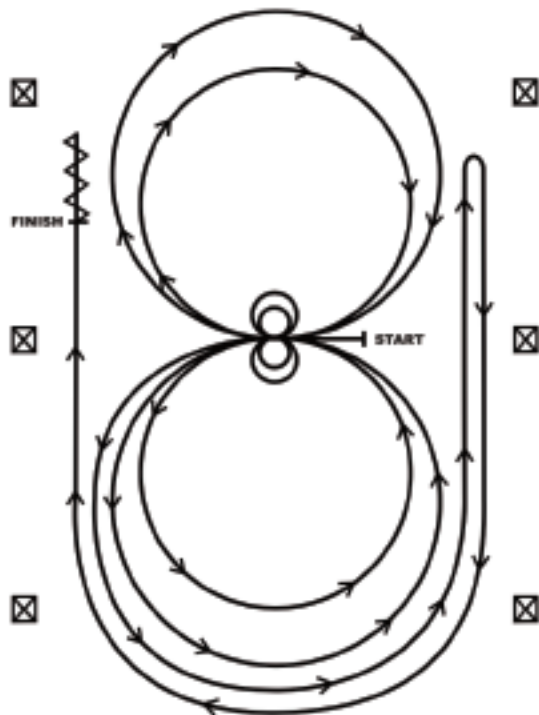
Mule Reining - Pattern 3



Must jog to the center of the arena. Must walk or stop prior to starting the pattern. Beginning at the center of the 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 small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. 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. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. 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.

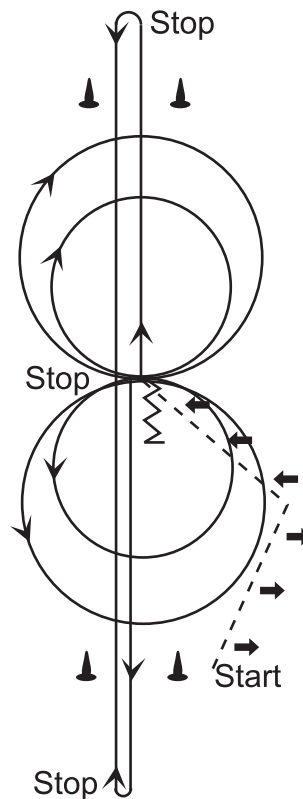
Mule Reining - Pattern 4



May walk or jog to the center of the arena. Must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

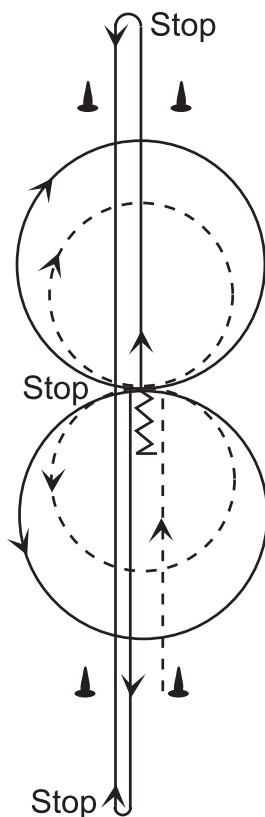
1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
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. Hesitate to demonstrate completion of the pattern.

Reined Working Donkey - Pattern 1



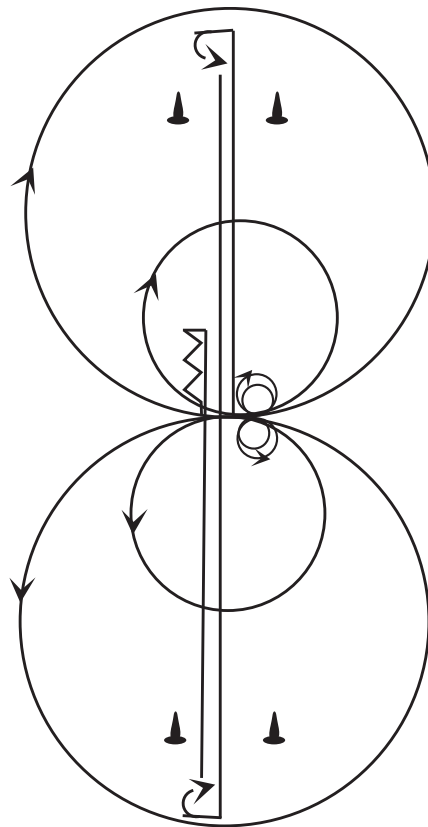
1. Starting trotting at designated cone and demonstrate lateral movement (leg yield) at the trot to the right; without stopping, demonstrate lateral movement (leg yield) at the trot to the left. Stop at the center of the arena. Hesitate. Do a quarter turn to the left.
2. Take the right lead and complete two circles to the right, the first one small and slow and the second one large and fast
3. Show a change of lead at center of arena
4. Complete two circles to the left, the first one small and slow and the second one large and fast
5. Show a change of lead at center of arena
6. Hand gallop between and past cones at the far end of the arena. Stop.
7. Turn on haunches to the left and hand gallop between and past cones at the far end of the arena. Stop.
8. Turn on haunches to the right and hand gallop to the center of the arena.
9. Stop. Back (straight) at least 10 feet
10. Walk or trot to judge and stop for inspection (if requested), exit at a trot.

Reined Working Donkey - Pattern 2



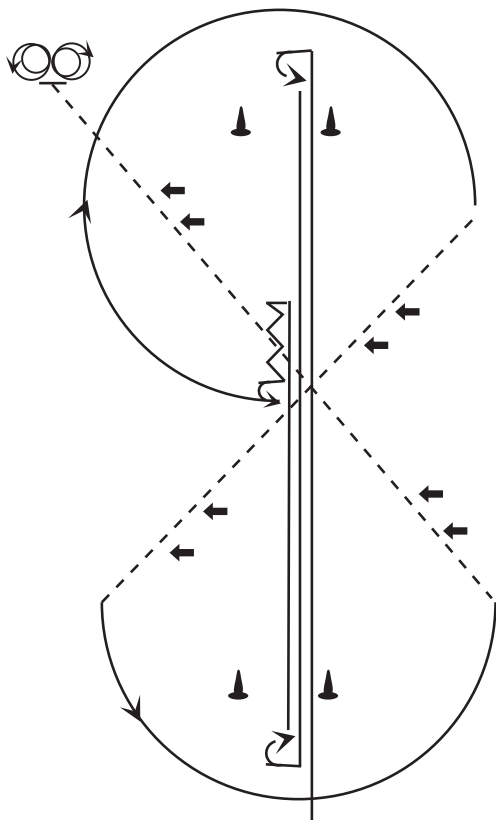
1. Starting at designated cone, trot to center of arena and then trot a small Figure 8 pattern, right circle first.
2. At center of arena, lope on the right lead to the right in a large circle.
3. At center of arena, show a change of lead and lope in a large circle to the left.
4. At center of arena, show a change of lead and lope between and past cones at far end of arena. Stop.
5. Turn on haunches to left and lope between and past cones at near end of arena. Stop.
6. Turn on haunches to the right and lope to center of arena. Stop.
7. Back (straight) at least 10 ft.
8. Walk or trot to judge and stop for inspection (if requested), exit at a trot.

Reined Working Donkey - Pattern 3



1. Start in the center of the arena, facing judge and complete two spins to the left. Hesitate.
2. Complete two spins to the right. Hesitate.
3. Lope two circles to the right, the first one large and fast and outside the cones. The second should be smaller and slower and performed inside the cones.
4. Change leads at center of arena.
5. Lope two circles to the left, the first one large and fast and outside the cones. The second should be smaller and slower and performed inside the cones.
6. Change leads at center of arena.
7. Lope with speed through cones and stop. Rollback to the left.
8. Lope with speed through the opposite cones and stop. Rollback to the right.
9. Lope with speed past center of arena and stop. Back (straight) at least 8 steps.
10. Walk or trot to judge and stop for inspection (if requested), exit at a trot.

Reined Working Donkey - Pattern 4



1. Lope with speed through both sets of cones and stop. Rollback to the left.
2. Lope with speed through the opposite cones and stop. Rollback to the right.
3. Lope with speed past center of arena and stop. Back to center of the arena. Pivot 1/4 to the left on the hindquarters.
4. Lope 3/4 of a circle to the right on the outside of the cones and break to a trot.
5. Demonstrate lateral movement (leg Yield) to the right.
6. Lope left lead half circle on the outside of the cones and break to a trot.
7. Demonstrate lateral movement (leg Yield) to the left and stop.
8. Complete two spins to the left.
9. Complete two spins to the right.
10. Walk or trot to judge and stop for inspection (if requested), exit at a trot.

177 Trail

- A. **Gaits:** See Western Terminology for gaits to be performed between the obstacles.
- B. **Posting of Pattern:** Pattern must be posted at least one hour before the class or may be posted the first day of a multiple day show.
- C. **Pattern Specifics:**
 1. A minimum of six obstacles will be used, three of which are mandatory and at least three others selected from the approved list. Care must taken to avoid setting up any of these obstacles in a manner that may be hazardous to the animal and rider. Obstacles not combined shall be a minimum of 9' (nine feet) apart. Management, when setting courses, should keep in mind that the idea is not to trap an animal, eliminate it or make it look silly by making an obstacle too difficult or scary looking.
 2. The course must be designed to require each mule or donkey to demonstrate walk, trot and lope somewhere between the obstacles as part of the working course. Enough space must be provided for the judge to evaluate the gait. Enough space should be provided for an animal to jog (at least 30 feet) and lope (at least 50 feet) for judges to evaluate these gaits. The animal's way of going should be appropriate for a trail animal. Points may be added or subtracted from a mule or donkey's total score on the obstacles based on his attitude, manners, style and way of going, but the animal with major faults on the course (knock-downs, etc.) should not place ahead of an animal that worked the obstacles cleanly.
 3. If course is disrupted, the course cannot be reset and remeasured until the contestant finishes the entire course, regardless of where the disruption takes place.
 4. If difficult courses are set, Youth, Junior and Novice trail should be less difficult.
 5. Animals must not be required to work on the rail.
- D. **Changing Hands on Reins:** Exhibitor may use only one hand on the reins except for junior mules or Green mules that are ridden in a snaffle bit or hackamore with two hands. All donkeys may be exhibited with two hands in any legal western bit. Hands may not be changed except when:
 1. Putting on or removing the slicker.
 2. Carrying an object from one part of the arena to another.
 3. Dismounting
 4. Working the gate.
- E. While the mule or donkey is in motion, riders hand shall be clear of animal and saddle.
- F. **Safety of Course:** The judge has the right and duty to alter the course in any manner or remove any obstacle, including mandatory obstacles, he/she deems unsafe. If at any time a trail obstacle is deemed unsafe by the

judge, it shall be repaired within a reasonable amount of time or removed from the course. If it cannot be repaired within a reasonable amount of time and animals have completed the course, the score for that obstacle will be deducted from all previous works for that class.

G. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents. Consideration should be given to Youth and Novice riders and their safety and Junior Mules and Training Level Donkeys for their level of training.

H. Judging Considerations: Courses should be challenging, but, at no time, attempt to ridicule or make the mule or donkey look silly to the spectators. Courses should be designed to exhibit the finesse, sure-footedness and calm capability of the mule and donkey as superior trail animals.

1. This class will be judged on the performance of the mule and donkey over obstacles.
2. Credit will be given to those animals negotiating the obstacles cleanly, smoothly, and smartly with style and prompt response to the rider's cues. Any animal performing with an artificial or mechanical appearance should be penalized. Animals should also be penalized for touches and knockdowns of any elements of the course and for unnecessary delay in approaching the obstacles. Extreme variation of gaits is to be penalized as in not engaging a true Western gait as defined in Western Terminology.
3. Exaggerated standing in stirrups and leaning forward over animal's neck by the rider should be penalized. Riders shall be penalized for obviously cuing their mule or donkey on the neck or anywhere forward of the cinch.
4. A true trail mule or donkey should be relied upon to investigate an obstacle to determine its safety. An animal cannot be penalized for investigating an obstacle, if the obstacle is then negotiated calmly and safely.

I. Mandatory Obstacles:

1. **GATE** - The gate must be set up so that it is a minimum of four feet in length and four feet in height and so that the contestant can open from his right side or left side. The rider may not change hands or lose control of the gate while passing through.
2. **BRIDGE** - A bridge with a wooden floor at least 6 feet in length and 36" wide not to exceed twelve inches in height and with or without side rails not less than thirty-six inches apart will be used. Animals must not be asked to trot over or lope over bridge.
3. **BACK THROUGH** - Backing obstacles to be spaced a minimum of 28'; if elevated 30" is required.
 - a. Back through and around at least three markers.
 - b. Back through L, V, U, straight or similar shaped course. May be elevated no more than 24".

J. Optional Obstacles:

1. **Water hazard** (ditch or small pond). No metal or slick bottomed boxes will be used.
2. **Simulated water hazard** made of a plastic tarp, secured to the ground, so that it will not become affixed to the animals's hoof when a mule or donkey passes over the simulated water.
3. **Serpentine obstacles** at a walk or a jog. Spacing to be a minimum of 6' for a jog.
4. **Carry an object**, other than a live animal and of a reasonable size and weight from part of the arena to another. (Only objects which reasonable might be carried on a trail ride may be used.)
5. **Ride over at least four logs or poles.** They can be in a straight line, curved, zigzag or raised. The space between the logs is to be measured and the path the mule or donkey is to take should be the measuring point. The space for walkovers shall be 20" - 24"; trot overs 3' - 3'6", lope overs 6 - 7'. Walkovers may be elevated 12" and should be minimum of 22" apart. The height should be measured from the ground to the top of the element. Trot overs may be elevated 12" and should be a minimum of 3' apart. Lopeovers cannot be elevated. Trot overs cannot be elevated in Novice, 13 & under or 10 & under classes. All elevated elements must be placed in a cup, notched block, or otherwise secured so they cannot roll.
6. **Put on and remove a slicker.** When this obstacle is used, it will be so located that the rider can ride to the slicker, put it on and remove it and return it to a designated place. Reins may be held or dropped on the neck of the animal or over the saddle horn while so doing.
7. **Side pass:** (may be elevated to a 12" maximum.) An object of such a nature and length which is safe and lying on the ground may be used to demonstrate the responsiveness of the mule or donkey to leg signals. The obstacle may be designed to require the mule to side pass either or both ways or in a pattern.
8. **Box:** An obstacle consisting of four logs or rails, laid in a square, forming a box. Each contestant will enter the square by riding over log or rail as designated. When all four feet are inside the square, rider should execute a turn, as indicated and depart.
9. **Mail Box:** Remove and/or replace items. Side pass is optional.
10. **Lime Circle:** Requiring a turn on the forehand with front feet inside and back feet turning on outside of lime circle. May also be performed with hind feet in circle showing a pivot.
11. **Drag or Pull:** An object other than an animal or fowl which can be reasonable pulled or dragged without the contestant having to dally may be used. No dallying.

12. **Any other safe and negotiable obstacle** which could reasonably be expected to be encountered on a trail ride and meets the approval of the judge may be used.

K Prohibited Trail Obstacles:

1. Tires
2. Live animals
3. PVC pipe
4. Jumps
5. Rocking or moving bridges
6. Water box with floating or moving parts
7. Flames, dry ice, fire extinguisher
8. Logs or poles elevated in a manner that permits such to roll.
9. Ground Tie
10. Dismounting

L. Obstacle dimensions: Measurements to be taken with accurate measuring device, i.e. measuring tape, ruler, or yard stick from the inside width of poles or obstacles. Space is measured **between** poles or **base** of an object.

1. **Walk overs** - Minimum width - 20-24"
Multiple pole - Minimum width - 20"
Single poles - Maximum height - 12"
Multiple poles - Maximum height - 10"
2. **Jog overs** - Minimum - 36"
Raised - Maximum height - 10"
3. **Jog arounds or serpentine** - 6' min - 8' max
4. **Back thrus or arounds**
On ground - Minimum width - 28"
Elevated - Minimum width - 30"
Barrels - Minimum width - 32"
5. **Side pass** - Minimum width - 24"
Raised - Maximum height - 24"
6. **Box turn around** - Minimum - 6'
7. **Cavaletti Jog overs** - 3' to 3'6" apart
Jog overs Raised Maximum heights 10"
8. **Lope overs 6' to 7' apart**
(7' is preferable for most mules)
Lope overs Raised Maximum heights 10"
9. **Serpentine Jog arounds**
Pylons - 6' min - 8' max apart (base to base)
10. **Serpentine Walk-arounds**
Pylons - 3' apart (base to base) minimum
11. **Gate** - Approximately 60" high with latch available at that height.
12. **Any other maneuvers** - Calculate the wheel base of a animal as five feet (5') from front hooves to back hooves.

