

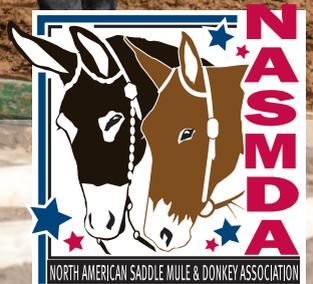


NASMDA OFFICIAL RULE BOOK .....

REVISED JANUARY 1, 2025



Official Handbook  
BY LAWS  
RULES & REGULATIONS  
Revised 2025



**SECOND EDITION**

*This Rule Book Supersedes All Previous Rule Books*

## FORWARD



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

**[www.NASMDA.com](http://www.NASMDA.com)**

New rules are in red

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:

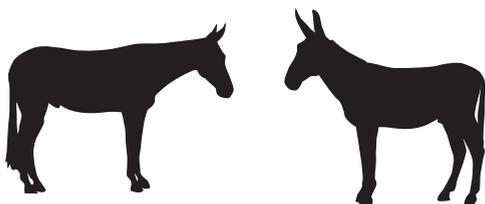
- (i)** educate the general public in the history, use, and exhibition of the North American saddle mule and donkey breeds and in the improvement of the breeds;
- (ii)** promoting the humane treatment of North American mules and donkeys;
- (iii)** promoting interest in the history, breeding, exhibition, 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

## **NASMDA Disclaimer of Responsibility For Safety**

*NASMDA does not assume responsibility for safety of participants at the shows or other events it sanctions. Safety is a concern of everyone, but NASMDA does not assume responsibility for it. NASMDA's limited purpose for sanctioning or approving a show is to promote fair competition. Show management is responsible for participant safety.*

# 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



# 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 mentoring for them and their families.



## 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  
Terri Hurley, Minnesota



## 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

Jarratt's Desert Prince

### 2022

Clyde's Gallant Fox



## 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. All VTP hours must be submitted no later than 6 months after accumulating in order to be counted.

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.

## OPEN COMPETITION PROGRAM

NASMDA is committed to promoting the benefits of owning a saddle mule or donkey. The inception of the Open Competition Program will recognize saddle mules and donkeys in all types of open competitive events. Whether you are competing in Dressage, Western, Open Show to Endurance, NASMDA would like to recognize your achievements in showcasing saddle mules and donkeys as an alternative equine choice.

When you enroll in the Open Competition Program you will be able to accumulate points towards Bronze, Silver, Gold and Platinum Medallions and Certificates in 11 different categories. An annual enrollment fee of \$25 must accompany the OCP application with current membership and registration.

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

### OCP CATEGORIES

**Halter**  
**English Performance**  
**Western Performance**  
**Harness**  
**Working Ranch**  
**Working Cattle**  
**Gymkhana/Speed/Novelty Events**  
**Gaited/Draft Mules**  
**Trail**  
**Dressage**  
**Endurance/Competitive Trail**

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



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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.

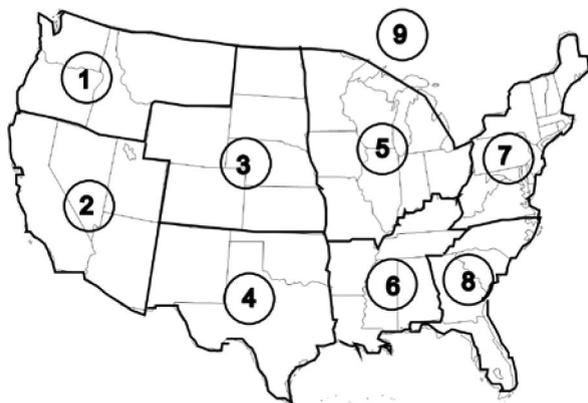
## ARTICLE III DIRECTORS

**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 (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 convening 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 an 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 treasurer's report at the regular annual meeting of the members of the regional club and shall prepare at least one annual budget. The treasurer's report shall be distributed to each member standing. The club shall return a treasurer'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 in eligible 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 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: <b>Mule Halter</b>	4 classes	2 classes	1 class
List B: <b>Senior Mule Performance</b>	5 classes	4 classes	3 classes
List C: <b>Junior Mule Performance</b>	4 classes	3 classes	Optional
List D: <b>Amateur Mule</b>	4 classes	2 classes	Optional
List E: <b>Youth Mule</b> <i>May be divided (18 &amp; Under) or (14-18)(13 &amp; Under)</i>	4 classes	3 classes	1 class
List F: <b>Donkey</b> <i>May be divided (Open)(Training Level)</i>	<b>3 classes</b>	<b>2 classes</b>	<b>1 class</b>
List H: <b>Mule Driving</b> <i>May be divided (Open)(SR)(JR)(Yth)(AM)</i>	3 classes	2 classes	Optional
List I: <b>Mule Gymkhana</b> <i>May be divided (Open)(SR)(JR)(Yth)(AM)</i>	4 classes	3 classes	2 classes
List J: <b>Gaited Mule</b>	Optional	Optional	Optional
List K: <b>Cattle Mule</b>	Optional	Optional	Optional
List L: <b>Specialty</b>	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."

## A. Minimum Requirements for Ranch Show Approval

An all ranch show may be held and qualify for “A” NASMDA points provided at least six (6) ranch classes are offered. Those six classes may then be divided into Open, Junior, Senior, Amateur, Youth, Open Donkey and Training Level Donkey as the show sees fit as long as at least four (4) of the classes are also offered or donkeys.