M. Scoring

1. Trail entries are required to work over and through obstacles. Failure to attempt to negotiate obstacles in prescribed order will result in disqualification.
2. Animals are to be penalized but not disqualified for any unnecessary delay while approaching an obstacle. Judges are encouraged to advance on to the next

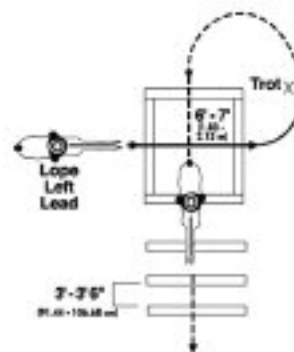
obstacle any entry taking excessive time at an obstacle. A time limit may not be placed on the course as a whole or individual obstacles. While on the course, the exhibitor's hands shall be clear of the animal to avoid cueing.

3. Entries will be evaluated on responsiveness, willingness, and general attitude. Entries should demonstrate the control, flexibility, and calmness (sensitivity) of the ideal Trail class mule or donkey.
4. Entries are to be shown over and through obstacles at a walk, jog/trot, and lope/canter on a reasonably loose rein without undue restraint.
5. Mules and donkeys are to be judged on performance and way of going with emphasis on manners, suitability, and appointments.
6. Trail course must be posted at least one (1) hour prior to class at the show.
7. Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle should receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle should be scored on the following basis, ranging from plus +1½ to minus -1½ ; -1½ extremely poor, -1 very poor, -½ poor, 0 correct, +½ good, + 1 very good, +1½ excellent. Obstacle scores are to be determined and assessed independently of penalty points.

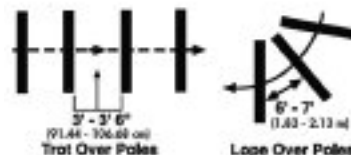
N. Penalties should be assessed per occurrence as follows:

1. **One-Half (1/2) Point Penalty** -
 - a. Each tick of log, pole, cone or obstacle.
2. **One (1) Point Penalties**
 - a. Each hit, bite or stepping on a log, pole, cone or obstacle.
 - b. Break of gait at walk or jog for two (2) strides or less.
 - c. Both front or hind feet in a single-strided slot or space.
 - d. Skipping over or failing to step into required space.
 - e. Split pole in lope-over.
 - f. Failure to meet the correct strides on trot over and lope overs.
3. **Three (3) Point Penalties**
 - a. Break of gait at walk or jog for more than two (2) strides.
 - b. Out of lead or break of gait at lope/canter (except when correcting an incorrect lead).
 - c. Knocking down an elevated pole, cone, barrel or plant obstacle or severely disturbing an obstacle.
 - d. Stepping outside the confines of, falling or jumping off an obstacle with one foot.
4. **Five (5) Point Penalties**
 - a. Dropping slicker or object to be carried on course.
 - b. First or second cumulative refusal, balk or attempt to evade an obstacle by shying or backing more than two (2) strides away.
 - c. Loss of control or letting go of gate.

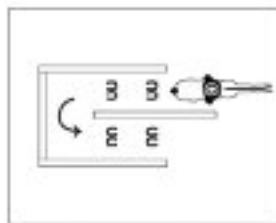
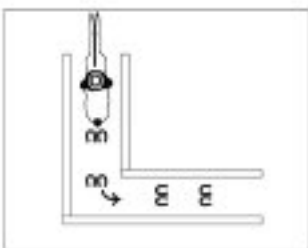
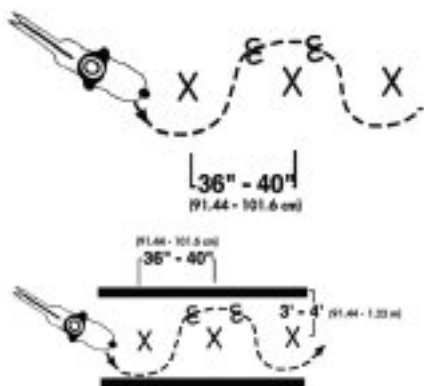
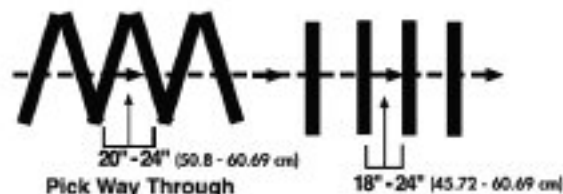
- d. Stepping outside the confines of, falling or jumping off an obstacle with more than one (1) foot.
- e. Blatant disobedience (kicking out, rearing, striking).
- f. Holding saddle horn.
- g. Use of either hand to instill fear or praise.
6. **Disqualified (0) – Score**
 - a. Use of more than one finger between split reins.
 - b. Use of two hands (except for Juniors shown with a snaffle bit or hackamore or all Donkeys).
 - c. Changing hands on reins (except when necessary to work an obstacle).
 - d. Use of non-standard romal reins.
 - e. Performing the obstacles other than in specified order.
 - f. No attempt to perform an obstacle.
 - g. Equipment failure that delays completion of pattern.
 - h. Touching the animal on the neck to lower the head.
 - i. Fall to the ground by mule or donkey or rider.
 - j. Riding outside designated boundary marker of the course.
 - k. Failure to enter, exit or work obstacle in any manner other than how it's described, including over turns of more than 1/4 turn.
 - l. Failure to perform correct line of travel within or between obstacles.
 - m. Willful abuse by the exhibitor toward the mule or donkey will result in disqualification from the class.
 - n. Failure to complete an obstacle shall not be a disqualification, but is to be severely penalized.



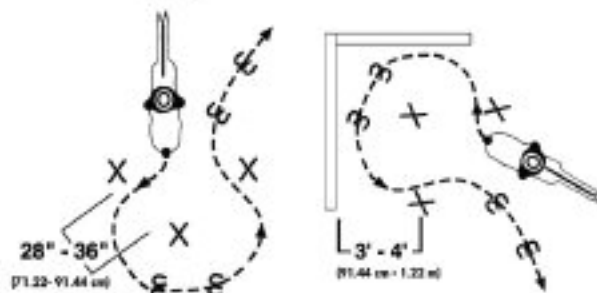
Widths may be doubled or tripled to allow for more than one stride between poles.



Trot over, lope over



Walk over



CATTLE CLASSES

All cattle classes may be provided for both mules and donkeys.

178 Working Cow Mule/Donkey

A. Both the cattle working part of this event and the reining part are mandatory. Emphasis on scoring the cow work portion shall be based on the contestant maintaining control of the cow at all times, exhibiting superior cow sense and natural cow working ability without excessive reining or spurring. Failure of an exhibitor to at least attempt to complete the cow work portion of the class, as well as the reined work, will result in the exhibitor not being considered an entry in the class. An animal which attempts to complete the cow work but does not finish for any reason other than the two-minute time limit; deliberate spurring or use of the romal forward of the cinch; or is out of control while working, thus endangering the rider will be scored accordingly at the judge's discretion. An animal going off pattern in the reined work will receive a score of zero (0). An animal which attempts both the reined work and the cow work portions may be placed, even if disqualified in one portion of the class. (For Example: If an animal is disqualified and receives a 0 score for the reined work, but scores a 70 for the cow work its total score would be 70 and the contestant would be eligible for placing.

B. Prescribed Rein Work: (pattern)

1. The approved pattern will be used and each contestant will cause his animal to travel at the gait indicated for each part of the pattern. When judging reined work, the judge should refer to the reining portion of the handbook for guidelines.
2. Any of the three approved NASMDA working cow mule/donkey patterns may be used. One of the three is to be selected by the judge of the class, posted on the premium list or on the day of the class and used by all contestants in the class.
3. The judge may request additional work at his/her option.

C. Prescribed Cow Work

1. For an ideal cow work, each contestant, upon receiving a cow in the arena, shall hold the cow on the prescribed end of the arena for sufficient time to demonstrate the ability of the mule or donkey to contain the cow on that end. After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence. The contestant shall then take the cow to an open part of the arena and circle it at least once in each direction. The required pattern for the cow work is boxing, fence turns and circles, in that order. It is the judge's responsibility to control the pen and treatment of all cattle.
2. This is an ideal cow work; however, the judge should take into consideration the size of the arena, condition of ground and the disposition and degree of difficulty exhibited by the cattle worked.

3. Cattle work may be done immediately following each individual's pattern work or immediately after completion of pattern work by all mules or donkeys being exhibited (judge's discretion).
4. The cattle working portion of the working cow mule/donkey class must be completed within two minutes.
5. The judge may blow his/her whistle at any time during the work. One whistle to terminate the work, two whistles to award a new cow. If the judge awards a new cow, the exhibitor has the option to refuse the new cow by continuing to work. If the exhibitor intends to accept the new cow, he or she must pull up immediately. If at any time a judge feels that the contestant is out of control endangering themselves and/or their mount, the judge may terminate the work, and a score of zero will be given. In the case of an emergency (Such as a person falling into the arena or part of the arena falling apart) the judge may blow two whistles for a second time. At this point, the contestant has no option to continue and must receive a new cow. Contestant must pull up immediately or a score of zero will be given. Judging ends when the whistle blows. A score of zero will be given if the work is not complete at that point.
6. If time and number of cattle permit, the judge may, at his/ her discretion, award new cattle based on the following criteria:
 - a. The cow can't or won't run;
 - b. The cow won't leave the end of the arena;
 - c. The cow is blind or won't yield to the mule or donkey;
 - d. The cow leaves the arena.

D. Scoring and Penalties:

Scoring will be on the basis of 60-80, with 70 denoting an average performance. The same basis of scoring shall apply to both the reined work and cow work. In the event of a tie, the entry with the highest cow work will be declared the winner.

E. Penalties:

1. Five (5) Point Penalties

- a. Not getting one turn each way (five points each way)
- b. Deliberate spurring or use of the romal forward of the cinch, or excessively whipping or spurring
- c. Blatant disobedience

2. Three (3) Point Penalties

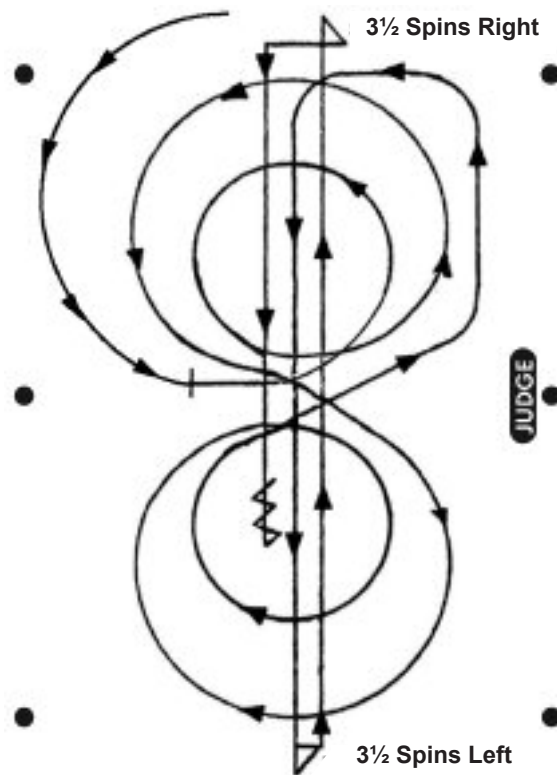
- a. Knocking down the cow without having a working advantage
- b. Hanging up on the fence (refusing to turn)
- c. Exhausting or overworking the cow before circling

3. Two (2) Point Penalties

- a. Going past the two point penalty marker when going down the fence
- b. In an open field turn, animal gets within three feet of the end fence before being turned

- c. On trot-in patterns, failure to stop before executing a canter departure.
- 4. One (1) Point Penalties**
 - a. Loss of working advantage
 - b. Animals that run past the cow shall be penalized one point for every length past the cow, when the animal's buttocks pass the cow's head by one mule or donkey's length, he is one length past
 - c. Failure to drive cow past middle marker on first turn before turning cow
 - d. Each time the arena is crossed to use the opposite fence to achieve a turn
 - e. Going past the one point penalty marker when going down the fence
 - f. Slipping a rein
 - g. Excessive whipping, spurring or hollering
- 5. Disqualified (0) – Score**
 - a. Using two hands on the reins in a bridle (Except in Donkey Classes)
 - b. Fingers between the reins in a bridle class
 - c. Balking
 - d. Out of control
 - e. Illegal equipment
 - f. Leaving working area before pattern is complete
 - g. Fall of mule or donkey or rider
 - h. Schooling between rein work and cow work
 - i. Schooling between cows, if new cow is awarded
 - j. If a rider hits or kicks the animal being worked, with the romal or reins, in an abusive manner.
 - k. Failure to immediately pull up if a new cow is accepted by rider
 - l. If a rider intentionally kicks or hits the animal being worked in an abusive manner
- G. Faults:** The following characteristics are considered faults;
 - 1. Hard or heavy mouth
 - 2. Nervous throwing of head
 - 2. Lugging on bridle
 - 4. Halting or hesitation while being shown, particularly when being run out, indicating anticipation of being set up
 - 5. Losing a cow or being unable to finish a pattern. because of a bad cow, the contestant should be penalized at the judge's discretion.
- H. The Characteristics of a good working cow mule/donkey are:**
 - 1. Good manners.
 - 2. Shifty, smooth and having its feet under it at all times; when stopping, hind feet should be well under it
 - 3. A soft mouth and should respond to a light rein, especially when turning.
 - 4. Head should be maintained in its natural position work at reasonable speed and still be under control of the rider.

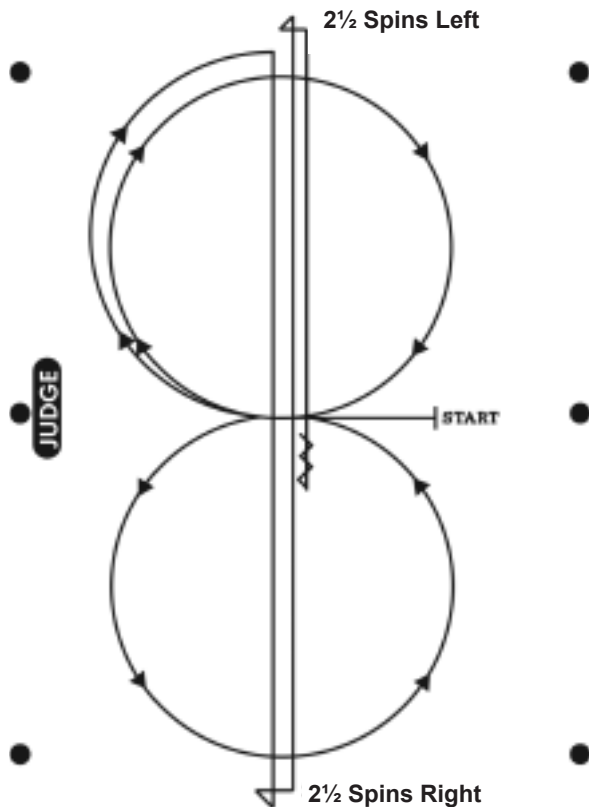
Working Cow Mule/Donkey - Pattern 1



Start on left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge.

1. Beginning on the left lead, complete 2 circles to the left. The first circle small and slow, the second circle large and fast. Change leads at the center of arena.
2. Complete 2 circles to the right. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 3½ spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop.
8. Back up at least 10 feet. Hesitate to complete pattern.

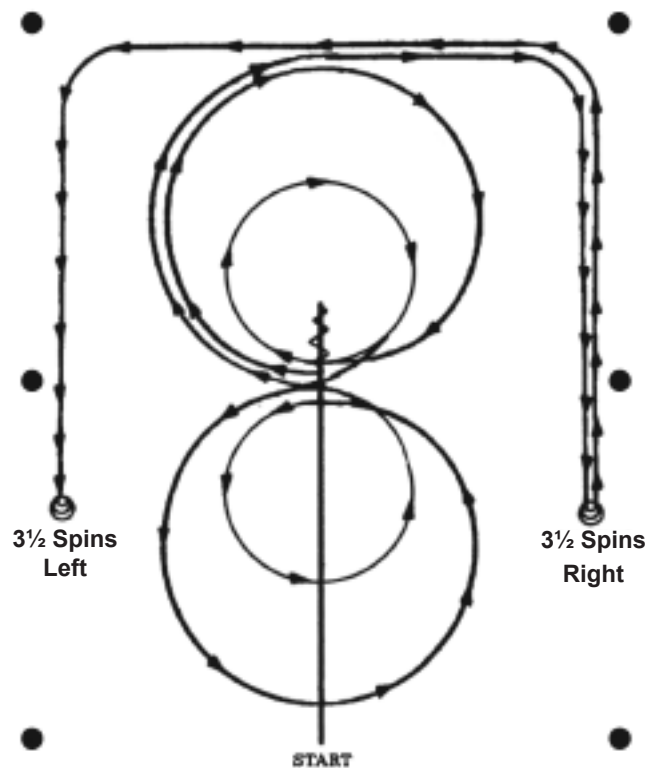
Working Cow Mule/Donkey - Pattern 2



Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the right lead lope one circle to the right. Change leads to the left.
2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
3. Run down center of arena past the end marker and come to a sliding stop.
4. Complete 2½ spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete 2½ spins to the left.
7. Run past the center marker, stop, back at least 10 feet.

Working Cow Mule/Donkey - Pattern 3



1. Start at end of arena. Run down middle past center marker to a sliding stop.
2. Back at least 10 feet to center. ¼ turn left.
3. Pickup right lead, large fast circle, small slow circle.
4. Change leads to left, large fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
7. Complete 3½ spins to the right.
8. Continue back down side and end of arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
9. Complete 3½ spins to the left. Hesitate to complete pattern.

179 Cutting

- A. The North American Saddle Mule and Donkey Association strongly recommends that NASMDA-approved cutting classes be held whenever the interest and entries justify. The pertinent rules are available from **NCHA, 260 Bailey Ave., Fort Worth, TX 76107. (817) 244-6188. www.ncha.com**
- B. The most current National Cutting Horse Association rules shall be used as pertain to holding a class and judging it.
- C. All riders in the arena shall comply with NASMDA rules on dress, equipment and conduct.

180 Roping General Rules

- A. **Judged or timed:** At the discretion Show Management roping classes may be judged or timed. It must be stated on the premium list whether the roping classes will be timed or judged.
- B. **Judging:** If roping classes are judged events, only the performance of the animal is judged. Time is not to be a factor.
- C. **Scoring:** For judged roping events, scoring will be based on a 0-100 basis with 70 denoting an average performance.
- D. **Barrier:** Breaking the barrier is a fault and not a disqualification in judged events.
- E. **Specifying entry:** A mule or donkey shall be allowed to show in heading or heeling, or both, but must specify which one before the run. When two or more go-rounds are held, each team of mules or donkeys and ropers must be the same and work in identical and consecutive order.
- F. **Box, barrier:** Mules or donkeys in calf roping and the heading mule or donkey only (whether being judged or not) in dally team roping must start from behind a barrier (an electronic barrier is acceptable.) All mules and donkeys in roping events must start from the roping box.
- G. **Roping prior to flag:** In all roping events the contestant shall not attempt to rope the animal until the barrier flag has been dropped. Any attempt by a contestant to position the mule or donkey behind the barrier enabling the contestant to rope the animal without attempting to leave the box shall be considered disqualified.
- H. **Reruns:** At the judge's discretion, a rerun may be given if the animal being roped leaves the arena or in the event of a malfunction of the chute or barrier.
- I. **Equipment:** In roping events Western style equipment must be used. Use of a tiedown, mechanical hackamore or other type of bridle is the optional choice of the contestant; however, the judge may prohibit the use of bits or equipment he/she may consider severe.
- J. **Conduct:** Any unsportsmanlike conduct or animal abuse will be cause for disqualification.
- K. **Ties:** Ties will be broken with a runoff or flip of the coin

if both contestants agree.

- L. **Judging faults:** Breaking the barrier, or any unnecessary whipping, jerking the reins, talking or any noise making, slapping, jerking rope or any unnecessary action to induce the mule or donkey to perform better, will be considered a fault and scored accordingly.
- M. **Timers:** Two timers will be used. An electronic timer will be used when available as first timing device and a stop watch will be used as back up. When there is a significant difference between the two times (3 seconds or more), a re-ride can be given at the judge's discretion.
- N. **Points:** If a contestant competes on multiple teams with the same animal in team penning, only one (1) placing in that particular class with that animal may count toward NASMDA points or any show high point. If a contestant competes on multiple teams with the same animal in team roping, the mule or donkey may earn points for only two (2) placings; one placing earned while heading and one placing earned while heeling.

181 Tie Down Calf Roping (Judged)

- A. Only the performance of the mule or donkey is to be judged. Time of the roper will not be counted for or against the entry. A time limit of one (1) minute for each entry will be allowed from the time the calf leaves the chute.
- B. Roper will start from behind a required barrier.
- C. Barrier will be a minimum of 5 feet and a maximum of 15 feet.
- D. A chute judge is required and the flagman must be mounted for the entire class.
- E. A mule or donkey can compete only once in the calf roping class.
- F. **Loops:** A maximum of one minute or two loops, whichever comes first, will be allowed. If both loops are missed, contestant must retire from arena. If more than one (1) loop is thrown, the roper must recoil the rope and build the additional loop. To encourage safety, use of a second rope will not be allowed. Any catch that holds is legal, but the rope must remain on the calf until the tie is completed and the roper has mounted his/her mule or donkey and ridden forward, leaving slack in the rope. Once the roper has ridden forward one step and loosened the rope, the run is complete. Failure of the calf to stay tied until the roper has remounted and ridden forward to loosen the rope shall disqualify the entry.
- G. **Jerk down:** If a calf is jerked down, it must be allowed to regain its feet and roper must throw the calf by hand, tie any three feet with not less than one complete wrap and half hitch. If calf is jerked down so it is upside down with all four feet in the air, this will be cause for disqualification.
- H. A maximum of one (1) minute or two (2) loops, whichever comes first, will be allowed. If both loops are missed, roper will retire from arena with no score. Rope must be run through a foul rope around mule or donkey's neck in a manner to prevent the entry from running off and dragging the calf. Dragging the calf more than twelve (12) feet will

- result in disqualification. In Judged Tie Down Roping contests, only the roper may touch the calf while the entry is being judged. Roper may dismount from either side and leg or flank the calf.
- I. **Optional keeper:** The rope may, at the discretion of the rider, be run through a keeper. A keeper shall be described as a small loop attached to the nose band, approximately six (6) inches in length and one-half (½) inch in diameter, consisting of rope. If a keeper is used, it must be attached to the noseband of the tiedown and can not be attached to the bit or bridle and may not be in front of the headstall.
 - J. Breaking the barrier, or any unnecessary whipping or spurring, jerking reins, talking, or any noise making, clapping, jerking the rope, or any unnecessary action to induce the animal to perform better, will be considered a fault and scored accordingly. If, in the opinion of the line judge, the exhibitor is fouled by any moving part of the chute, barrier, etc., ropers shall get their calf back, providing exhibitor declares himself by pulling up immediately. The exhibitor shall not attempt to rope the calf until the barrier flag has been dropped. Any attempt by an exhibitor to position his/her mule or donkey behind the barrier, enabling the exhibitor to rope the calf without attempting to leave the barrier (box), shall be considered a disqualification. At the judge's discretion, a rerun may be given if the calf being roped leaves the arena or in the event of a malfunction of the chute or barrier.
 - F. **Scoring:** Entries will be scored on a point basis of 0 to 100 with 70 points denoting an average performance. Each maneuver will be scored from a plus three (+3) to a minus three (-3), in ½ point increments.
 1. The tie-down roping mule or donkey will be judged on four (4) different maneuvers:
 - a. Box and barrier.
 - b. Running and rating.
 - c. Stop.
 - d. Working the rope.
 2. **One (1) Point Penalty**
 - a. Dragging the calf while being tied, deduct one (1) point for each three (3) feet moved up to twelve (12) feet.
 3. **Two (2) Points Penalties**
 - a. Freeze-up in the box (refusing to move).
 - b. Jumping the barrier.
 - c. Setting up or scotching.
 - e. Failure to continue backing while roper is flanking the calf.
 - f. Slack in the rope.
 4. **Three (3) Points Penalty**
 - a. A two loop run.
 5. **Five (5) Points Penalties**
 - a. Refusing to enter the box.

- b. Rearing in the box.
 - c. Breaking the barrier.
 - d. Running into the calf.
 - e. Dragging the calf, after the calf is tied, from six (6) to twelve (12) feet (special consideration should be given for excessive movement of the calf after the calf is tied).
 - f. Walking up the rope (rope on the ground).
 - g. Blatant disobedience including kicking, biting, bucking, rearing and striking.
6. **Disqualified (0) – Score.**
 - a. Failure of calf to stay tied until roper has remounted and ridden forward to loosen rope.
 - b. Excessive schooling at any time in the arena.
 - c. Whipping or hitting the mule or donkey with the rope.
 - d. Initiating the run with the rope on the opposite side of the animal's neck than exhibitors roping hand.
 - e. Dragging the calf, while being tied or after the calf is tied, more than twelve (12) feet. (6) Any attempt by the contestant to position their mount behind the barrier enabling the contestant to rope the calf without attempting to leave the box.
 7. **The following shall be faults scored according to severity:**
 - a. Jerking the reins.
 - b. Slapping.
 - c. Jerking the rope or any unnecessary action to enhance the performance of the mule or donkey or talking or any noise-making.
 - d. Turning around in the box.
 - e. Turning head severely.
 - f. Squatting in the corner.
 - g. Stopping crooked.
 - h. Rearing up in stop.
 - i. Ducking off.
 - j. Looking off while working the rope.
 - k. Shying away while roper is remounting.

182 Team Roping Heading (Judged)

- A. Only the heading mule or donkey shall be started and judged behind a barrier. Only the performance of the mule or donkey is to be judged. An entry shall be allowed to show in Heading or Heeling, or both. Three (3) refusals into the roping box will be cause for disqualification.
- B. The head catch must be around both horns, half head, or around the neck. The following catches are illegal: honda passes over one horn and loops the other, loop crosses itself on the head catch, or loop is in steer's mouth. Exhibitors are to stay mounted, and when both ropes are dallied and both mules or donkeys are facing the stretched steer, the run is completed. The rope must be wrapped around the saddle horn at least one (1) complete turn before it is considered a dally. Exhibitors fifty (50) years of age and

over are permitted to have his/her rope tied onto the saddle horn with the use of a quick release device when Heeling only. If a Header or Heeler drops his/her rope, the exhibitor being judged will receive no score.

- C. When the heading mule or donkey is being judged, the roper may throw two (2) loops. If more than one (1) loop is to be thrown, the roper must recoil the loop. If the roper fails to catch within the one-minute (1) time limit, he/she will retire from the arena with no score.
- D. Breaking the barrier or any other actions listed in calf roping above will be considered a fault and scored accordingly. If, in the opinion of the line judge, the exhibitor is fouled by any moving part of the chute, barrier, etc., he/she shall get his/ her steer back, providing exhibitor declares by immediately pulling up. The exhibitor shall not attempt to rope the steer until the barrier flag has been dropped. Any attempt by an exhibitor to position his/her mule or donkey behind the barrier, enabling the exhibitor to rope the steer without attempting to leave the barrier (box), shall be considered a disqualification. At the judge's discretion, a rerun may be given if the steer being roped leaves the arena or in the event of a malfunction of the chute or barrier.
- E. **Scoring:** Entries will be scored on a point basis of 0 to 100 with 70 points denoting an average performance. Each maneuver will be scored from a plus three to a minus three, in ½ point increments.
 - 1. The Heading mule or donkey will be judged on four (4) different maneuvers:
 - a. Box and Barrier.
 - b. Running and Rating.
 - c. Setting and Handling.
 - d. Facing.
 - 2. **Two (2) Points Penalties**
 - a. Ducking off.
 - b. Setting up or scotching.
 - c. Failure to face completely.
 - d. Freeze up while facing.
 - e. Jumping the barrier.
 - f. Freeze up in the box (refusing to move).
 - 3. **Three (3) Points Penalties**
 - a. A three loop run.
 - 4. **Five (5) Points Penalties**
 - a. Running into the steer.
 - b. Refusing to pull.
 - c. Blatant disobedience including kicking, biting, bucking, rearing and striking.
 - d. Refusing to enter the box.
 - e. Rearing up in box.
 - f. Broken barrier.
 - 5. **Disqualified (0) – Score**
 - a. Excessive schooling at any time in the arena.
 - b. Whipping or hitting the mule or donkey with the rope.

- c. If both the header and heeler fail to catch within one minute from the time the steer leaves the chute.
- d. Loss of rope by either the header or the heeler.
- e. Failure of the roper on the animal being judged to catch within one minute. If more than one loop is thrown, rider must recoil rope and build an additional loop.
- f. Failure to maintain a dally through the completion of the run. The rope must be wrapped around the saddle horn at least one complete turn before it is considered a dally.
- g. Refusal to face.

6. The following shall be faults scored according to severity.

- a. Jerking the reins.
- b. Slapping.
- c. Jerking the rope, or any unnecessary action to enhance the performance of the mule or donkey, or talking or any noise-making.
- d. Turning around in the box.
- e. Turning head severely.
- f. Squatting in the corner.
- g. Incorrect position.
- h. Failure to rate.
- i. Failure to run to steer.
- j. Mule or donkey being outrun by the steer.

- F. **Disqualification:** In all Judged Team Roping events, it is an automatic disqualification when both the Header and Heeler fail to complete both catches within one (1) minute from the time the steer leaves the chute.

183 Team Roping Heeling (Judged)

- A. The heading mule or donkey must start behind barrier. Only the performance of the mule or donkey is to be judged.
- B. The heel catch is defined as a catch which holds from behind the steer's shoulder and back, around the flank, or on one or both heels, but not by the tail only. Any catch made by the Header not being judged must be around both horns, half head, or around the neck. The following catches are illegal: honda passes over one horn and loops the other, loop crosses itself on the head catch, or loop is in steer's mouth. Exhibitors are to stay mounted, and when both ropes are dallied and both mules or donkeys are facing the stretched steer, the run is completed. The rope must be wrapped around the saddle horn at least one (1) complete turn before it is considered a dally. Exhibitors fifty (50) years of age and over are permitted to have his/her rope tied onto the saddle horn with the use of a quick release device when heeling only. If a Header or Heeler drops his/her rope, the exhibitor being judged will receive no score.
- C. Breaking the barrier, or any unnecessary whipping or spurring, jerking reins, talking, or any noise making, clapping, jerking the rope, or any unnecessary action to induce the animal to perform better, will be considered a fault

and scored accordingly. If, in the opinion of the line judge, the exhibitor is fouled by any moving part of the chute, barrier, etc., ropers shall get his/her steer back, providing exhibitor declares by immediately pulling up. The exhibitor shall not attempt to rope the steer until the barrier flag has been dropped. Any attempt by an exhibitor to position his/her mule or donkey behind the barrier, enabling the exhibitor to rope the steer without attempting to leave the barrier (box), shall be considered a disqualification. At the judge's discretion, a rerun may be given if the steer being roped leaves the arena or in the event of a malfunction of the chute or barrier.

D. The Heeler may throw two loops. If more than one loop is to be thrown, the roper must recoil the rope. If the roper fails to catch within one-minute time limit, he/she will retire from the arena with no score.

E. Scoring: Entries will be scored on a point basis of 0 to 100 with 70 points denoting an average performance. Each maneuver will be scored from a plus three to a minus three, in ½ point increments.

1. The Heeling animal will be judged on four different maneuvers:

- a. Box.
- b. Running and Rating.
- c. Position.
- d. Stopping.

2. **Two (2) Points Penalties**

- a. Header breaking the barrier.

3. **Three (3) Points Penalties**

- a. A three loop run.

4. **Five (5) Points Penalties**

- a. Assuming position on the wrong side of the steer.
- b. Running into the steer.
- c. Failure to stop on the hindquarters and hold position through the completion of the run.
- d. Blatant disobedience including kicking, biting, bucking, rearing and striking.
- e. Refusing to enter the box.
- f. Rearing up in box.

5. **Disqualified (0) – Score**

- a. Excessive schooling at any time in the arena.
- b. Whipping or hitting the mule or donkey with the rope.
- c. If both the header and heeler fail to catch within one minute from the time the steer leaves the chute.
- d. Loss of rope by either the header or the heeler.
- e. Failure of the roper on the mule or donkey being judged to catch with no more than two loops. If more than one (1) loop is thrown, rider must recoil rope and build an additional loop.
- f. Failure to maintain a dally through the completion of the run. The rope must be wrapped around the saddle horn at least one (1) complete turn before it is considered a dally.

6. The following shall be faults scored according to severity:

- a. Jerking the reins.
- b. Slapping.
- c. Jerking the rope or any unnecessary action to enhance the performance of the mule or donkey or talking or any noise-making.
- d. Turning around in the box.
- e. Turning head severely.
- f. Squatting in the corner.
- g. Incorrect position.
- h. Failure to be in correct lead before mule or donkey moves into position on the steer.

F. Disqualification: In all Judged Team Roping events, it is an automatic disqualification when both the Header and Heeler fail to complete both catches within one (1) minute from the time the steer leaves the chute.

184 Steer Stopping (Judged)

A. In the steer stopping, the mule or donkey will be judged on the box and barrier, run and rate, and the stop. Judging begins when the mule or donkey enters the arena.

B. The roper on the horse being judged may throw as many loops as necessary within a one-minute time limit.

C. If more than 1 loop is thrown, the rider must recoil and build additional loops as required. If the rider fails to catch within the one-minute time limit, he/she will retire from the arena with 0- score.

D. Riders are to stay mounted. Loss of rope by the rider is automatic score of 0.

E. Legal catches are both horns, half head or around the neck. If a steer is roped any other way, and the rope can be removed while the rider is still mounted, he/she may continue to rope within the one-minute time limit. A score of 0 will be given for no catch.

F. Arena is to be clear except for the flagger and help to line the cattle. The flagger's only responsibility is to check for legal head catches, either in the arena or at the catch pen.