### 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).

#### 1. MULE HALTER CLASSES

- a. Weanling Mules
- b. Yearling Mules
- c. Two Year Old Mules
- d. Three Year Old and Over classes may be split into 58” & Under and 58.01” and Over
- e. Any or all classes may be split into Johns and Mollies
- f. Gaited Mule Halter
- g. Hunter Type Mules
- h. Draft Type Mules

#### 2. DONKEY HALTER CLASSES

- a. Weanling Donkeys
- b. Yearling Donkeys
- c. Two year old Jacks
- d. Two year old Geldings and Jennets
- e. Three and Over Jacks
- f. Three and Over Jennets and Geldings
- g. Any or all classes may be split into Jennets and Geldings
- h. Any or all classes may be split into Mammoth and Standard

#### B. ENGLISH CLASSES

1. English Pleasure
2. Hunter Under Saddle
3. Hunter Hack
4. Working Hunter
5. Jumping

#### C. 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

#### D. WESTERN CLASSES

1. Western Pleasure
2. Walk/Trot Western Pleasure
3. Trail
4. Reining
5. Western Riding

#### E. RANCH CLASSES

1. Ranch Rail Pleasure
2. Ranch Pleasure
3. Ranch Riding
3. Ranch Reining
4. Ranch Trail
5. In Hand Ranch Fundamentals
6. Ranch Roping
7. Ranch Boxing
8. Ranch Conformation

#### F. 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

#### G. GYMKHANA CLASSES

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

#### H. SPECIALTY CLASSES

1. Western Dressage
2. English Dressage

#### I. SENIOR MULE PERFORMANCE CLASSES

1. Any Senior Mule English Class (B)
2. Any Senior Mule Driving Class (C)

3. Any Senior Mule Western Class (D)
4. Any Senior Mule Ranch Class (E)
5. Any Senior Mule Cattle Class (F)
6. Any Senior Mule Gymkhana Class (G)
7. Any Senior Mule Specialty Class (H)

#### J. JUNIOR MULE PERFORMANCE CLASSES

*These classes may also be offered for Green Mule.*

1. Any Junior Mule English Class (B)
2. Any Junior Mule Driving Class (C)
3. Any Junior Mule Western Class (D)
4. Any Junior Mule Ranch Class (E)
5. Any Junior Mule Cattle Class (F)
6. Any Junior Mule Gymkhana Class (G)
7. Any Junior Mule Specialty Class (H)

#### K. AMATEUR PERFORMANCE CLASSES

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

1. Amateur Mule Halter
2. Amateur Donkey Halter
3. Amateur Mule Showmanship at Halter
4. Amateur Donkey Showmanship at Halter
5. Amateur Ranch Mule Showmanship
6. Amateur Ranch Donkey Showmanship
7. Amateur Reinsmanship
8. Amateur Mule Equitation
9. Amateur Donkey Equitation
10. Amateur Mulemanship
11. Amateur Ranch Mulemanship
12. Amateur Ranch Donkeymanship
13. Any Amateur Mule English Class (B)
14. Any Amateur Mule Driving Class (C)
15. Any Amateur Mule Western Class (D)
16. Any Amateur Mule Ranch Class (E)
17. Any Amateur Mule Cattle Class (F)
18. Any Amateur Mule Gymkhana Class (G)
19. Any Amateur Donkey Class (M)
20. Any Amateur Mule Specialty Class (H)

#### L. YOUTH PERFORMANCE CLASSES (18 AND UNDER)

*(Ten and Under is limited to walk/trot and includes both mules and donkeys)*

1. Youth Mule Halter
2. Youth Donkey Halter
3. Youth Mule Showmanship at Halter
4. Youth Donkey Showmanship at Halter
5. Youth Ranch Mule Showmanship
6. Youth Ranch Donkey Showmanship
7. Youth Reinsmanship
8. Youth Mule Equitation
9. Youth Donkey Equitation
10. Youth Mulemanship
11. Youth Ranch Mulemanship

12. Youth Ranch Donkeymanship
13. Any Youth Mule English Class (B)
14. Any Youth Mule Driving Class (C)
15. Any Youth Mule Western Class (D)
16. Any Youth Mule Ranch Class (E)
17. Any Youth Mule Cattle Class (F)
18. Any Youth Mule Gymkhana Class (G)
19. Any Youth Donkey Class (M)
20. Any Youth Mule Specialty Class (H)

#### M. OPEN DONKEY PERFORMANCE CLASSES

1. Any Donkey English Class (B)
2. Any Donkey Driving Class (C)
3. Any Donkey Western Class (D)
4. Any Donkey Ranch Class (E)
5. Any Donkey Cattle Class (F)
6. Any Donkey Gymkhana Class (G)
7. Any Donkey Specialty Class (H)

#### N. TRAINING LEVEL DONKEY PERFORMANCE CLASSES

*These classes are limited to walk/trot only.*

1. Any Training Level Donkey English Class (B)
2. Any Training Level Donkey Driving Class (C)
3. Any Training Level Donkey Western Class (D)
4. Any Training Level Donkey Ranch Class (E)
5. Any Training Level Donkey Cattle Class (F)
6. Any Training Level Donkey Gymkhana Class (G)
7. Any Training Level Donkey Specialty Class (H)

#### O. 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

#### P. 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
11. Draft Mule Halter

**Q. 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.
- Points given for **Level "C"** shows and contests are calculated using the above chart.
  - Points given for **Level "B"** shows are those for Level "C" shows multiplied by 2.
  - 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:
- Earned Points in a NASMDA-approved show or event;
  - Appeared on any breeding document submitted to NASMDA.
  - 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 a High Point 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. (6 -5 -4 -3 -2 -1)
- C. No points will be awarded to a disqualified mule or donkey but the disqualified animal will be included as a part of the number of animals in the class.
- D. No classes may be counted towards high point that are not on the NASMDA approved class list
- E. Shows may not require participation in a particular class in order to qualify for a high point award
- F. Eligible high point classes MUST be clearly published in the show premium
- G. Open animals may be shown by any number of eligible exhibitors. Amateur and Youth points are calculated on one animal/one exhibitor.
- H. 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.
  - 4. earned the greatest number of firsts
  - 5. if none of the above methods result in the break of the tie, a tiebreaker chosen by show officials may be used

## 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.
- C. The following Categories are established for NASMDA Titles and Awards:(see "NASMDA Approved Class List")
  - 1. **Halter** (*DOES NOT include Ranch Conformation*)
  - 2. **English**
  - 3. **Driving**
  - 4. **Western**
  - 5. **Ranch** (*Includes Ranch Conformation Classes*)
  - 6. **Cattle**
  - 7. **Gymkhana**
  - 8. **Gaited**