G. It is the contestant's responsibility to signal when the run is complete so the head catch can be checked.

H. Only one hand on reins is legal. Romal reins and roping | reins are legal.

I. If the steer leaves the arena during the one-minute time limit, timer will stop the clock. The contestant will carry time and all major penalties that have occurred up to this point over to the new steer. Contestant will receive the new steer lap and tap (no barrier).

J. If a judge awards a contestant a new steer, the run will start over clean with no penalties.

K. If a steer is deemed unusable by a judge or show management, that steer will be removed from the pen of cattle used for the competition.

L. Scoring: Scoring will be on the basis of 60-80 points,

with 70 points being average. Each maneuver will be scored from a plus 3 (excellent), to a minus 3 (extremely poor), in ½ point increments. The maneuver scores will be added or subtracted from 70 to come up with the score.

M. Penalties:

1. One (1) Point Penalties

- Nervous in box
- Turns head severely
- Squats in corner
- Stopping crooked

2. Two (2) Point Penalties

- Freeze-up in box
- Jumping the barrier
- Scotching
- Missing second loop

3. Three (3) Point Penalties

- Missing first loop
- Taking off illegal catch

4. Five (5) Point Penalties

- Refusing to enter box
- Breaking barrier
- Rearing up in box
- Running into steer
- Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate

5. 0 Score

- Loss of rope
- Failure to make legal catch
- Fall of mule or donkey or rider
- Excessive schooling
- Whipping or hitting mule or donkey with rope
- Failure of mule or donkey to stop steers forward motion
- Failure to have steer face mule before dally is released
- Failure to work in the proper working order

6. No Score

- Lameness of the mule or donkey
- Abuse

185 Steer Daubing

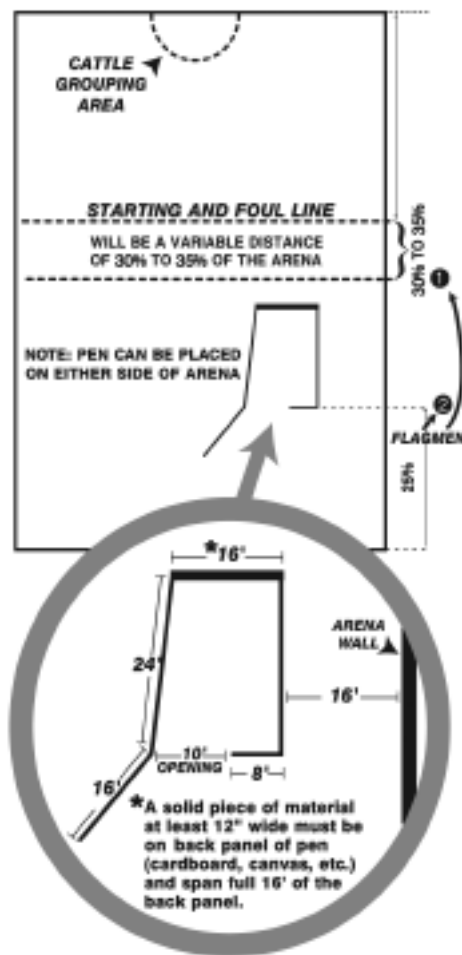
- Exhibitor will be furnished a mop with shortened strings that has been dipped in white wash.
- Exhibitor will start from behind a barrier. The object is to daub anywhere from point of shoulder to point of the hip within the rib cage area and not on the spine of the cattle.
- Exhibitor must raise the stick in the air to signal completion of the run.
- There will be a one (1) minute time limit. A ten (10) second penalty will be assessed for breaking the barrier.

186 Team Penning

- NASMDA recommends using the **USTPA** rulebook as a guideline for Team Penning. This can be obtained from **USTPA, P.O. Box 1144, Fort Collins, CO 80522.**

817-599-4455. www.USTPA.com

- Class routine:** Within a 90-second time limit, a team of three riders must cut out from the herd and pen three



head of cattle with the assigned (same) identity number of neckband or same number on side. The fastest time wins.

- Flagmen, Timekeepers:** There will be two flagmen, one at the entrance to the pen and one at the start/foul line. The judge must be located at the start/foul line, and may or may not actually flag the contest at his/her discretion. There shall be at least two timekeepers. The first time keeper shall be the official time and the second timer shall be the backup time, in the event the first timer misses the time or his/her watch fails. 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.
- Cattle:** The optimum number of cattle per herd is thirty (30). However, a maximum of 45 head are allowed and a minimum of 21 head per herd is required even if there

is less than seven (7) teams. All cattle within a herd must be numbered in groups of three.

1. There must be three (3) head of assigned (identical numbers or neckbands) cattle 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 that more or less than three assigned (identical numbers) cattle are discovered within a herd, the team(s) with more or less than three as signed cattle must have a rerun at the end of the total go-round. Times for all other teams within such a mis-numbered herd will remain the same.
 4. Cattle cannot be reused with a go-round for a division except as specified above.
- E. Cattle Numbers:** Numbers must be a minimum of 6 inches tall and neckbands must be a minimum of 6 inches wide. Numbers must be applied to both sides of the animal, high up on its side, with the top near the midline of the animals back between the shoulder and the hip. The numbers and working order will be drawn for by the judge and show management before the start of the contest.
- F. Start of Run:** All cattle will be bunched on the cattle side of the starting line before the time begins. The line flagman will raise the flag to signal when arena is ready. Contestants will be given their cattle penning number when the line flagman drops his flag as the nose of the first mule or donkey crosses the starting line. Riders are committed once they enter the arena. Any delay will be disqualification.
- G.** Once committed to the cattle, the team is completely responsible for their animals. It is the team's 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 cattle. Once the cattle are worked, no excuses are accepted. 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. If a rerun is given, it must be given at the end of the last go-round. If no fresh cattle are available for reruns, the cattle to be used will be determined by the show management and judge. If more than one rerun is given in any go-round, they will be taken in order of occurrence. If cattle are to be reused and additional fresh cattle are needed, the used cattle must be mixed with the fresh cattle and renumbered. Every attempt must be made to insure each team work the same number of used and fresh cattle.
- H. 30 Second Warning:** A warning must be given to the team working the cattle at 30 seconds prior to a final time being called. In the event a warning is not given, a rerun

may be given at the request of the team. If the team requests a rerun, the cattle will be settled and a rerun will be given immediately using the same numbered banded cattle, with a 60-second penalty.

- I. **Calling for Time:** A team may call for time with only one or two assigned cattle penned. However, teams penning three head of cattle place higher than two, and two higher than one, regardless of time. In a multiple go-round contest, in the event that teams pen their cattle in only one go-round contests, teams that pen in each go round will beat teams that fail to pen in a go-round, regardless of the number of cattle penned or time. For example: times in three go-round beat times in two go-rounds. Times in two go-rounds beat times in one go-round. Time in one go-round beats no time. In multiple go-rounds, times are accumulated to determine placings.
 1. To call for time, one rider must stand in the gate of the pen and raise a hand for the flag. Flag will drop when the nose of the first mule or donkey enters the gate and the rider calls for time. All undesigned cattle must be completely on cattle side of starting line. If a team calls for time with only one or two of their cattle in the pen, the remainder of their designated cattle DO NOT have to be on the cattle side of the starting line.
 2. A team calling for time with any wrong number neckband cattle in the pen will be judged no time.
- J. **Disqualification:**
 1. Contact with cattle by hands, hats, ropes, bats, romals or any other equipment is a disqualification.
 2. A team will be disqualified by the judge for any action he/she feels to be unnecessary roughness to the cattle or mules or donkeys, or unsportsmanlike conduct.
- K. **No Time:**
 1. A team exhibiting any unnecessary roughness will be judged no time.
 2. If five or more head are across the starting line at any one time, that team will be judged no time.
 3. A team calling for time with any wrong number cattle in the pen.
- L. No hazing with whips, hats or ropes allowed. Romals or reins may be swung or popped on chaps.
- M. Fall of mule or donkey and/or rider shall not eliminate the entry; however, any attempt by a dismounted rider to work cattle before remounting will result in an automatic disqualification.
- N. **Reruns:** In the event a team is given a number that has already been used within a given herd, a rerun must be given immediately, using the correct number within the same herd. Should the error be discovered after the herd has been removed from the arena, then the rerun will be given at the end of the total go-round using the same herd.
- O. **No Show:** 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 will not be used in that set of teams. This will avoid changing the order to go for the other contestants.

- P. Ties:** In the event of a tie affecting the placing, each team will be allowed to pen one numbered animal. Fastest time breaks the tie.
- Q. Entries:** A mule or donkey may be entered only once per division, but exhibitors may enter up to three animals in each division.
- R. Points:** Points will be awarded based on the number of teams entered. Each mule or donkey on the team will be awarded points based on the NASMDA point System.

187 Team Sorting

- A. Objective:** Team Sorting is a timed event consisting of two riders with the objective of sorting ten head of cattle from one pen into another in a designated sequence. The team that sorts all ten head in the correct order with the fastest time will be declared the winner. A Ranch Sorting run begins with ten numbered cattle, 0-9, and two unnumbered cattle for a total of 12 head behind a foul line in an arena with two people mounted on the other side of the foul line.
- B. Sorting Pens:** Ranch Sorting will take place between two pens of approximately equal size with show management's option of working cattle back and forth or only one way. Two ranch sorting arenas may be placed side by side with teams alternating odd and even numbers.
- C. Settling Each Herd:** If cattle are to be worked back and forth, they need to be moved to the opposite pen and back before each new herd entering the arena is worked.
- D. Readable Numbers:** All cattle must have approved back numbers; neck numbers are not acceptable.
- E. Recommended Pen Sizes:** Recommended sorting area to be 50-60' in diameter with no 90 degree corners, i.e. 60' round pen or octagonal "stop sign" design.
- F. Gate Opening Size:** The start/foul line will be recommended as a 16' opening, but no smaller than 12' opening between the two pens.
- G. Judge:** There will be a minimum of one judge for sorting, to be positioned evenly with the foul line.
- H. Time:** There will be either a 90, 75, or 60 second time limit for each class, at the option of show management. Time will continue until all cattle are sorted or the time limit is reached. A lap timer is to be used in sorting classes to eliminate ties only. As clarification, the lap timer will be utilized ONLY in the case of a situation where a tie (or ties) occurs, e.g., in a situation where a team sorts 8 head and has a time of 75 seconds with a lap time of 64.32, while another team sorts 10 head in 68.32 seconds, clearly the 10 head team will be in the lead. The lap timer will then be used only to break ties of all the 8 head runs in that go. Also, for breaking ties with multiple go rounds, the lap time will be the determining factor and eliminate the ties by setting the order of combined times for placing purposes.

- I. Bunching Cattle:** All cattle will be bunched on the cattle side of the gate within the designated area before the time begins. Judges will designate the need to bunch cattle.
- J. Starting The Run:** The judge will raise the flag to signal when the arena is ready. The flag will drop when the nose of the first mule or donkey crosses the start/foul line and the announcer will provide the number to be sorted first. The riders will be given their number instantly. Any delay in crossing the foul line may result in a "no-time" for the team.
- K. Order Of Sorting:** The cows are sorted in order; if any part of a numbered cow crosses the start/foul line prior to its correct order, then the team receives a no time. If any part of a sorted cow re-crosses the start/foul line the team will be disqualified. If any part of any unnumbered cow crosses the foul line before the tenth cow is cleanly sorted, it will result in a no- time.
- L. Random Start Number:** The order of sorting is determined by the picking of a random number by the Announcer/Timer and then that cow must be sorted first; for instance if 5 is drawn as the first number, then the 6 cow must be sorted, 7, 8, 9, 0, 1 and so on.
- M. Cow Considered Sorted:** A cow is considered sorted when the entire cow is completely across the start/foul line.
- N. Cow Leaving The Arena:** If a good cow jumps any fence and either leaves the arena, or ends up in the opposite pen, but did not pass through the gate, it will result in a re-ride for that team at the end of the herd, (assuming it was not caused by roughing), and time cannot be improved.
- O. Divisions.** Mules and donkeys may be entered only once per division. All mules and donkeys exhibited must meet the ownership and registration requirements for the division in which they are entered.
 - 1. Open, All Ages:** In keeping with the rules of all other classes, exhibitors may enter four mules and/or four donkeys. Two Junior and two Senior mules and four donkeys of any age, regardless of sex.
 - 2. Amateur:** Exhibitors may enter two mules and/or donkeys. All exhibitors in this division must possess current NASMDA Amateur cards.
 - 3. Youth:** Exhibitors may enter two mules and/or donkeys.
- P. Points:** Points will be awarded based on the number of teams entered. Each mule or donkey on the team will be awarded points based on the NASMDA point System.
- Q. Minimum/Maximum Number Of Go-Arounds:** In a multiple go round contest, the minimum number of goes shall be two with a first go and a finals. The maximum number of goes shall be 100% to the first go, either 30% or 50% back to the second go, and a finals. Show management must advertise the number of go-rounds in advance.
- R. Must Sort Clean To Advance:** Teams must sort cleanly to advance to the next go round.

S. Calculating Placings By Clean Sorts: Teams sorting in three go-rounds place higher than teams that fail to sort in a go-round, regardless of the number of cattle sorted or time. Teams sorting in two go rounds place higher than teams that fail to sort in a go-round, regardless of the number of cattle sorted or time accrued.

T. Ample Herds: Show management must have enough cattle that no herd is re-sorted during the first go.

U. Re-Ride Situations: Should a herd be misnumbered or have too many non-numbered cattle, the team may receive a re-ride.

GYMKHANA EVENTS

188 General Rules for Timed Events

A. Attire: See Western Attire

B. Equipment: See Western Tack (NOTE: In Gymkhana events, Hackamore Gag bits i.e. Martha Josey or Lynn McKenzie type and tiedowns are a legal bit.

C. Hat: The rider's hat or helmet must be on his/her head when he or she enters the arena. The rider should be reminded that losing a hat and taking the time to retrieve it is time consuming and may add significant and expensive time to a show. It is recommended the rider secure the hat or helmet in such a way that if it should be knocked off that it will not fall to the ground. .

D. Timer: An electronic timer will be used when available as first timing device and a stop watch will be used as back up. When there is a significant amount of difference between the two times (3 seconds), a re-ride should be given.

E. Starting line: In all speed events, mules and donkeys should be given a running start. A clearly marked starting line is required. It is recommended that there be at least 45 foot running start before the starting line. If the arena does not afford at least a 45 foot running start, it is recommended that the contestant be allowed to begin the run outside the arena from a point that is 45 feet from the starting line. Caution should be exercised to keep spectators and other exhibitors out of the way of a contestant who is beginning a running start outside the arena.

F. Conduct: Any unsportsmanlike conduct or animal abuse will be cause for disqualification.

G. Gates: All gates will remain closed until run is over.

H. Ties: Ties will be broken with a runoff or the flip of a coin if both contestants agree.

I. Time limit: In any of the timed classes, an animal will have no more than 1 minute to cross the starting line or engage the first obstacle before being disqualified.

J. Abuse: The judge will disqualify a contestant for any excessive use of a bat, crop, spurs, whip, rope or hand in front of the cinch.

189 Pole Bending

A. Pole bending is a timed event. Each contestant will begin from a running start, and time shall begin and end as the

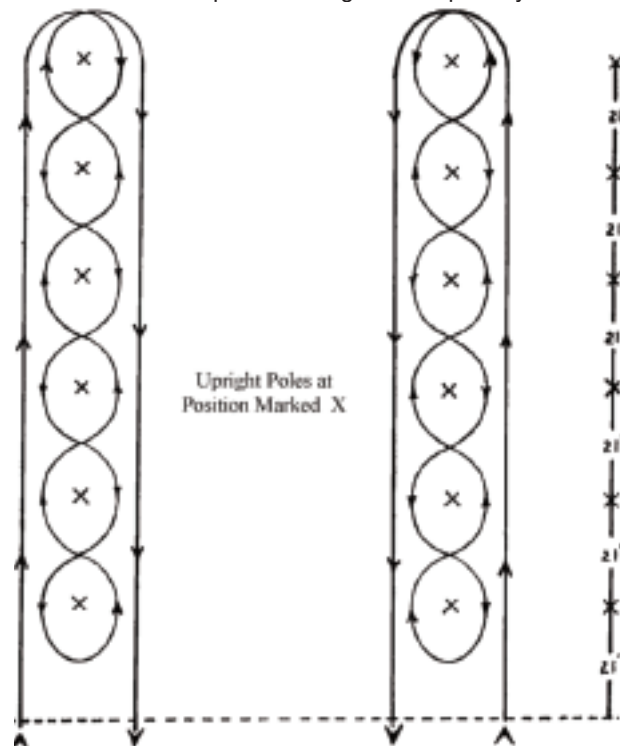
animal's nose crosses the line. (A clearly visible starting line shall be provided.) Electronic timer or at least two stop watches shall be used, with the time indicated by the electric timer or the average time of the watches used by official timers to be the official time.

B. When measuring the area for the poles, it is recommended that there is ample room for the animals to complete their turns and stop at the finish and to have a 45' foot running start as outlined in General Rules.