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

## 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. **Does NOT include Ranch Conformation classes.**
- Performance Mule:** They have won at least thirty (30) points in one or more events as outlined in the performance classes (115 B-H)
- 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. **Does NOT include Ranch Conformation classes.**
- Performance Donkey:** They have won at least twenty (20) points in one or more events as outlined in the performance classes (115 B-H)
- 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. **(Not including Ranch Conformation 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. **(Not including Ranch Conformation 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 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. **(Not including Ranch Conformation 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 8 Categories as found in 123. C.
- B.** Points earned toward Performance Versatility award may accrue over the lifetime of the animal.
- C. This is a performance award. Halter points do not count towards this award.**

## 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 Halter Mule:** Awarded to the mule earning the most points in halter classes. **(DOES NOT include Ranch Conformation)**
4. **High Point Western Mule:** Awarded to the mule earning the most total points in the Western Category.
5. **High Point English Mule:** Awarded to the mule earning the most total points in English Category.
6. **High Point Ranch Mule:** Awarded to the mule earning the most total points in Ranch Category.
7. **High Point Gymkhana Mule:** Awarded to the mule earning the most total points in Gymkhana Category.
8. **High Point Driving Mule:** Awarded to the mule earning the most total points in Driving Category.

9. **High Point Cattle Working Mule:** Awarded to the mule earning the most total points in Cattle Category.
10. **High Point Gaited Mule:** Awarded to the mule earning the most points in the Gaited Category.
11. **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. An animal may earn points with more than one exhibitor, but points will be calculated separately on each animal/rider combination.
12. **High Point Silver Amateur Mule:** Awarded to the mule, earning the most total points in all approved NASMDA Silver Amateur 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.
13. **High Point Open Donkey:** Awarded to the donkey earning the most halter and performance points in classes designated as donkey classes.
14. **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.
15. **High Point Amateur Donkey:** Awarded to the donkey earning the most halter and performance points in classes designated as Amateur donkey classes and calculated on one donkey/one rider combination. An animal may earn points with more than one exhibitor, but points will be calculated separately on each animal/rider combination.
16. **High Point Youth Donkey:** Awarded to the donkey earning the most total points in all approved NASMDA youth events and calculated on one donkey/one rider combination. An animal may earn points with more than one exhibitor, but points will be calculated separately on each animal/rider combination.
17. **High Point Youth Mule:** Awarded to the mule 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.
18. **High Point Youth Ten and Under Walk/Trot:** Awarded to the mule or donkey earning the most total points in all approved NASMDA Ten and Under events and calculated on one mule or donkey/one rider combination. An animal may earn points with more than one exhibitor, but points will be calculated separately on each animal/rider combination.

- 19. 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. Only points earned in the OPEN divisions count towards this award. This would include all Junior, Senior and Open Mule Classes as well as Open and Training Level Donkey classes. No Amateur or Youth Points are to be included.
- 19. 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. Only points earned in the OPEN divisions count towards this award. This would include all Junior, Senior and Open Mule Classes as well as Open and Training Level Donkey classes. No Amateur or Youth Points are to be included.

## GENERAL SHOW RULES

### 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

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

The rules hereafter are intended to insure the inherent conformation or performance of a mule or donkey throughout the competition and to assure that the performance is not altered either deliberately or unintentionally by the influence of drugs and medication.

**A. FORBIDDEN SUBSTANCES.** A mule or donkey shall not be shown in any class at a show approved by the NASMDA or event held in conjunction with a NASMDA approved show, whether or not the event is approved by NASMDA, if the animal has been administered in any manner a forbidden substance. A forbidden substance is defined as:

1. Any drug or substance considered a Class 1 or Class 2 substance as defined in the most recent version of the Association of Racing Commissioner's International, Inc, ARCI, Uniform Classification Guidelines for Foreign Substances.
2. Any stimulant, depressant, tranquilizer or sedative which could affect the performance of the mule or donkey (stimulant and depressants are defined as substances, which stimulate or depress the cardiovascular, respiratory or central nervous system).
3. Any substance, regardless of how harmless or innocuous it might be, which might interfere with the detection or quantization of any substance defined above.
4. Any anabolic steroid.
5. Any nonsteroidal anti-inflammatory drug (NSAID) other than those listed in section C.
6. Any metabolite and/or analog of any of the above described forbidden drugs or substances. In the event, any forbidden substance is administered to any animal for any reason, the owner and/or trainer should withdraw the mule or donkey from competition until the drug is no longer present in the plasma or urine.

#### **B. CONDITIONALLY PERMITTED SUBSTANCES.**

Therapeutic Medications (those drugs listed in the most recent version of the Association of Racing Commissioners International, Inc., ARCI, Uniform Classification Guidelines for Foreign Substances, with the exception of those listed under PERMITTED THERAPEUTIC SUBSTANCES) given for the legitimate treatment of illness or injury are permitted if ALL of the following conditions are met:

1. Filing of a completed medication report (available from NASMDA or show management) with show management before exhibiting the mule or donkey. The medication report must contain the following information:
  - a. Diagnosis of illness/injury, reason for administration, and name of administering and/or prescribing American Association of Equine Practitioners (AAEP) veterinarian.
  - b. Signature of veterinarian or person administering the medication. If prescribed by written instructions, a copy must be attached to the medication report.
  - c. Identification of the medicine; the name, amount, strength and mode of administration.
  - d. Date and time of administration.
  - e. Identification of the mule or donkey: Name, age, sex, color and entry number.
2. The mule or donkey must be withdrawn and kept out of competition for not less than 24 hours after the medication is administered.

3. The medication report must be filed with show management within one hour of administration of the medication or one hour after show management is available, if administration occurs at a time other than during competition hours.
4. The medication report must be signed by show management and the time of receipt recorded on the report.
5. While this report must be filed only if the administered medication will be present in amounts detectable in the 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.**

**C. PERMITTED THERAPEUTIC SUBSTANCES.** The following thirteen drugs or medications are permitted (Exception: does not apply if prohibited by government regulations). Guidelines listed are applicable to most mules or donkeys; however, all responsible parties are cautioned that they are only general guidelines. The suggested guidelines listed below should be followed to minimize the risk of toxicity and/or overdose.