C. The pole bending pattern is to be run around six poles. Each pole is to be 21' feet apart, and the first pole is to be 21' feet from the starting line. Poles shall be set on top of the ground, six (6') feet in height, with no base more than fourteen (14") inches in diameter.

D. A mule or donkey may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly. (See pattern).

E. Knocking over a pole shall carry a five (5) second penalty. Failure to follow the course shall cause disqualification. A contestant may touch a pole with his or her hand in pole bending without penalty. Breaking

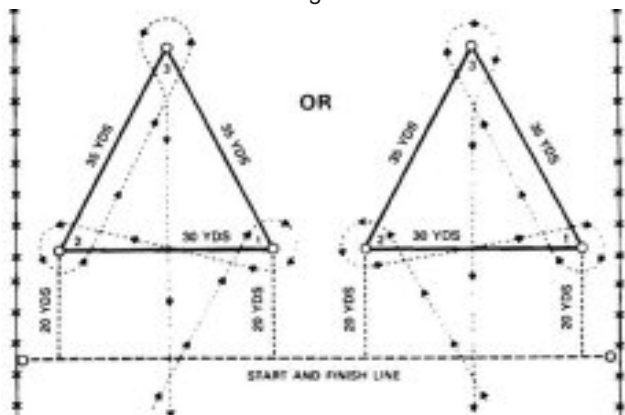


the time line on the return pass shall be a disqualification.

190 Barrel Racing

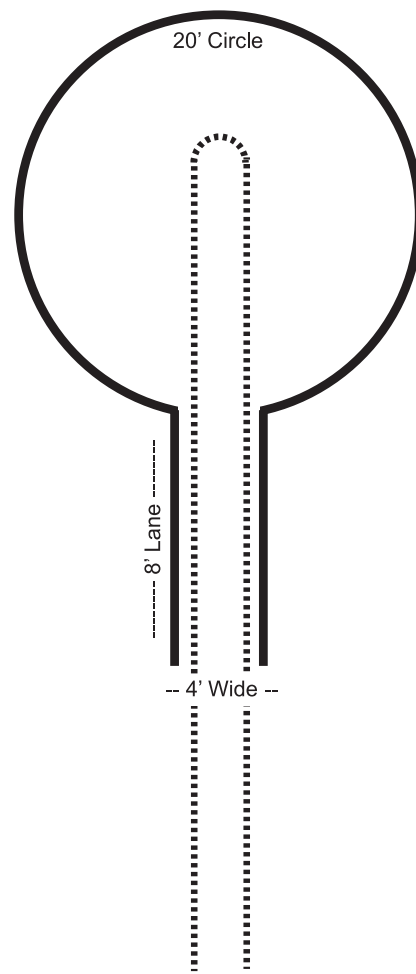
A. Barrel racing is a timed event. The course must be measured exactly.

- B. When measuring the area for the barrel course, it is imperative to leave ample room for mules and donkeys to complete their turns and stop at the finish. It is recommended that there be at least 45' foot running start before the starting line as outlined in General Rules, at least 18' feet from barrels 1 and 2 to the fence, and 36' feet from barrel 3 to the end of the arena. If the course is too large for the available space, the pattern should be reduced (5) yards at a time until the pattern fits the arena. It is recommended that adequate space be left between barrels and any obstacle. The distance from the barrel number 3 to the finish line need not be reduced 5 yards at a time if there is sufficient room for the animal to stop. Brightly colored 55 gallon steel drums with both ends intact are recommended. Rubber pads, plastic barrels, or rubber barrels may be used.
- C. All starting line marker or electric timers shall be placed when at all possible against the arena fence. An electric timer or at least two stop watches shall be used, with the time indicated by the electric timer or average time of the watches used by official timers to be the official time.
- D. The contestant is allowed a running start. Timing shall begin as soon as the animal's nose reaches the starting line and will be stopped when the animal's nose passes over the finish line.
- E. At a signal from the starter, the contestant will run to barrel number 1, pass to the left of it and complete an approximately 360 degree turn around it; then to barrel number 2, pass to the right of it, and complete a slightly more than 360 degree turn around it; then to barrel number 3, pass to the right of it, and sprint to the finish line, passing between barrel number 1 and 2.
- F. This barrel course may also be run to the left.
- G. Knocking over a barrel shall carry a five (5) second penalty.
- H. Failure to follow the course shall cause disqualification. A contestant may touch the barrel with his/her hands in barrel racing.
- I. In the event of a tie, there will be a run off or flip of the coin if both contestants agree.



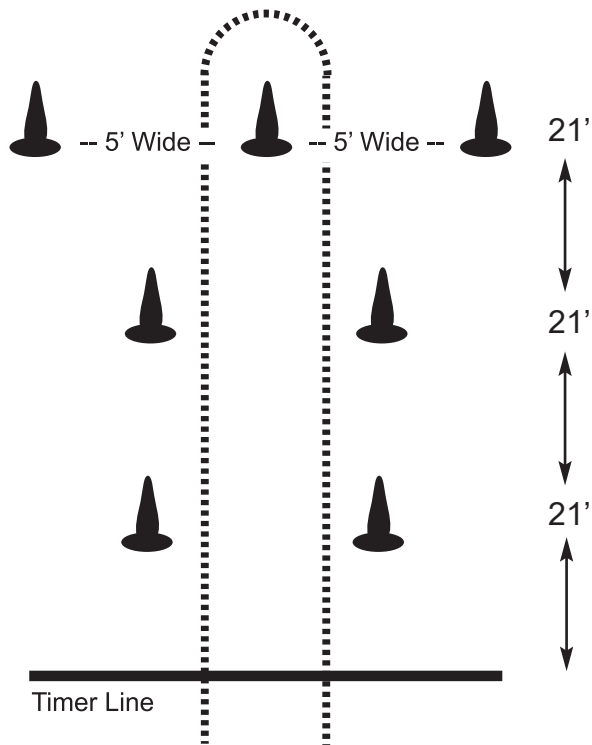
191 Keyhole Race

- A. Keyhole is drawn on the ground with white lime in the following dimensions:
 1. Lane: 4' foot wide and 8 feet long
 2. Circle: 20' feet in diameter
 3. Center of circle to be 150' feet from timing line.
 4. The back of the circle should be at least 30' feet from the end of the arena.
- B. Contestant is allowed a 45' foot running start as described in General Gymkhana rules.
- C. Contestant enters lane, turns animal around in the keyhole circle, and races back down the lane to the finish line.
- D. Stepping on or out of any of the lines results in disqualification.
- E. Timer starts as the animal's nose crosses the starting line and stops as animal's nose crosses it on the return.
- F. It is the show management's responsibility to see that the keyhole line is clearly visible at all times.



192 Pylon Alley

- An alley with the following dimensions is set up with pylons (traffic cones) 21' feet from timer line, 5' feet wide, 21' feet between side cones and end set of cones, 5' feet between the 3 cones set at the end with the center cone placed in the center of the alley.
- Contestant is allowed a 45' foot running start as described in General Gymkhana rules.
- Knocking over any cone or stepping across the center cone results in disqualification.
- Timer starts as the animal's nose crosses the timer line and stops as the animal's nose crosses on the return.
- In the event of a tie, there will be a run off or flip of a coin if both contestants agree.

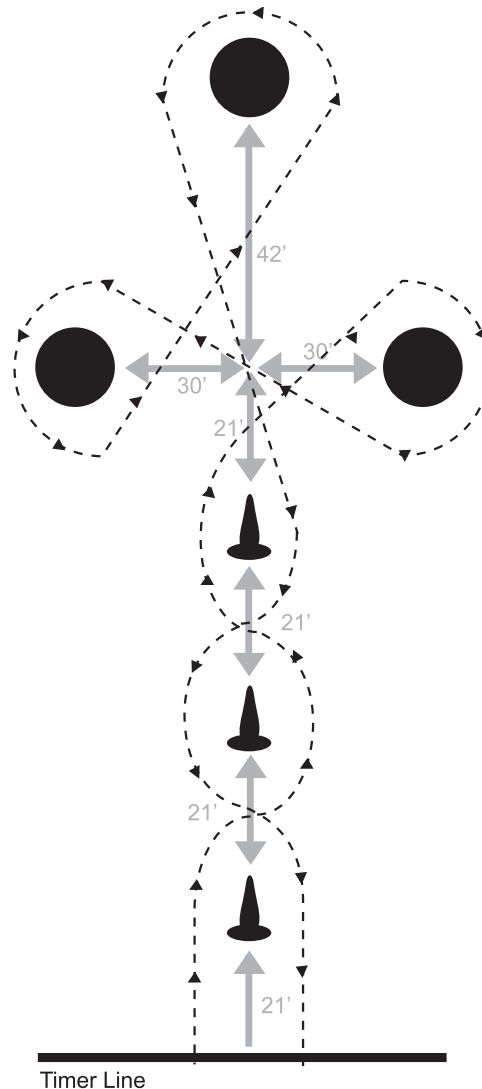


193 Cones and Barrels

- A timed event, in which the course is to be measured exactly.
- The course will be set as follows:
 - Three cones placed down the center of the arena at 21 feet intervals from the timer line.
 - Then the barrel pattern to be set as listed in class 188 Barrel Racing.
 - The contestant would start on either side of the cones weaving the cones then running a barrel pattern and then weaving the cones the opposite way

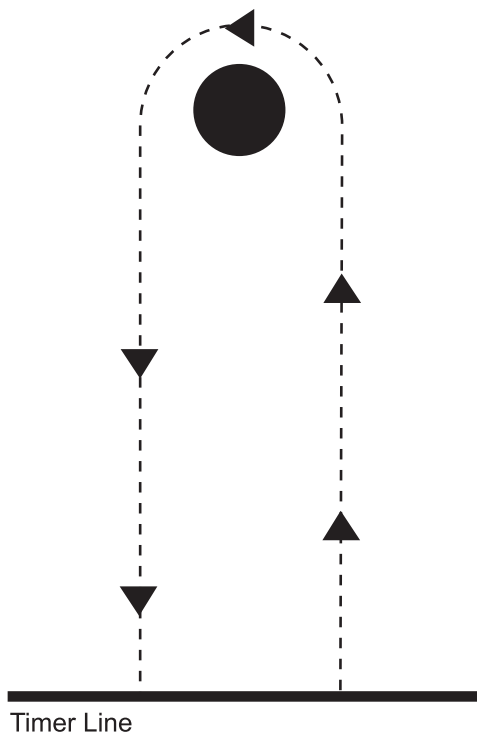
back out when coming home from the third barrel. EXAMPLE: if the contestant would wish to be turning the right barrel first they would start the pattern by weaving the left side of the first cone then right side of the second cone then the left side of the third cone going on the right barrel and running a barrel pattern when leaving the third barrel the contestant would weave the cones left right left and crossing the timer line to finish the pattern.

- Knocking over any of the obstacles would result in a five second penalty.
- Missing any part of the pattern, loss of forward motion or weaving the cones in the wrong order would result in a disqualified run.



194 Flag Race

- A. The Flag Race is a timed event. Contestants will be allowed a 45' foot running start before the starting line a described in the General Gymkhana Rules.
- B. A barrel is set at the far end of the arena at least 18 feet from the end of the arena.
- C. A can or bucket filled with sand or dirt of approximately five gallon size will be set on top of the barrel. A flag secured to a stick approximately 15" inches long is set in the can or bucket.
- D. Contestant must circle barrel, pick up the flag and carry it across the finish line.
- E. Striking the animal with the flag, failure to circle the barrel or carry the flag across the finish line will result in disqualification. Timer starts as animal's nose crosses the starting line and stops as the animal's nose crosses the finish line.
- F. In the event of a tie, there will be a runoff or flip of the coin if both contestants agree.



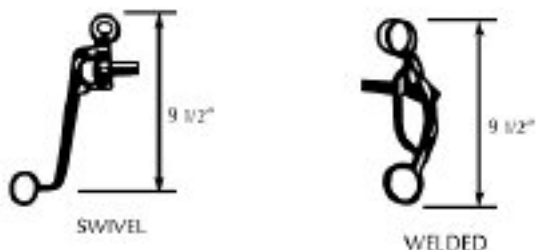
GAITED

195 Gaited General Rules

- A. In regard to rules governing Gaited Mules and Donkeys in NASMDA shows, every effort has been made to include all rules governing these mules in this Gaited Section. However, should there be any questions not addressed in this section regarding the exhibition of Gaited Mules in a NASMDA approved event, NASMDA rules in this official rule book will apply.
- B. **Attire and Tack:** See Saddle Seat OR Western Attire depending on the class
 - 1. In all Gaited Mule and Donkey Western classes, western attire and tack is to be used. Animals will be shown in a western saddle.
 - a. Optional equipment: spurs, chaps, gloves, rope or riata
 - b. Prohibited equipment: Australian saddles, cavesson, crops, mechanical hackamores, martingales, training paraphernalia, action devices, tie downs, tack collars, jerk lines.
 - 2. In all Gaited English type classes, Saddle Seat attire and cutback saddles are mandatory.
 - 3. In Saddle Seat classes a saddle seat habit of a two or three button saddle suit of a solid conservative color is correct both day and evening.
 - 4. In all Gaited Western type classes, exhibitors in all approved NASMDA shows are required to wear long-sleeved shirt. Western hats, pants and boots in stock type halter, gymkhana events and western performance classes. Safety helmets are optional.
 - 5. In all Gaited Driving type classes, Drivers should be dressed conservatively according to the style of present day, either Western or English is acceptable. Ladies wearing a skirt should wear a lap apron. A hat of choice, long sleeves and gloves are required.
 - 6. In all Gaited Halter type classes, either English or Western attire adhering to the above rules is acceptable.
- C. **Tack:** All animals must use English tack, except where division or class rules permit otherwise. All animals must use a Standard Walking Mule Single Rein Bridle and Bit, except where division or class rules permit otherwise. Neither quick change bridles and reins nor gag bits with no shanks are allowed. Curb chains are permitted.
 - 1. **Bits:** Gaited bits are recognized as any standard Walking Mule bit. Severe bits are discouraged and bleeding from the mouth or muzzle is reason for disqualification. These bits are curbs with a solid or broken mouthpiece. A description of a legal Gaited Mule bit for Mules 5 yrs and older and Mules 4 yrs and younger includes:
 - a. 9½ maximum length shank to be measured as

indicated in the diagram. Shanks are 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 3 inches. Smooth round, rubber, wrapped copper wire, twisted wire, double twisted wire, Tom Bass port are acceptable. Bits featuring mouth pieces with cathedral, donuts prong edges or rough, sharp material shall be cause for elimination.
- c. Gag bits are acceptable.



- 2. **Bridles:** Mules will be shown in standard Walking Mule Bridles with closed English type reins in English classes and split or romal reins in Western classes. Curb chains must meet the approval of the judge and be at least on-half inch in width and must lie flat against the jaw of the mule.

3. English Tack

- a. **Saddle:** English cutback saddles of the flat or deep seat forward seat, Australian and stock seat saddles are prohibited.
- b. **Bridle:** All mules must use a Standard Walking Mule Single Rein Bridle and Bit
- c. **Whips:** Whips can be used in under saddle classes (English only) and halter classes but must not exceed 4 feet in length including the snapper.

4. Western Tack

- a. **Saddle:** Western tack requires a western style saddle.
- b. **Bridle:** Western tack requires a western style bridle with no cavesson. Any standard Walking Mule bit is acceptable with a shank length of the bit not exceeding nine and one half (9½) inches. Curbs are allowed, chain or leather, but must be at least one half (½) inch wide and must lay flat against the animals's jaw. Split or romal reins are also allowed.
- c. **Whips:** Whips are not allowed in western classes.

5. Driving Tack: Also see Driving Rules.

- a. **Fine Harness:** A correctly fitting harness is essential for the comfort of the harness mule and

donkey. A wider saddle is suggested for two wheeled vehicles as more weight rests on the mules and donkey's back. Narrower saddles are more appropriate for four wheeled vehicles.

- b. **Bridle:** should fit snugly to prevent catching on the vehicle or other pieces of harness. A throatlatch and a noseband or cavesson is mandatory.

(1) Martingales and overchecks are prohibited in obstacle classes.

(2) Failure to comply incurs elimination.

(3) Bits

- a. Snaffle bits and other types of traditional driving bits are allowed. Bits may be covered with rubber or leather.

b. Legal bits include:

(1) Half cheek snaffle

(2) Liverpool

(3) Elbow Driving

(4) Bradoon Overchecks

- c. **Whip:** An appropriate whip shall be carried at all times while driving. The thong on the whip must be long enough to reach the shoulder of the mules or donkeys. A driver not in compliance will be disqualified.

- D. **Shoeing:** Toe length must exceed the height of the heel by one (1) inch or more. The length of the toe shall be measured from the coronet band, at the center of the front pasterns along the front.

1. **Barefoot:** Barefoot animals may be shown in flat shod classes, however, judge must disqualify lame or tender footed mules and donkeys.