1. **Phenylbutazone** (a NSAID) Guidelines: 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). In the event the phenylbutazone is administered orally, half of the maximum daily dose (1.0 gram per 1,000 lbs) should be administered each 12 hours (i.e., 12 hours apart) during a five day treatment program even if such oral administration occurs within 12 hours of competition. Phenylbutazone should not be used for more than five successive days.
2. **Flunixin** (a NSAID) Guidelines: When Flunixin Meglumine (Banamine(R)) is administered, the dose should be accurately calculated according to the actual weight of the animal. Each 24 hours, not more than 0.5 milligram per pound of body weight should be administered. For a 1,000 pound 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). The medication should not be used for more than five successive days.

3. **Ketoprofen** (a NSAID) Guidelines: When Ketoprofen (Ketofen(R)) 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). The medication should not be used for more than five successive days.
4. **Meclofenamic Acid** (a NSAID) Guidelines: 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** (a NSAID) Guidelines: 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. The medication should not be used for more than five successive days.
6. **Diclofenac** (Surpass) (a NSAID) Guidelines: Every 12 hours, not more than 73 mg of diclofenac liposomal cream should be administered (not more than 146 mg per 24 hour period) to one affected site. This 73 mg dose equals a 5-inch ribbon of cream not greater than 1/2 inch in width, which should be rubbed thoroughly into the hair over the joint or affected site using gloved hands. Do not apply diclofenac cream in combination with any other topical preparations including DMSO, nitrofurazone or liniments, and do not use on an open wound. Diclofenac cream should not be administered for more than 10 successive days.
7. **Firocoxib** (Equioxx) (a NSAID) Guidelines: When Firocoxib (Equioxx) is administered, the dose should be accurately calculated according to the actual weight of the animal. For a 1,000 pound animal, the maximum daily dose is 45.5 milligrams, which equals 0.1 milligram per kilogram of body weight once daily. Firocoxib (Equioxx) should not be administered for more than 14 successive days.
8. **Dexamethasone** Guidelines: Whenever dexamethasone

is administered, the dose should be accurately calculated according to the actual weight of the animal. These guidelines include several alternative scenarios for dose time and route of administration.

- a. **Alternative Number 1.** Each 24 hours, not more than 2.0 milligrams of dexamethasone injectable solution per 100 pounds of body weight should be administered intravenously or intramuscularly, preferably less. For a 1,000 pound animal, the maximum daily intravenous or intramuscular dose of dexamethasone injectable solution is 20.0 milligrams, which equals 5.0 milliliters of the injectable solution (4.0 milligrams per milliliter). Dexamethasone should not be administered for more than five successive days.
  - b. **Alternative Number 2.** Each 24 hours, not more than 0.5 milligram of dexamethasone injectable solution per 100 pounds of body weight should be administered intravenously, preferably less. For a 1,000 pound animal, the maximum daily intravenous dose of dexamethasone injectable solution is 5.0 milligrams, which equals 1.25 milliliters of the injectable solution (4.0 milligrams per milliliter). Dexamethasone should not be administered for more than five successive days.
  - c. **Alternative Number 3.** Each 24 hours, not more than 1.0 milligram of dexamethasone powder per 100 pounds of body weight should be administered orally, preferably less. For a 1,000 pound animal, the maximum daily oral dose of dexamethasone powder is 10.0 milligrams, which equals one packet of dexamethasone powder (10.0 milligrams per packet). No part of this dose should be administered during the 6 hours prior to competing. Dexamethasone should not be administered for more than five successive days.
- 9. Acetazolamide** May only be administered to mules or donkeys documented through DNA testing to be Positive (N/H or H/H) for HYPP (Hyperkalemic Periodic Paralysis). Guidelines: When Acetazolamide is administered, the dose should be accurately calculated according to the actual weight of the animal. Each 24 hours, not more than 3 milligrams per pound of body weight should be administered. For a 1,000 pound animal, the maximum daily dose is 3 grams.
- 10. Furosemide or Lasix**, when used, must be administered intravenously at least four (4) hours prior to competition.
- 11. Isoxsuprine.** No part of a dose should be administered during the four (4) hours prior to competing. Any medicated feed should be

consumed and/or removed at least four (4) hours prior to competition. Guidelines: When administered, the dose should be accurately calculated according to the actual weight of the animal. 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.

## **12. Lidocaine/Mepivacaine**

- a. 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 mule or donkey from competing following surgery. A medication report form must be filed with show management as required in section b. above.

## **13. Omeprazole/Ranitidine**

### **D. CAUTION AGAINST MEDICINAL PREPARATIONS.**

The use of medicinal preparations and tonics of any kind in which the ingredients and quantitative analysis are not specifically known, is also cautioned against, as the use of such may result in a positive analysis of the specimen taken from the mule or donkey.

- E. RESPONSIBLE PARTIES.** All owners, trainers and exhibitors are accountable for condition of any animal which is entered, or allow to be entered, in any NASMDA sponsored or approved event. Such persons are here after referred to as "responsible parties". By voluntarily entering a mule or donkey in any NASMDA approved or sponsored event, the responsible parties are presumed to know all rules and regulations of the Association, including penalty provisions. Based on his/her accountability for his/her animal'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 was administered, and whether or not the responsible parties had actual know edge of the administration or presence of the prohibited substance.
- F. INVOLVED PARTIES.** In addition to the "responsible parties" as that term is used in this rule, any person who administers, aids in the administration, causes to be administered, allows to be administered, or conspires in the administration of any prohibited substance shall be subject to disciplinary action. Such persons are hereafter referred to as "involved parties".
- G. LABORATORY INTEGRITY.** It shall be presumed that

the sample of urine, saliva, blood or other substance tested by the approved laboratory to which it was sent is the one taken from the mule or donkey in question; that its integrity has been preserved; and that all the procedures of the collection and preservation, transfer to the laboratory, analysis of the sample and the report received from the laboratory pertaining to the animal in question are presumed to be accurate and correct reflections of the condition of the mule or donkey 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 Executive Committee or appointed committee.

**H. REQUEST FOR SPECIMEN.** A request by a NASMDA representative or its designee 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 at the show, and all other shows for a period as determined by the NASMDA Executive Committee or its appointed appropriate Committee, and may constitute grounds for disciplinary action against the responsible parties.