2. **Flat Shod Mules:** Applying to all four feet, the animal is shod flat hoof to toe. The shoe shall be made in a manner either conventional or hand made. The shoe must not exceed 2 inch in thickness or 12 inches in width. No pads allowed. No additional weight shall be allowed on or in the hoof, other than the shoe and nails. Lubricants in the pastern area, action devices, pads and artificial appliances are prohibited on the Flat-Shod Pleasure Mules and Donkeys.

3. **Heavy Shod - Plantation Shod:** Applying to all four feet, the animal is shod with a shoe not to exceed 2 inch in thickness and 12 inch in width; with no bare plate or other weight inside the shoe. The caulk must not exceed a one inch turn back and the shoe must not extend more than 3 inch beyond the hoof at the toe. The heel of the shoe must not extend beyond the bulb of the mule's heel to the ground. The use of barium is permitted on the caulks of the pleasure shoes, but the thickness of the shoe and caulk with the barium must not exceed 1 inch. Welded on clips are not permitted

on flat-shod animals. Clips that are drawn from the shoe itself are permitted.

4. **Light Shod:** Applying to all four feet the animal is shod with a shoe no wider than 3/4" inch and no thicker than 3/8" inch with the exception of the caulk, which must not exceed one inch turn back. The shoe is not to extend beyond the bulb of the heel when a perpendicular line is drawn from the bulb of the mule's heel to the ground. The use of barium is permitted on the caulks of the pleasure shoes, but the thickness of the shoe and caulk with barium must not exceed 7/8" inches. The use of hoof bands on lite-shod animals is not permitted in the show ring or on the show grounds. Welded on clips are not permitted on flat shod animals. Clips that are drawn from the shoe itself are permitted.

5. **Show Mules Are NOT to Be Shown AT NASMDA Events.** A Show Mule (Shown with pads) is a mule that has received training to enhance the natural gaits associated with its breed type. Such mules perform with boots or action devices which give an added dimension to their performances in the ring

E. General Gaited Rules:

1. All mules and donkey must exhibit a saddle gait other than a trot - such as a smooth, easy gait such as a single-foot; a running walk, a rack, a stepping pace; Paso Fino; Foxtrot; etc.
2. **Abusive Treatment:** Abusive treatment and/or training techniques to produce alteration of the gaits shall not be tolerated.
 - a. Each show in which gaited animals are exhibited in 7 or more classes must have present a Designated Qualified Person, DQP, carded with the Horse Protection Commission or other gaited mule associations to detect and diagnose a mule which has been sore and to otherwise inspect mules for the purpose of enforcing the NASMDA humane rules. Any ruling in shows in which a DQP inspects mules, the DQP's decision is final and not subject to protest or grievance.
 - b. Each show in which gaited animals are exhibited in 6 or less classes the judge and/or a veterinarian has the authority to excuse any animal that, according to their professional opinion, appears to be sore.
 - c. Handlers must be able to lift the foot of the animal to be inspected.
 - d. Show Management has the right to affix additional charges per class to cover the cost of the inspection. This charge cannot exceed \$10 per class.
3. **Age Divisions:** Gaited Mule classes are divided into age groups designated by 4 years and younger and 5 years and older. The age divisions for Stock Mules

designated by Junior (5 years and under) and Senior Mule (6 years and over) classifications do not apply to Gaited Mules.

4. Should classes be offered for breeding jacks, no youth may show a jack.
5. Show Approval procedures can be found in Section 113 and Section of this NASMDA rule book.
6. **Age Of Mules:** All Gaited Mule and donkey ages are measured from January 1 to December 31. (i.e. A mule born in April 2000 will begin its yearling year on January 1, 2001, two-year-old year in January 2002 and so on.)
 - a. Two year old mules and donkeys may not be shown in any under saddle or driving class until after June 1 of their two year old year as determined on January 1.
 - b. A Gaited Mule four (4) years and younger must be determined so by NASMDA Registration or mouthing by a licensed veterinarian.
 - (1) Gaited mules may be mouthed at time of birth or any time thereafter to determine their eligibility for 4 and Under classes.
 - (2) A veterinarian certificate must be obtained at time of mouthing stating the date examination.
 - c. 4 and Under Gaited Mules may show up in the same class offered in Five and Over, but Five and Over Gaited Mules may not show down in 4 and Under Gaited Mule Classes. 4 and Under Gaited Mules entered in Five and Over designated age classes in a show, must compete only in Five and Over designated age classes in that show.
 - d. If a 4 and Under Gaited Mule is entered in a Five and Over Gaited Mule class that mule must remain in Five and Over Gaited Mule class for all shows for the rest of that calendar year, regardless of ownership.
 - e. Any owner found to be falsely entering an older mule or donkey in a younger age division is subject to disciplinary action and will forfeit all points earned in that age classification.

F. Walking Mule Gaits

1. **Flat Walk** is a 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, 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 should be penalized.
3. **Canter** is to be smooth and straight on both leads, not walling behind, but cantering on both ends with a rolling, rocking chair motion, comfortably in hand. Exaggerated "pumping" of the mule at the canter is not considered good form.
4. **Judging Considerations:** 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.

G. Racking Mule Gaits

1. **Show Walk** is a smooth collected, showy four-beat gait
2. **Slow Rack** is a relaxed four beat gait showing style and grace.
3. **Fast Rack** shows the same style and action as the Slow Rack but with speed. Form should not be sacrificed for speed.
4. **Style Rack** is an accelerated version of the slow rack emphasizing showiness and pride.
5. **Judging considerations:** In each of the first three gaits the Racking Mule must be collected and presented well, and the rider must be relaxed and smooth in the saddle. At no time should the mule exemplify a gait with animated hock action. The Racking Mule must exhibit good conformation and be free of blemishes and unsoundness. The Racking Mule should not exhibit an exaggerated head nod in the Slow Rack or Fast Rack. It should not exhibit an exaggerated hock action with the rear legs, but its stride should be long and natural. The front leg action should exhibit a curved rolling motion rather than the legs following a straight line commonly termed 'pitching or pointing'.

H. Gaits Other Than Walking Or Racking

All mules must exhibit a saddle gait other than a trot, running walk or a rack. This would include those mules who exhibit a foxtrot, paso fino gait, single foot, stepping pace. Classes

should be divided into slow gait & fast gait or slow gait & favorite gait.

- I. **Gaited Mule Classes:** All the following classes, including the Walking Mule, Racking Mule and Gaited Mule classes can again be divided into Amateur, Youth, Ladies, Gentlemen's Amateur Ladies, Amateur Gentlemen's or open classes. In addition, it is recommended that class lists specify Western or Saddle Seat tack and attire in each class.

1. Walking Mule Division

- a. 4 years & Younger Walking Mule Class Two Options:
 - (1) Mules perform two gaits: the flat walk and the running walk both directions of the arena Mules to be backed at the judge's discretion.
 - (2) Mules perform three gaits: the flat walk, the running walk and canter both directions of the arena Mules to be backed at the judge's discretion.
 - (3) Exhibitors are expected to show in Saddle Seat attire unless specified on the class list. To increase entries, the Show Secretary may choose to allow both types of attire and tack.
- b. 5 years and Older Walking Mule Class: Two Options
 - (1) Mules perform two gaits: the flat walk and the running walk both directions of the arena Mules to be backed at the judge's discretion.
 - (2) Mules perform three gaits: the flat walk, the running walk and canter both directions of the arena. Mules to be backed at the judge's discretion.
 - (3) Exhibitors are expected to show in Saddle Seat attire unless specified on the class list. To increase entries, the Show Secretary may choose to allow both types of attire and tack.
- c. **Open Grand Champion Tennessee Walking Mule:**
 - (1) This class may be offered at any show in which Gaited Mule classes are offered. If offered at a NASMDA World Champion Show, the title conferred would be NASMDA World Champion Tennessee Walking Mule or World Champion Tennessee Walking Mule.
 - (2) Open to any age mule or rider.
 - (3) Winner is designated as the Open Grand Champion Tennessee Walking Mule of that show.

2. Racking Mule Classes

- a. **Style Racking:** for any age or sex racking mule. Mules will be asked for two gaits, slow rack and the style rack, both directions of the arena. The style rack should show more animation and speed than the slow rack.
- b. **Speed Racking:** mule to perform three gaits, the slow rack, the show rack and the speed rack both directions of the arena. Credit shall be given to the most consistent mule that shows excessive speed. A mule that breaks gait shall be penalized.

- c. **Racking Mule Class:** Mules to perform two gaits, the slow rack and the show rack. Entries may be shown in Saddle Seat or Western attire at the discretion of the Show Secretary who must specify on the class description. Exhibitors are expected to show in Saddle Seat attire unless specified on the class list. To increase entries, the Show Secretary may choose to allow both types of attire and tack.

3. Gaited Mule Classes

- a. **Gaited English Trail Pleasure:** for any age mule or any type of gaited mule, to be shown in Saddle Seat attire and tack and can perform two or three gaits including slow gait, favorite gait and the canter. 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. The mule should easily turn to the outside of the ring when asked to reverse.

- b. **Gaited Mule Western Trail Pleasure:** for any age mule or any type of gaited mule, to be shown in Western attire and tack. If the mule is not a green mule or is over the age of 4 and is being shown with a shanked bit, it must be shown with one hand on the reins and no cavesson. If the mule being shown in a snaffle two hands shall be used on the reins. This class can call for two or three gaits including the slow gait, favorite gait and canter. The class description must indicate if this is a two or three gait class. The mule should be ridden on a looser rein and display a smooth ground covering stride that is suitable for the trail. The mule should easily turn to the outside of the ring when asked to reverse.

- c. **Gaited Mulemanship/Equitation:**

- (1) Available only in the amateur and youth divisions, the exhibitor, as opposed to the mule, is judged. Exhibitors are judged on their seat, hands, and their ability as it relates to the performance of the mule, appointments of the mule with the rider, ring showmanship, and overall presentation.
- (2) 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 and maintaining a balanced, functional and fundamental correct body position. The ideal mulemanship pattern is extremely precise with the rider and animal working in complete unison, executing each maneuver with subtle aids and cues. The pattern may include, but should not

be limited to the following maneuvers: gait a serpentine without breaking at the slow gait or favorite gait; perform a figure eight at the low 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.

- (3) Show management must identify the class as English or Western.

d. Gaited Obstacle Trail:

- (1) It is suggested that this class be divided into youth and adult classes where there are sufficient entries.
- (2) A minimum of six obstacles will be used, three of which are mandatory and at least three others selected from the approved list. **See Section 175 Trail I.** in this rule book for details regarding obstacles.
- (3) The course must be designed to require each mule to demonstrate walk, trot and gait some where between the obstacles as part of the working course.
- (4) Entry may be either English or Western, but not a combination of both. Western exhibitor must hold reins in one hand (the exception being a mule four (4) or under wearing a bosal or ring snaffle) and should not be changed during the performance except while working the gate, if necessary. English entries may be ridden with both hands on the reins. A time limit may be set for the course; however, the time itself will have no bearing on the final placement except as a limit for course completion. Any type hackamore is not permitted with the exception of a bosal.

e. Gaited Mules At Halter

- (1) Halter class entries are presented in hand, in either a halter or bridle as dictated by the specific class requirements
- (2) Attire for this class may be either English or Western, but not a combination of both, and must be clean and neat.
- (3) Whips not to exceed four (4) feet in length including snapper are permitted for use by exhibitors, unless shown in western. Whips are not permitted in Western showmanship.
- (4) Class to be judged 50% on conformation and 50% on gait. The mules will be exhibited at a slow gait both ways of the arena before being brought to the center for individual inspection. The ideal gaited mule should be well proportioned, having a long neck that comes out of the

should at the angle of 45 to 55 degrees, short back, long sloping croup and hind legs should have some set to the hock which will enable a 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 handlers should wear Western or Saddle Seat attire and the halter or bridle should match the exhibitor's attire.

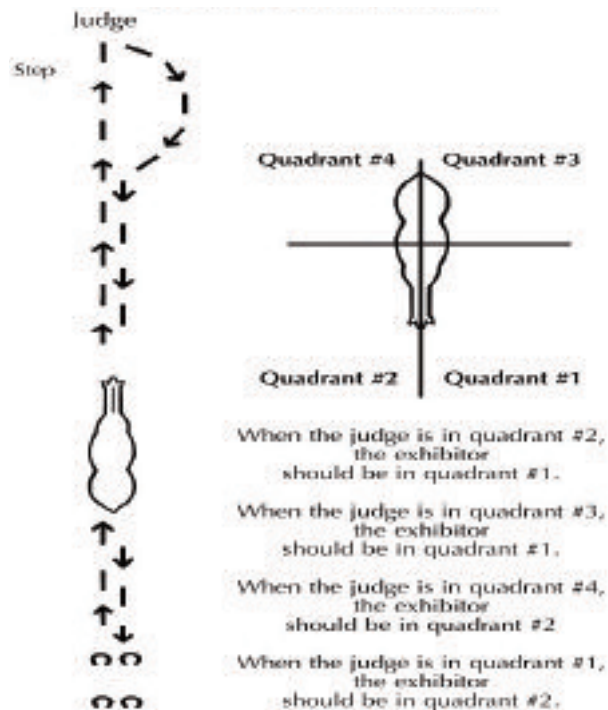
- f. **Showmanship At Halter:** Available only in the amateur and youth divisions, showmanship is designed to evaluate the exhibitor's ability to execute, in concert with a well groomed and conditioned mule or donkey, a set of maneuvers prescribed by the judge with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced, functional and fundamentally correct body position.

- (1) **Class Procedures:** Enter the ring in the direction indicated by the ring steward and walk until the judge requests that the mules line up for inspection. Walk on the mules left side, holding the lead shank in the right hand, near halter. The remaining portion of the lead shank will be held neatly and safely in left hand. A tightly coiled or rolled lead shank or one with fingers inserted or laced through the coils, will be considered a fault in showmanship. Animal should lead readily at a walk and running walk.
- (2) After judge has lined up the class, each exhibitor will be requested to move his mule individually. When moving the mule, the exhibitor should be sure that the judge gets a clear, unobstructed view of the mule's action. Allow the mule sufficient lead so that he can move freely in a straight line with his head carried at a height appropriate to his conformation.
- (3) When posing the mule, the exhibitor should stand toward the front facing the mule with his toes pointed toward the mule's eye or neck. The exhibitor should not stand directly in front of the mule but should always stand in a position where he can keep an eye on the judge.

With the quarter system, the mule is divided into four sections by drawing one imaginary line down his back and another across his middle. When the judge is looking at either hindquarter of the mule, the exhibitor stays on the same side as the judge, with his toes pointed toward the mule's eye or neck. When the judge looks at either front quarter, the exhibitor crosses to the opposite side of the mule. When posing the mule, do most of the showing with the lead shank. The exhibitor should not touch the mule with his hand, never change hands on the lead shank or kick the mule's leg into position.

- (4) The exhibitor should not crowd the entry next to them in a side by side position. The exhibitor should not crowd the entry in front when lined up head to tail.
- (5) The exhibitor should leave a mule's length between them and the next entry.
- (6) Poise, Alertness and Merits Keep alert and be aware of the position of the judge at all times. Do not be distracted by persons or things outside the ring.

Quarter Method



- g. Driving Classes:** Any of the driving classes found in the Driving Section of this rule book may be offered for the Gaited Mule in harness adhering to the Driving Tack rules listed above.
- J. Time Outs:** Time Outs interrupt the show, therefore unauthorized time outs will not be permitted.
1. A rider desiring a time out will ride to the center of the arena, remain mounted and request it of the Judge. The Judge will ascertain the reason for the time-out and either grant or deny the request.
 2. After an exhibitor pulls into the center, he/she must obtain a time out before dismounting. Failure to do so shall require the Judge to excuse the entry; the Judge has no discretion in this regard. Further, the entrance of a trainer or an assistant into the show ring before a time-out is granted shall require the Judge to excuse the entry. The sole exception to this rule shall be a mule and/or rider in immediate danger of injury in the opinion of the Judges
 3. If the Judge grants a time out, mules on the rail will go at ease, and a groom or farrier will be ordered in as required. The rider may then dismount. Riders granted a timeout may not make adjustments to any equipment other than that for which the time out was authorized except for adjustment as they would make while mounted.
 4. Riders at ease on the rail during time outs may make such adjustments as they can make while mounted, but assistance over the rail is not permitted; physical assistance (touching the mule) is not permitted and mule must be excused.
 5. If the Judge finds the reason for the time-out not valid, he/she must order the entry back to the rail immediately.
 6. Time-outs may be granted by the Judge for replacement of shoes, for replacement of broken equipment, or in other instances where the Judge finds reasons. However, time outs for adjustments of equipment, such as curb chains, bridles are not allowed.
 7. A total of ten minutes in aggregate shall be allowed for each entry for authorized time-outs, but no more than two time-outs per class.
- K. Workouts:** All mules chosen for a workout must be worked both ways of the arena 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. Any Judge ignoring this rule shall have subjected himself/herself to disciplinary action. Workouts shall be judges 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 he/she is

separated from a mule that has not fallen in such a way as to necessitate remounting or vaulting into the saddle.