**I. COOPERATION WITH NASMDA REPRESENTATIVE.** Cooperation with the Veterinarian and/or his/her agents and/or Association Representative shall include, but not be limited to:

1. Taking the mule or donkey immediately to the location selected by the appointed Veterinarian and/or his/her agents for testing, and presenting the animal for testing, and submitting the Registration Certificate or a photocopy for the Veterinarian's report;
2. Assisting the Veterinarian and/or his/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 out, bandaging and other delays of this type may be construed as non-cooperation;
3. Polite attitude and actions toward the Veterinarian and/or his/ her agents and/or Association Representative; and
4. Failure to cooperate shall be considered a refusal.

**J. MULES AND DONKEYS SUBJECT TO EXAMINATION.** Animals in competition at recognized shows are subject to examination by a licensed Veterinarian or an Association Representative who must be approved by the NASMDA. The examination may include positive identification, physical, saliva, urine, blood test, or other tests 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 twenty-four (24) hours prior to the class for which it has been entered.

**K. TESTING.** If the chemical analysis of the sample taken from the mule or donkey so treated indicated the presence of a prohibited drug or medication, this shall be prima facie evidence that such has been administered to the mule or donkey either internally or externally. However, if the provisions of the drug rule have been complied with, the medication contained in the medication report and any other relevant evidence shall be considered by the Association in determining whether disciplinary action shall be taken against any or all responsible person(s) charged.

**L. FAILURE TO FOLLOW PROVISIONS.** Failure to follow all the provisions of the drug rule shall be construed as violation of this rule and may be grounds for disciplinary action. Such violations must be reported by the show management to the NASMDA.

**M. PENALTIES.** Should the chemical analysis on a positive report be received from the laboratory identifying a prohibited substance, or any metabolite or derivative thereof, a hearing shall be provided by the NASMDA Executive Committee or its appointed committee. Any responsible or involved parties and/or mules or donkeys may be subject to any and all, but not limited to, the following penalties:

1. Barred from competition;
2. Forfeit awards, moneys, points or placings, thereby advancing mule or donkeys placing behind the disqualified animal and possible redistribution of awards, moneys, points or placings;
3. Requested to deliver the animal's Registration Certificate to be held by the Association for a specified period of time. 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 suspension;
4. Penalties or fines;
5. Suspension

**N. Federal, State or Local laws prevail as applicable**

**O. Veterinarian**

1. Any licensed Veterinarian may officiate in the capacity of Show Veterinarian.
2. Health requirements should be outlined in the catalogs, premium books, and on the entry blanks, and enforced by the Show Management and Veterinarian at facilities where required.

## 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 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 another 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 sweep stakes 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 numbers must be assigned to equines, not exhibitors, and the exhibitor must display the correct number assigned for the equine being exhibited at NASMDA approved shows.**
  1. In Halter, the number may be worn on the front hip or on the exhibitor's back.
  2. In Showmanship, the number must be worn on the Exhibitor's back.
  3. In driving classes, the number must be displayed on

both sides of the vehicle shafts.

4. In western performance classes, English performance classes, Hunter Hack and over fence classes each Exhibitor must have two (2) numbers and one (1) must be placed on each side of the saddle or saddle pad.
  - a. Failure by Exhibitor to display the correct number, and in a visible manner while being judged, 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 four 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.
- 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 of 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.
  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)
- 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.

## 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 there after 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 2024 will be ineligible for competition in Junior Classes on January 1, 2025. As of January 1, 2025 that mule will be considered a Senior Mule.)

1. 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.
2. 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.
3. Junior mules may not be entered in a senior class if that same class is also offered as Junior class.
4. Junior animals shown in regular classes not offered as Junior may be shown in a snaffle or hackamore with the use of two hands.
5. 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.

**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



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 approved 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 Gymkhana Classes.
4. It is recommend that at least one adult (parent, guardian, trainer) be present in the arena during any other Walk/Trot riding classes.

**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 NASMDA membership number. Any Change in lease terms (i.e. dates, names, etc.) require the filing of a new Lease Notification form with NASMDA. 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 of 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 proved 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.

#### 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.

### 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 mule or donkey may show in only one point-earning halter class. This does not prohibit a mule or donkey from being shown in a Youth and/or Amateur halter class in addition to the open age-group halter class of the show.

- 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. Mule Halter Classes

- a. Weanling Mules
- b. Yearling Mules
- c. Two Year Old Mules
- d. Three Year Old and Over classes may be split into 58" & Under and 58.01" and Over
- e. Any or all classes may be split into Johns and Mollies
- f. Gaited Mule Halter
- g. Hunter Type Mules
- h. Draft Type Mules

#### 2. Donkey Halter Classes

- a. Weanling Donkeys
- b. Yearling Donkeys
- c. Two year old Jacks
- d. Two year old Geldings and Jennets
- e. Three and Over Jacks
- f. Three and Over Jennets and Geldings
- g. Any and all classes may be split into Jennets and Geldings
- h. Any and all classes may be split into Mammoth and Standard

#### 3. 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. **Hunter 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.
- d. **Draft Type** - dam to be of Draft breeding and/or the mule's conformation and way of going is suitable for heavy work.

### 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 & 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.

### 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 animal'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**

- a. Break of gait at the walk or trot up to 2 strides
- b. Over or under turning up to 1/8 of a turn
- c. Ticking or hitting cone
- d. Sliding a pivot foot
- e. Lifting a pivot foot during a pivot and replacing it in the same place
- f. Lifting a foot in a set-up and replacing it in the same place after presentation

**2. Five (5) Point Penalties**

- a. Not performing the specific gait or not stopping within 10 feet (3 meters) of designated location
- b. Break of gait at walk or trot for more than 2 strides
- c. Splitting the cone (cone between the animal and exhibitor)
- d. Mule or Donkey stepping out of or moving the hind end significantly during a pivot or turn
- e. Mule or donkey stepping out of set-up after presentation
- f. Mule or donkey resting a foot or hipshot in a set-up
- g. Over or under turning 1/8 to 1/4 turn

**3. Ten (10) Point Penalties**

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

**4. Disqualified (0) – Score**

- a. Loss of control of mule or donkey that endangers exhibitor, other animals, or judge
- b. Mule or donkey becomes separated from exhibitor

- c. Failure to display correct number
- d. Willful abuse
- e. Excessive schooling or training; use of artificial aids
- f. Illegal equipment
- g. 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

## ENGLISH

### 147 English General Rules

**A. ENGLISH ATTIRE AND PERSONAL APPOINTMENTS.**

In all English classes, exhibitor should wear hunt coats of traditional colors such as navy, dark green, grey, black or brown. Maroon and red are improper. Breeches are to be of traditional shades of buff, khaki, canary, light grey, or rust (or jodhpurs), with high English boots or paddock (jodhpur) boots of black or brown. Black, navy blue or brown hard hat (with harness if jumping fences at any time on the grounds) is mandatory. A tie or choker is required. Gloves, half chaps, spurs of the unroweled type and crops and bats are optional. Hair must be neat and contained (as in net or braid). Judges must penalize contestants that do not conform.

1. **Exception: ASTM/SEI or international equivalent Helmet with harness properly attached under the chin is required for all Youth, Novice Amateur and Amateur Walk-Trot exhibitors participating in any English class.**
2. All exhibitors, regardless of age, must wear ASTM-approved helmets when jumping fences anytime on the show grounds at an NASMDA approved event.
3. Judges at their discretion, may authorize adjustments to attire due to weather-related conditions.
4. 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. incurring a disqualifying fault.

**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 1/2". On broken mouthpieces only, connecting rings of 1 1/2" 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 1/2" 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.

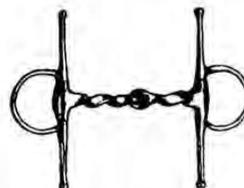
**F. ENGLISH TERMINOLOGY & Gaits:** The following terminology shall apply in all English classes whenever a specific gait is called for.

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,

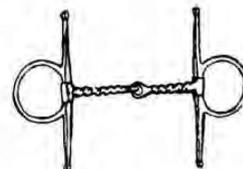
relaxed and straight on both leads. The stride should be long, low and ground covering. Over-collected four beat canter will be penalized. Excessive speed and slowness will be penalized.

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.

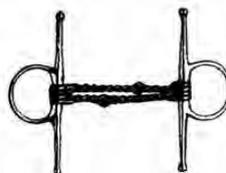
**Acceptable English Bits For All Ages**



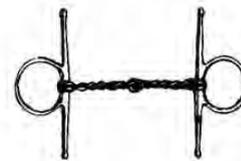
**SLOW TWIST**



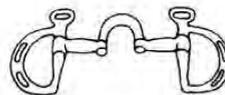
**CORKSCREW**



**DOUBLE TWISTED WIRE**



**SINGLE TWISTED WIRE**

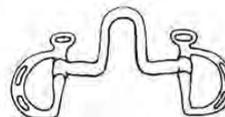


**CORRECTION BIT**

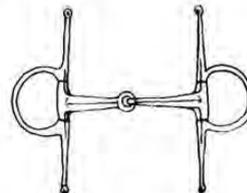


**SNAFFLE BIT WITH CONNECTING FLAT BAR**

**Unacceptable English Bits**



**EXCESSIVE PORT**



**TRIANGULAR MOUTH**

## 148 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.

## 149 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

## 150 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.

## 151 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 one 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.

## 152 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.

## 153 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

### 154 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 mouth. Drivers should not be penalized or rewarded for using either styleof 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 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 is required to be in the cart OR the exhibitor's hand. A driving whip shall be defined as a whip with a firm stock of suitable length for the mule or donkey being exhibited. 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 Style of present day, either Western or English is acceptable.
  2. Ladies wearing a skirt should wear a lap apron.
  3. 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.

## 155 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.

## 156 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.

## 157 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.

## 158 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 twelve 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 21 feet apart).
4. **Straight and Narrow** - two parallel poles, one foot apart, and minimum of twelve (12) 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 (21) feet apart.
3. **L-Obstacles** - Poles placed in an "L" shape 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.
4. **Mailbox** - The mailbox must be set on a stand of four feet minimum height. Exhibitor must open box, re move 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 the mules and donkey's foot or the wheel of the vehicle when the mules and donkeys passes over it.
6. **U-Turn** - A three rail box 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.

## 159 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

### 160 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.

### 161 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

### 162 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.

### 163 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.

## 164 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:

- 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.
- No header or assistant will be allowed. ANY ASSISTANCE** results in disqualification.
- 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.
- Driver may drive from either side, change sides as necessary or ride on top of log.
- A penalty will be assessed each time an obstacle or course marker is either stepped on or over or disturbed in any way by the animal, the driver or the log. Tennis balls should be used on top of cones to indicate penalties.
- Failure to follow pattern is a disqualification.

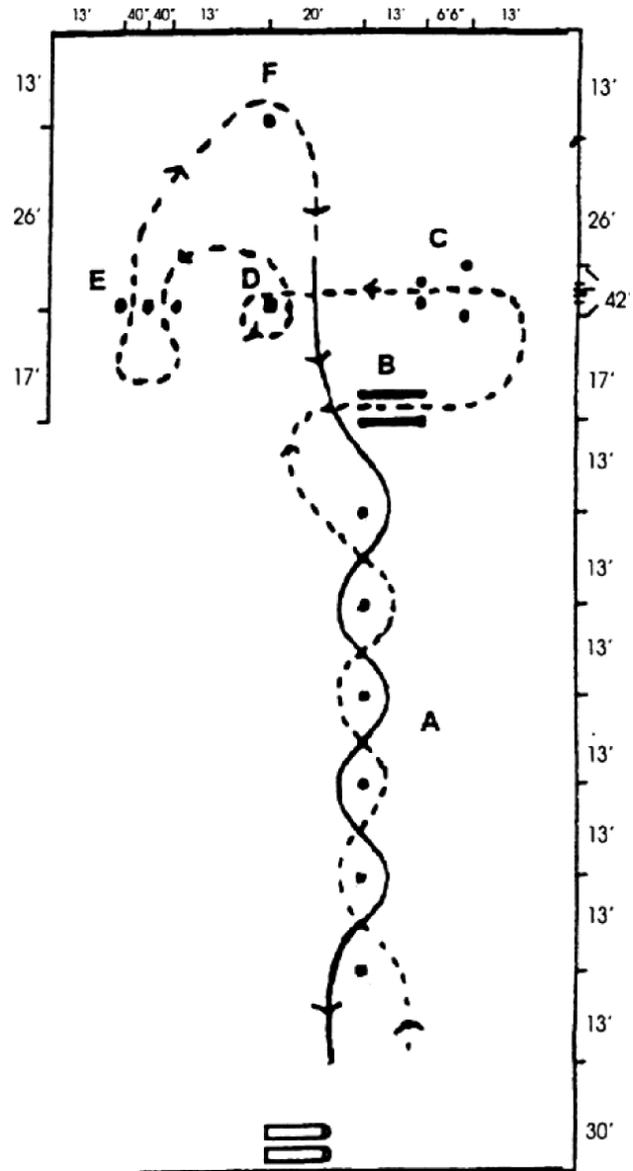
**B. Course Set Up:** Suggested distance between weaving cones is either 13 or 17 feet. Suggested distance between parallel obstacles (logs) is tree width plus 16 inches. (Note: it is important for management to provide single/double trees since different size "trees" will have advantage/disadvantage on a set course.) Adequate distance (minimum 13 feet) must be allowed for any end lines or side lines.