2. A mule is considered to have fall 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 Animals: Mules or Donkeys being unruly, rearing up, balking, running off, or leaving the arena must be excused.

N. Rider Class Divisions

1. Open Classes: classes are open to all Rider/ Exhibitor Divisions.

2. Amateur Classes

- a. Amateur is any rider nineteen years old and older on January 1 of the calendar year of the show
- b. Amateurs must hold a current NASMDA Amateur card.
- c. Amateur mules must be owned by the Amateur, the Amateur's immediate family **or have a completed lease on file. See Section 147 D.**
- d. A NASMDA Amateur card and NASMDA registration papers **or lease** must accompany the amateur's entry form.
- e. NASMDA Amateur riders riding a mule they own or lease are permitted to show in open classes.
- f. Class description must specify for Amateur exhibitors only and can be further broken down into Amateur Ladies Class as well as Amateur Gentlemen's class. All above mentioned classes, including the Walking, Racking and gaited classes mat be held for Amateur exhibitors.

3. Youth Classes is defined as a rider who is eighteen years and younger on January 1 of the calendar year of the show. A Youth must be in control of the animal he/she is handling at all times. The judge should and will excuse any entry that is not in control of his/her mule. No youth may show a jack in any event.

O. Grievances/Protests

1. The Grievance Committee made up of the NASMDA Grievance Committee Chair, the NASMDA Gaited Committee shall have sole authority to investigate possible or alleged violations of any by law, rule or regulation of the Association. This Grievance Committee will gather all needed information, the \$100.00 protest fee, and substantiate the need for further investigation, and then will transfer the documentation to the Board of Directors with no names mentioned. **See Section 112 B.**
2. The person filing the protest must be a NASMDA member.
3. If a member of the Grievance Committee is involved

in any protest, she/he should be removed from the voting procedure and an alternate member should be appointed to serve temporarily on the Gaited Grievance Committee.

4. Violations concerning the following will NOT to be addressed by the Grievance Committee.
 - a. Judge issues which are handled through the Judge's Committee
 - b. Show ring lay out
 - c. Timer problems
 - d. Disagreements about disqualifications. (In shows in which a DQP inspects mules, the DQP's decision is final and not subject to protest or grievance.)
5. The protest must be filed in writing citing the specific rule infraction, signed by the protesting member(s) and delivered to any member of the Grievance Committee within 48 hours of the time of the cause of the protest.
6. The protest must be accompanied by a \$100.00 fee by cash or check which shall be forfeited if the protest is not sustained.

P. Suspended Individuals: Any person receiving disciplinary suspension from NASMDA or any other gaited equine association will be refused entry into NASMDA gaited mule classes for the period of their suspension.

SPECIALTY CLASSES

196 Coon Jump

- A. Exhibitors: The Coon Jump is open to all ages of exhibitors but any youth exhibitor must have a responsible adult in the ring during the class. This adult may not physically assist except in case of an uncontrollable incident and any assistance will terminate further competition from that youth exhibitor.
- B. Attire: Western attire or anything a real coon hunter might wear is appropriate. Tennis shoes are not permitted. Some type of hat or cap is required.
- C. Class Division:
 1. 48.01" to 54"
 2. 54.0 1" and up
- D. Equipment: Freestanding jump will have a single, horizontal, freely sliding crossbar which will be supported by wooden dowels no more than 1/4" in diameter which will break and drop the crossbar if the animal fails to make the jump. Horizontal width of the jump will be a minimum of 8' feet. Holes for dowel pins can be at 1" or 2" increments with the bottom hole 30" inches from the ground and the top hole at a minimum of 72".
 1. **Size of Box:** Animals in the small height class will jump from inside a 10' marked box. Animals in the larger height classes will jump from inside a 12' marked box.

2. **Size of Initial Jump:** Initial jump will be determined by the chest height of the smallest animal in the class. Initial jump must be cleared to qualify for placing.
3. **Timing:** Each jumping attempt is to be timed by a stopwatch with a required backup stopwatch. Time starts when the first hoof touches the ground in the box.

E. Class Routine:

1. **Stop before Jumping:** After entering the marked box area, the animal must stop before jumping.
 2. **Attempts:** Two attempts may be made at each height in a maximum of 60 seconds. Time is stopped only to replace pins. Pins should be checked between jumps. Attempts will be considered:
 - a. If animal steps out of box
 - b. If animal breaks pin or pins
 - c. If animal pushes jumps more than 2"
 3. **Handler:** Handler may stand to either side of box, but must hold reins or lead rope in hands at all times. Failure to do so is a disqualification. Handler is not to hold or touch the jump in any way, except for placing blanket or cover before animal begins attempt. Holding cover, jump bar, standard or pin while competing is an immediate disqualification.
 4. **Covering Jump:** A blanket or cover may be used over the jump if the handler desires.
- F. Abuse:** No physical abuse or force of the animal will be allowed.
- G. Ties:** Should two or more animals tie for the height, the animal which clears the jump in one attempt will be the winner, regardless of time. If both animals clear the jump on the same attempt (first or second), the animal with the shortest time will be the winner. If none of the animals have jumped a particular height, then the jump will be lowered until one or more jumps. If two or more animals have still not jumped the same height, the one making the most attempts places higher.

197 Costume Classes

- A. Animals are to be shown in some costume that is authentic in some country, work of literature or art, or in some occupation or sport, past or present.
- B. Costume to be judged on originality, authenticity and audience appeal.
- C. Each entry in this class must be accompanied by a typed or legibly written description to be read by the announcer. The entire costume presentation should be limited to one minute. The written description and any taped music should be given to the show office at a time specified in the show flyer or announced at the show so management will have time to read and assemble the information to exhibitor's best interest.
- D. Show management will reserve the right to rule on music and dress which may be inappropriate or offensive to the spirit and nature of the show.

198 Freestyle Reining

- A.** Reining maneuvers originated from moves that a cow mule must use in performing its duties and have been refined to the high level of competition existing today. Freestyle Reining not only provides an opportunity to use these maneuvers creatively, but also expand them to music by means of choreography. Riders are encouraged to use musical scores which permit them to show the athletic ability of the mule in a crowd appealing way. NASMDA rules will apply except where the following rules preempt
- B. Required Maneuvers:** Required Maneuvers will be defined as followed:
1. A minimum of 4 consecutive spins to the right.
 2. A minimum of 4 consecutive spins to the left.
 3. A minimum of 3 stops
 4. A minimum of 1 lead change at the canter from right to left
 5. A minimum of 1 lead change at the canter from left to right.
- C.** Exhibitors will only be judged astride
- D. Use of Two Hands:** Exhibitors are allowed to use two hands (as well as one or no hands) and any bit approved for by NASMDA rule book, including snaffle bits and hackamores approved for use in Junior Mule classes.
- E. No Score:** Failure to perform all the required maneuvers or failure to complete the pattern within the time limit will result in no score.
- F. Credit:** Additional maneuvers such as rollbacks, backups, speed variations, and non-classical reining maneuvers such as half pass and side pass are appropriate in Freestyle and shall be given appropriate credit. Additional repetitions of required maneuvers are appropriate, but will only add or subtract from the existing scores already given for the required maneuvers, not as additional scores.
- G. Time Limit:** Time limit is a maximum of 4 minutes including any introductions. The time limit will be from the beginning of the music or from the beginning of the introduction (whichever is first) and will end with the music.
- H. Costumes:** Costumes are permitted, but not required. Emphasis is placed on performing the reining maneuvers to music.
- I. Props:** Props are permitted but at no time may hinder the judge's view of the mule. The use of props will not add to the score.
- J. Judging Considerations:** The judging method to be used for the Freestyle will allow for the assessment of an overall score following the ride. This overall score will be based on the technical merit of required maneuvers and the quality of non required maneuvers as they add or detract from the overall impression of the ride.
1. Each rider will be scored from 0 to infinity with 70 denoting an average score

2. **Definition of required maneuvers:** As listed previously
 3. **Definition of transitional maneuvers:** Those maneuvers which allow a mule to move from one part of the pattern to another which are not specifically designated as required including but not limited to such maneuvers as trots and transitions between gaits.
 4. **Definition of Non Required Maneuvers:** Those maneuvers which are not required but demonstrate creative moves displaying control, increased degree of difficulty, athletic ability, and finesse attributed to the skill levels of a well trained reining mule.
 5. If two judges are used, one judge will score the technical merit of the ride as well as one judge to score the artistic impression. Each score would bear equal weight. In case of a tie, the artistic impression judge's score would be used to break the tie.
 6. Validating required maneuvers will not be the responsibility of the judges. At least one scribe will be used to verify the required maneuvers for each mule as they are completed in the pattern.
- K.** Eliminations and Invitational may be used at the discretion of the show management and should use NASMDA approved Reining Patterns. Eliminations and Invitational may be held without music or costuming, but must allow the use of either one or two hands. The emphasis in the design of any Elimination or Invitational should be on quality of competition.
- L.** Freestyle Reining may offer both Open and Non-Pro classes. Show management will reserve the right to run them concurrently or separately.
- M.** Show management will reserve the right to rule on music or dress which may be inappropriate or offensive to the spirit and nature of the show. Show management may also determine the use of special lighting.

199 Ladies Side Saddle

- A. Class Routine:** Animals shall enter the ring counter clockwise at a trot or jog and work both directions at the walk, trot or jog, and canter or lope. A good ground covering walk, a comfortable trot or jog, and easy flowing canter or lope are desired gaits. Mules or donkeys may be asked to halt and stand quietly on a loose rein. Animals must be brought to a walk before changing gaits. Animals are to be reversed at the walk or trot, but shall not be reversed at the lope or canter. Riders shall not be asked to dismount.
- B. Judging Considerations:** Transitions from one gait to another should be smooth and effortless. Riders with English tack and attire may sit or post the trot. Animals should stand quietly and back readily if requested by the judge.
1. The side saddle animal should have gaits that give the distinct impression that it is a comfortable mount to ride.
 2. Manners and suitability of purpose shall be emphasized.

3. Class to be judged as 75% on Performance, manners and way of going, 25 % on Appointments and overall appearance.
- C. Appointments:** Safety is of the utmost importance in both tack and attire. Judges should penalize exhibitors not conforming to good safety practices. All sidesaddles are required to be in safe rideable condition, whether in original condition or renovated. Leaping pommels are required for saddles. Balance straps are recommended on appropriate side saddles.
1. **Tack:** Animal should be tacked up in appropriate side saddle of either an English or Western Style. Bridles should be appropriate to style of the saddle and only regulation bits may be used. No martingales or tie downs allowed. Appropriate whip or crop may be carried. A spur is optional. Formal hunt seat riders will need proper appointments.
 2. **Attire:** English (formal and informal), hunt or saddle seat, or Western (western consisting of a long sleeve blouse or shirt, a coat or vest, skirt or apron, hat and boots). For more information on appointments, tack and attire, contact the **International Side Saddle Organization**, www.sidesaddle.com.

200 Dressage

NASMDA encourages that Dressage competitions be held for both mules and donkeys. Rules and regulations should be the most current **United States Equestrian Federation** "Dressage Discipline" rules. Visit their website at www.usef.org.

- A. Bits:** Any regulation smooth snaffle bit (either two or three piece) is acceptable as are Mylar(r) type snaffles, 2 or 3 piece, are legal as long as other USEF equipment specifications are met.

DRAFT DIVISION

201 Draft General Rules

- A. Draft Mule Classes:** Any class designated with an asterisk (*) could also be offered as a youth class
1. Draft mules at Halter – 5 years old and younger
 2. Draft mules at Halter – 6 years old and older
 3. Draft Matched Pair at Halter
(not eligible for Grand/Reserve Champion)
 4. Draft Pleasure Driving – single hitch*
 5. Draft Pleasure Driving – team*
 6. Draft Reinsmanship – single hitch*
 7. Draft Reinsmanship – team*
 8. Draft Unicorn Hitch
 9. Draft Four-mule Hitch
 10. Draft Six-mule Hitch
 11. Draft Eight-mule Hitch
 12. Draft Obstacle Driving – single hitch*
 13. Draft Obstacle Driving – team*
 14. Draft Gambler's Choice – single hitch

15. Draft Gambler's Choice – team
16. Draft Log skidding – single hitch
17. Draft Log skidding – team
18. Draft Farm Team Race
19. Draft Heritage Driving/Antique Vehicle
20. Draft Parade Hitch
21. Draft Farm Team Driving

- B.** This division is designed to showcase the "heavy" or Draft type Mule under harness. Mules shall be safely and securely harnessed while competing in driving events. Two people are allowed on the vehicle when two or more animals are being driven or when the exhibitor is a youth. Once the vehicle has stopped, headers will be allowed.
- C.** For point accumulation in competition, each mule shall be assigned a competition number that is to be displayed when the animal is working singly. A team of two or more mules will be assigned a competition number for that team as a unit. Double points may not accrue. (Example: Bess is assigned #30 for halter, single hitch classes, etc. If Bess is hitched to Belle for a team classes, that unit of both mules is assigned a different number - #31, for example. If both Bess and Belle are hitched in a four-mule hitch with Bob and Bill, the four-mule hitch is assigned a different number - #33, for example. Bess cannot accrue points toward High Point Draft Mule under any other competition number other than #30.)
- D.** Classes may be provided for single or multiple hitches.
- E. Attire:**
1. Drivers should be dressed conservatively and with respect to the vehicle being driven.
 2. Period costumes are acceptable if they are in good taste
 3. T-shirts, tank tops, shorts, etc are not allowed
 4. Lap robes/aprons are encouraged, but not required.
 5. Drivers must wear appropriate footwear
 6. A hat of choice is required
 7. Gloves are encouraged, but not required.
- F. Driving Terminology**
1. **Walk:** A natural flat foot, four beat gait. The mules should walk energetically, but calmly, with even and determined pace. Loss of forward rhythmic movement shall be penalized.
 2. **Trot:** A clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced and showing later flexion on the turns. The steps would be as even as possible with the hind foot touching the ground in the foot prints of the fore feet. Light contact should be maintained. Excessive speed will be penalized. (NOTE: The judge may request an extended or ROAD TROT.)
 3. **Rein Back:** Consists of the animal/team moving backward in an unhurried manner with the head flexed and straight, pushing the vehicle back evenly in a straight

line. The driver should use quiet aids and light contact.

4. **Reverse:** Change of direction, accomplished by the mule circling off the rail or crossing the ring at a walk or trot. In single hitch, small classes at the discretion of the judge and/or show management, the reverse may be accomplished by circling off the rail to change direction. In multiple hitch and/or large classes, the reverse should be made on the diagonal at the direction of the ring steward.
 5. **Halt or Stop:** A complete, square stop of the animal and vehicle without veering or abruptness. At the halt, the mules should stand attentively, motionless and straight with the weight evenly distributed over all four legs and be ready to move off at the slightest indication from the driver.
- G. Whip:** It is recommended that an appropriate whip be carried in the vehicle. The thong on the whip must be long enough to reach the shoulder of the farthest mule, except in multiple hitches of four, six, eight, etc.
- H. Outside Assistance:**
1. Only the driver may handle the lines, whip or brake during a competition. The penalty for non-compliance is disqualification.
 2. No change of driver is permitted, except where specified by the class description
 3. Drivers receiving outside assistance after the judging has begun will be disqualified at the judge's discretion unless that assistance has specifically been allowed (such as the use of a header.)
- I. The Animal**
1. The mule(s) must be serviceably sound and must not show evidence of lameness, broken wind or impairment of vision.
 2. If shod, the mule(s) must be suitably shod for driving. No extended hooves, heavy shoes or toe weights will be allowed.
- J. Harness**
1. Bridles should fit snugly to prevent catching on the vehicle or other pieces of harness. A throatlatch and a noseband or cavesson is mandatory.
 2. Black harness is considered appropriate for painted vehicles and natural wood vehicles having black trim
 3. Brown harness is considered appropriate with natural wood finished vehicles trimmed in brown
 4. All metal furnishings should match and be secure
 5. Full collars are suggested, particularly for heavy vehicles
 6. A correctly fitted harness is essential for the comfort of the Draft Mules.
 7. Overchecks are prohibited in obstacle classes. Failure to comply incurs disqualification
- K. Bits**
1. Snaffle bits and other types of traditional driving bits are allowed. Legal bits include:

- a. Half cheek snaffle
- b. Liverpool
- c. Elbow driving
- d. Bradoon overchecks

- L. Vehicles:** Drivers should strive to present an appropriate turnout. Appropriate indicates the balance and pleasing appearance of the combination of mule(s) and vehicle. Factors determining the above include compatible size, type and width of the mule(s) and vehicle. The way of going of the mule(s) may also affect the overall appearance.
- M. Splitting Classes:** Large classes may be split at the discretion of the judge and/or show management. Size of the arena and safety are the prime considerations.
- N. Excessive Use of Voice:** Excessive use of voice, shouting or whistling to the mule(s) may be penalized at the judge's discretion. The driver should strive to control the mule's movement with a minimum of vocal aids. If necessary, it is permissible to talk to the mule(s) in a subdued tone of voice. Clucks for starting, "walk on", "trot", "gee", "haw" and "whoa" are the more accepted terms.
- O. Leaving the arena:** No entry may leave the arena after judging has begun without permission from the ring steward.
EXCEPTION: In the event of an accident or equipment failure which requires either medical attention or repair, the turnout must leave the arena as soon as possible after notifying the ring steward. If asked to leave the arena by the ring steward, the turnout must do so as soon as possible.
- P. Cantering:** Cantering is **NOT ALLOWED** in driving classes unless stated in the class description. Cantering in harness will result in disqualification.