### C. Show management provides:

- Logs** - proportionate in length and weight to the majority of animals to be shown in a particular class or division. For a mixed class, one average sized log as in "b" below can be used for all. The following are suggested size logs for various sized animals. (Diameter measurement taken at large end):
  - Standard/Large Standard/Donkeys or Mules under 14 hands: 8 foot 4 inch log, 4 inch diameter.
  - Mammoth Donkeys or Saddle Mules over 14 hands: 8 foot log, 6 inch diameter
  - Draft Mules: 8 foot log, 8 inch diameter
- 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 tree (double tree) can be hooked. Chain extends from the sides of log (V shaped) in such a manner that the log will not turn.
- Single tree (double tree)** with hooks and connector for log, per the following sizes:
  - Single tree for all classes: 32 inches.
  - Double tree for all sizes: 36 inches

## Sample Snigging Pattern Overall Pattern Width 85'

Overall Pattern Length 177'  
Distance From Boundary 13'



Overall Pattern Length: 177'  
Distance from any boundary: 13'

## WESTERN

### 165 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 or chinks are optional.

**B. Western Bits:**

1. **Snaffles:** Whenever this book refers to snaffle bit in western performance classes, it means the conventional O-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:**

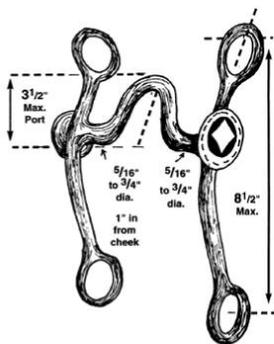
1. Wire chin straps, regardless of how padded or covered

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

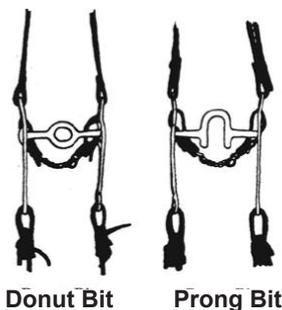
3. Martingales, nose bands, cavessons and tie-downs.

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

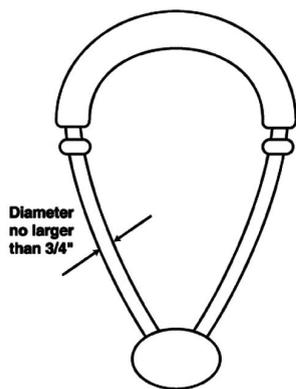


Donut Bit

Prong Bit

Acceptable Curb Chains

1/2" Minimum Width



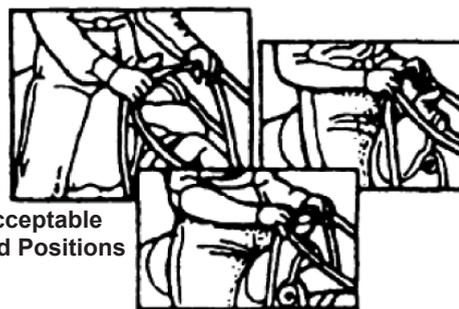
O-Ring Snaffle Bit



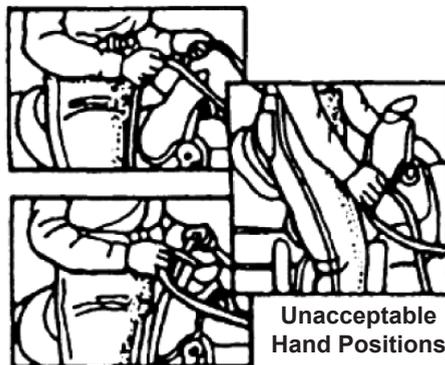
Eggbutt Snaffle Bit



D-Ring Snaffle Bit



Acceptable Hand Positions



Unacceptable Hand Positions

## 166 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.

## 167 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.

## 168 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.

## 169 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 railwork and pattern, the exhibitor should have strong, secure and proper position. Exhibitors should sit and maintain an upright position with the upper body at all gaits.
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.