202 Draft Pleasure Driving

- A. Single Hitch Class Routine:** Mule will enter the arena to the right at a Trot. Entries will be exhibited both directions of the arena at the walk and normal (park) trot. At the judge's discretion, and extended (road) trot may be requested. The class will be reversed as appropriate for the class size. Entries will be asked to rein back and may be asked to halt/stop any time during the class.
- B. Judging Considerations:** A pleasure driving class in which the entries are judged primarily on the suitability of the mule to provide pleasant drive. Animals should show quality gaits, alert expression, smooth transitions and good manners. Emphasis is 0% on performance, manners and way of going; 20% on condition and it of harness and vehicle and 10% on neatness of turnout
1. **Extra Work:** Mules may be asked to do a Figure 8 or other maneuvers at the discretion of the judge.
- B. Pleasure Driving Team Class Routine:** Mules will enter the arena to the right at a Trot. Entries will be exhibited both directions of the arena at the walk and normal (park) trot. At the judge's discretion, an extended (road) trot may be requested. The class should be reversed across the diagonal

length of the arena. Entries will be asked to Rein back and may be asked to halt/stop at any time during the class.

- B. Judging Considerations:** A pleasure driving class in which the entries are judged primarily on the suitability of the team to provide a pleasant drive. Mules should show cooperation and unity under harness, quality gaits, alert expressions, smooth transitions and good manners. Emphasis is 70% on performance, manners and way of going; 20% condition and fit of harness and vehicle and 10% on neatness of turnout.

203 Draft Reinsmanship

Available only in the amateur and youth divisions, the entries are judged primarily on the ability and skill of the driver.

- A. Class Routine:** Mules will be shown at a Walk and Trot both ways of the arena. At the judge's discretion, an extended (road) trot may be requested. Drivers will be required to execute a rein back. Entries may be asked to halt/stop at any time during the class. The class will be reversed as appropriate for the class size/type of hitch.

1. **Extra Work:** The judge may request each driver to execute Figure 8 or other maneuvers.

- B. Judging Considerations:** Emphasis is 75% on handling of the lines and whip, control, posture and over all turnout of the driver; 25% on the condition and fit of the harness and vehicle.

204 Draft Multiple Hitch Driving

Classes highlighting the versatility and tradition of the working mule. Of primary importance is the overall performance of the hitch, which all mules worked collaboratively and effectively. On the rein back, the lead mule(s) should not be "dragged" backwards by the wheel and/or swing teams. Classes may include the Unicorn Hitch, Four Mule Hitch, Six Mule Hitch and Eight Mule Hitch.

- A. Class Routine:** Mules will be shown at a Walk and Trot both ways of the arena.

1. Drivers will be required to rein back. Entries may be asked to halt/stop at any time during the class. The class will be reversed across the diagonal length of the arena.

- B. Judging Considerations:** Mules should show cooperation unity under harness, quality gaits, alert expressions, smooth transitions and good manners. Mules should show an ability to work as a unit with evenness of tugs. Emphasis is 70% on performance, manners and way of going; 20% on condition and fit of harness and vehicle and 10% on neatness of turnout.

205 Draft Obstacle Driving

Obstacle driving will be judged on performance of the mule(s) through a prescribed set of obstacles. Overchecks are not allowed and will be cause for disqualification. Entries may attempt an obstacle three times. If the entry is not successful in negotiating the obstacle after three times, the entry must move on to the next obstacle.

- A. Class Routine:** Drivers must be allowed to walk the

course prior to the start of a class and inspect each obstacle. While walking the course, drivers shall not alter, adjust or in any way move an obstacle or any part thereof. Should a driver have any question regarding a specific obstacle, it should be brought to the attention of the ring steward for clarification. Drivers are prohibited from driving, leading or riding mules or allowing mules to be driven, lead or ridden on any portion of the course at any time prior to the competition unless permitted by show management. Noncompliance will result in disqualification. As a part of the competition, the judge may ask drivers to rein back at the completion of the course.

- B. Course Requirements:** The course shall include a minimum of six and a maximum of eight obstacles, selected from the list of obstacles. Care must be exercised to avoid setting up any obstacle in a manner that may be hazardous to the mule(s) or driver.

1. The obstacle course must be outlined by the show management and posted prior to the start of the class for the information of the exhibitors and judge.
2. The course shall be designed to require each entry to demonstrate the walk and trot somewhere between obstacles as part of the working course with enough space provided for the judge to evaluate the gaits.

C. Mandatory Obstacles:

1. **Back Through:** Consists of either two landscape timbers, poles or pylons set at a minimum of ten feet apart. For Team classes or larger vehicle widths, these should be adjusted accordingly.
2. **Box or Garage:** Three rails, a minimum of 15 feet long are set in a three-sided box. Mules must be driven up to the obstacle, side pass to position he vehicle and then backed into the box until the rear wheels/tires of the vehicle touch the back pole. If rails are elevated, they may not be over 10 inches high.
3. **Serpentine:** A minimum of three pylons around which the mule is driven in a serpentine fashion at a walk (pylons are at least 15 feet apart) or a trot (pylons at least 20 feet apart.) These should be adjusted accordingly for team classes or larger vehicles.
4. **Straight and narrow:** Two parallel poles, one foot apart a minimum of 25 feet long. Driver must keep one wheel (cart) or both wheels (wagon or similar vehicle) between the poles for the entire length. May be taken at the walk or trot. Width between the poles may be adjusted for larger vehicles or vehicles with wide tires.

D. Optional Obstacles:

1. **Bridge:** A simulated bridge of a width at last 10 feet. To be taken at the walk only
2. **Figure 8:** Two barrels or pylons around which the entry must make a Figure 8 in a forward motion. Walk obstacles to be a minimum of 10 feet apart. Trot

obstacles to be a minimum of 20 feet apart. These should be adjusted accordingly for team classes or larger vehicle widths.

3. **L-Obstacles:** Rails placed in an “L” shape at least 15 feet apart through which the mule is driven at a walk only. If the rails are elevated, the maximum height is 10 inches. The side of the “L” may not be less than 20 feet long. Width may be adjusted for teams or larger vehicles.
4. **Mailbox:** The mailbox must be set on a stand with a minimum height of four feet. Exhibitor must open the box, remove the “mail”, show it to the judge and then replace the “mail” in the box. Mailbox height may be adjusted for larger vehicles.
5. **Simulated Water:** A plastic sheet or tarp secured to the ground so that it will not become entangled or affixed to the mule’s foot or the wheel of the vehicle when it is passed over.
6. **U-Turn:** A three rail box of which the rails are a minimum of 25 feet long, with a pylon located in the center of the opening of the box. The driver is to enter the box, drive around the pylon and exit the other side, making a “U”.

E. Prohibited Obstacles:

1. Live animals and hides
2. Driver dismount

F. Scoring:

1. An entry with major faults (knockdowns, refusals, etc.) on the course will not be placed ahead of an entry that worked through the obstacles cleanly.
2. Entries should be penalized for touch of any element of the course (unless dictated as a part of the obstacle) and for unnecessary delay in approaching the obstacle.
3. **Off Course:**
 - a. Deviating from the prescribed order in which the obstacles are to be approached
 - b. Taking the obstacle from the wrong direction
 - c. Negotiating an obstacle from the wrong side
 - d. Skipping an obstacle unless directed by the judge
4. **Disqualification**
 - a. Driver receiving outside assistance
 - b. Breaking into a canter
 - c. Use of an overcheck
 - d. Equipment failure resulting in elimination

206 Draft Gambler’s Choice

A timed driving obstacle course of unnumbered obstacles each carrying a specific point value. Each driver has the same amount of time to negotiate as many of the 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. The course shall include obstacles listed under Obstacle Driving.

A. Class Routine:

1. After passing through the starting line, the driver may

drive through the obstacles in any order and from any direction. No obstacle may be driven in succession. No obstacle may be re-driven once it has been disturbed (unless dictated as a part of the obstacle)

2. A 30-second warning to the completion of the of the allowed will be given.
3. The entry must be past the finish line prior to the expiration of the allotted time or the entry will be disqualified and no points accrued.
4. If a disturbed obstacle is re-driven, no points will accrue for that obstacle.

B. Scoring

1. Placings will be determined on high score basis. Time will decide ties. The entry with most points in the shortest time will place over an entry with the same number of points with a longer time on course. If a tie occurs in both points and time, the winner will be decided by a drive-off.
2. No points will be awarded to an incorrectly completed obstacle. If the obstacle is incorrectly driven, but not disturbed, it may be attempted again.
3. In this class the circling rule does not apply. If a mule should refuse or run out of 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 would be recorded.
4. Cantering will be a cause for disqualification.

207 Draft Log Skidding

This is a judged event consisting of a mule/team dragging a log between a series of obstacles. Classes can be established for singles or pairs.

A. Class Routine:

1. Each entry will enter the arena individually.
2. The driver may be assisted in hooking to the log. This may be included as part of the judging. Once hooked, the entry will proceed from the start/finish line and maneuver the course.
3. No outside assistance is allowed.
4. Points are assigned for a smooth, clean, efficient run; the responsiveness and manners of the mule(s) and the driving ability of the driver.
5. An entry with major faults shall not place above an entry that worked through the obstacles cleanly.
6. After maneuvering through the course, the entry will return to the start/finish line and unhook. The driver may be assisted in unhooking.

B. Course Set-Up: The course may be determined by the judge and/or show management.

1. It should include a serpentine of at least six pylons spaced a minimum of 15 feet apart. If a parallel obstacle is included, the minimum width between the rails should be single/double-tree width plus 16 inches.

2. Side lines may be utilized parallel to the line of cones for the serpentine. A minimum of 15 feet should be allowed for any end lines or side lines.

C. Show management shall provide:

1. Logs proportionate in length and weight to the majority of the animals to be shown. A log 8 foot long and 8 inches in diameter is suggested.
2. Chain loop: Each log will be wrapped with a piece of chain to make a loop not to exceed 24 inches to which a single/double-tree can be hooked. The chain should extend from the sides of the log, V-shaped, in such a manner that the log will not turn.
3. Single/double-tree(s) with hooks and connector for the log.

D. Judging Considerations

1. Drivers are allowed to encourage their mules forward with voice commands or slapping of the lines (but not excessively).
2. No whips or use of the end of the lines is allowed.
3. Driver may drive from either side, changing sides as Necessary.
4. A penalty is assessed each time an obstacle is stepped on or over or disturbed in any way by the animal, the driver or the log. Tennis balls may be placed on top of the pylons to indicate penalties
5. Failure to follow the pattern is a disqualification

208 Draft Heritage Driving/Antique Vehicle

A. Class Routine:

1. To be shown at the Walk both ways of the arena. Depending on the number/type of entries, the entries may be asked to Trot.
2. The class will reverse in a manner at the discretion of the judge, although a diagonal reverse is suggested.
3. Entries may be asked to Rein back.

B. Judging Considerations: To be judged 50% on performance; 20% on apparel of driver and personal appointments; 15% on vehicle and 15% on harness.

1. **Apparel:** The required/appropriate costumes should be dated on the vintage of the vehicle.
2. **Vehicle:** The antique type vehicles should be sound and safe for driving, and the wheels and spokes tight. The mule(s) should be suitable to the vehicle and there should be a pleasing balance between the two.
3. **Harness:** The harness should be in good repair, clean and fit properly. All metal furnishings should match, be secure and polished.

209 Draft Parade Hitch

This class highlights the use of the Draft Mule as an appropriate harness animal for parades. All entries should be in good taste and promote crowd appeal. Manners are of utmost importance. Entries may be asked to Halt/Stop multiple times during the class, simulating participation in a parade.

- A. Class Routine:** To be shown at the Walk both ways of the arena. The class should reverse along the diagonal length of the arena at the direction of the ring steward. Entries may be asked to halt/stop multiple times.

B. Judging Considerations:

1. To be judged 50% on performance, attentiveness and manners; 20% on apparel of driver/assistants and personal appointments; 15% on vehicle and harness and 15% on overall balance and appearance.
2. When asked to Halt/Stop, the mule(s) should stand quietly and calmly, ready to respond to the direction of the driver immediately.

210 Draft Farm Team Race

This class simulates the use of Draft Mules for farm/ranch work. It is a timed and judged event. In addition to the driver, an assistant or swamper is allowed.

A. Class Routine:

1. The entries may compete individually or two at a time, with identical courses set up side-by-side. The driver will be on a forecart. Hooking to the sled may be part of the competition or may be done prior to the entry crossing the start/finish line.
2. On a signal, the entry will cross the start/finish line. the driver must followed the prescribed course or pattern. The swamper must remain on the sled until it comes to a complete stop.
3. The driver will proceed to the first obstacle. The swamper will negotiate the obstacle. This many include:
 - a. Opening a gate, allowing the driver and sled to pass through, then closing the gate
 - b. Loading objects from a pallet to the sled
 - c. Unload objects from the sled to a pallet
 - d. Hooking/unhooking the sled to the forecart
4. Once the course is completed, the driver must cross back across the start/finish line.
5. Time begins and ends when the neck yoke of the team passes the start/finish line. The course shall be determined at the discretion of the judge and/or show management.
6. A copy of the course and rules for the class shall be posted prior to the start of the class.
7. Drivers and swampers may walk the course as a group prior to the start of the class. No animals are allowed on the course prior to the start of competition. When walking the course, drivers and swampers are not to alter, change or otherwise disturb the course.

B. Judging Considerations:

1. The fastest overall time wins. Raw time on the course may be modified by time penalties assessed per occurrence.
2. If equipment provided by show management fails and the run cannot be completed, the exhibitor will be granted a re-run.
3. Each time the there is a cantering occurrence of

more than three strides by either mule, a 30 second penalty is added to the raw time.

4. Each time an object is not placed completely on the pallet, a 10 second penalty is added to the raw time.
5. If the swamper departs the sled before it comes to a full stop, a 30 second penalty is added to the raw time. If the swamper is not on the sled before it departs from a full stop, a 30 second penalty is added to the raw time.
6. If an object is broken, damaged or otherwise unusable a 30 second penalty is added to the raw time.
7. If the driver, swamper or an object falls off, a 30 second penalty is added to the raw time.
8. If pylons, pallets or other set portions of the course are disturbed, a 15 second penalty is added to the raw time. If the driver goes off course, the entry is disqualified.

2111 Draft Farm Team Driving

This class is designed to highlight the everyday work use of Draft Mules. Any type of working farm equipment, including two or four wheeled wagons are allowed. Vehicles may have wood wheels, steel wheels or rubber tires. Vehicles may also include home built or training type equipment. Emphasis is on working tack and equipment. No Buxton bits, show harness, scotch top collars or 5th wheel wagons are allowed.

A. Class Routine:

1. To be shown at the Walk both ways of the arena.
2. Entries may be asked to Trot at the judge's discretion if appropriate for entries. Entries may be asked to Rein back.
3. Depending on class size and types of equipment, the preferred reverse will be done along the diagonal length of the arena.
4. At the judge's discretion, individual work may be requested which might be required while working with the specific equipment, such as swinging the team to one or both sides or engaging the equipment.
5. Equipment to be used in the class must be cleared through show management prior to the start of class for safety and arena condition considerations.
6. Appropriate attire suitable to the vehicle/equipment is encouraged.

B. Judging Considerations:

1. Should stand quietly and, for team entries, show an ability to work as a unit with evenness of tugs.
2. To be judged on performance and handiness and suitability of the vehicle/equipment, with an emphasis on responsiveness to driver and manners.



Veterinarian Mouthing Certificate for Junior Mule Age (Mules 5 years of Age and Younger)

A copy must be sent to show management with entry at every show if animal is not registered with NASMDA.

I, _____

do, hereby, verify that I mouthed the mule named _____

Sex: _____ Color: _____

Additional brands, scars or markings: _____

owned by _____

on the _____ day of _____ 20____

Based on my examination on this date, the above named mule is mouthed as a _____ year old. And qualifies as a Junior Mule.

According to the NASMDA rule book requirements, this mule will be six years of age and therefore no longer be eligible for Junior Mule classes on January 1, 20____.

Signature of Licensed Veterinarian

State: _____ Date: _____

Please copy this page as needed.

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NASMDA offers a \$500 scholarship to graduating high school seniors. The scholarship will be sent to the educational institution of your choice in your name.

To be considered for these awards, applicants must complete the form as instructed and attach a copy of their high school transcript and senior class schedule.

Completed materials must be received by May 1st of the current year. Visit the website at www.NASMDA.com for forms and more information.