## 170 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.

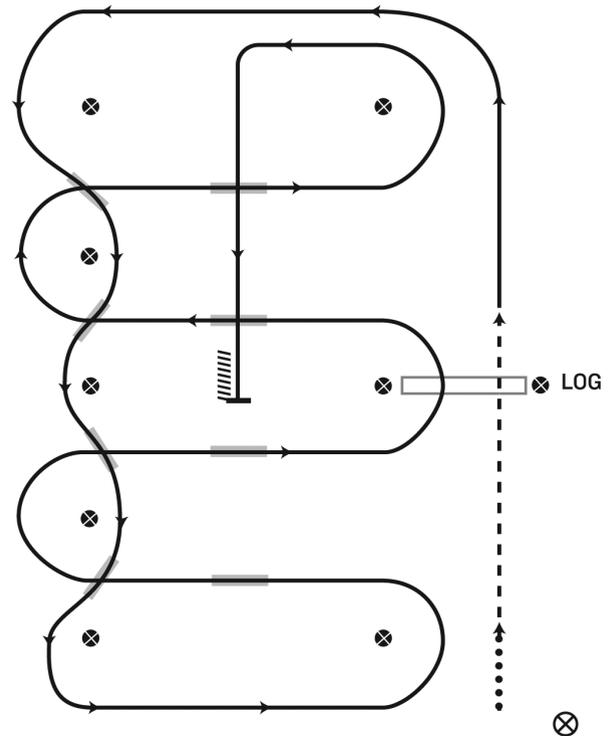
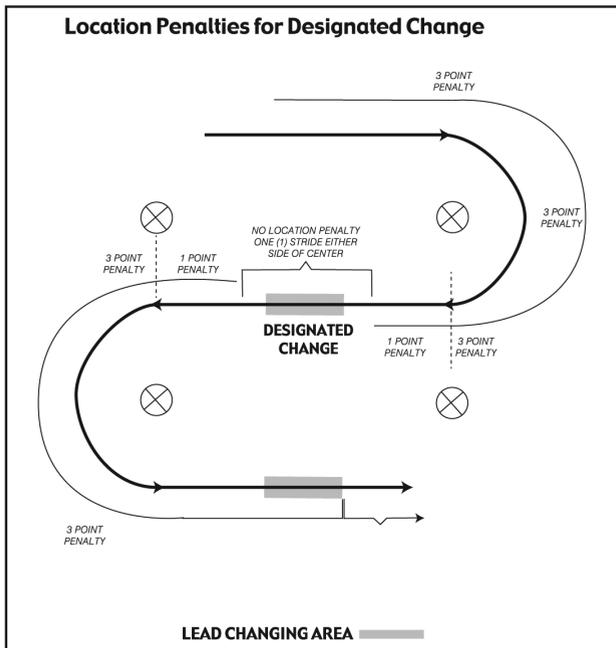
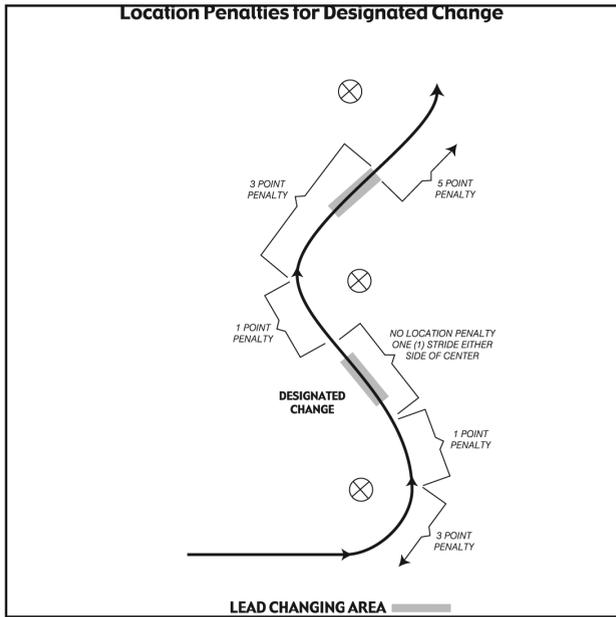
**C. Changing Hands on Reins:** Except for Junior Mules shown with a hackamore or snaffle bit, only one hand to be used and rider must not change hands except that it is permissible to change hands when opening gate if the gate is in such a position as to justify the change of hands. Donkeys may be ridden 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 Riding - Pattern 1



⊗ START CONE

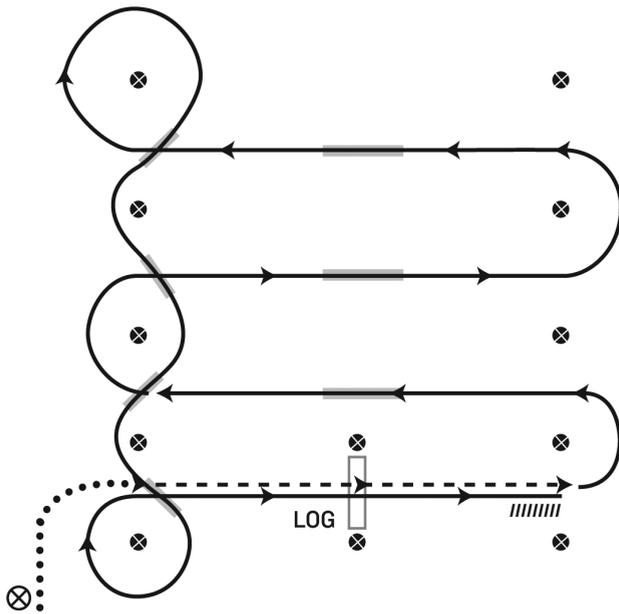
WALK ..... JOG

LEAD CHANGING AREA

LOPE BACK

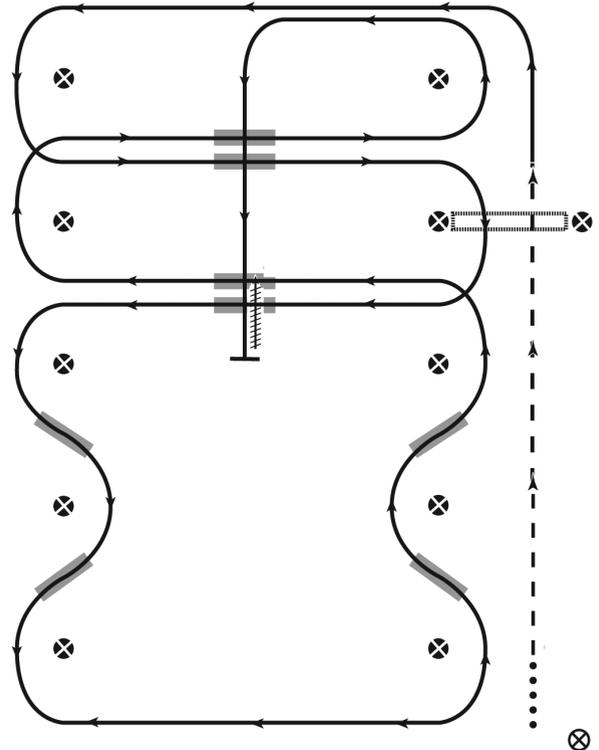
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change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

## 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

## 171 Reining

### A. Pattern

1. In an approved Reining class, any one (1) of the fifteen (15) approved NASMDA reining patterns may be used.
2. Pattern to be selected by the judge of the class and used by all contestants in the class.
3. Each contestant will perform the required pattern individually and separately.
4. Barrels and chairs may not be used as markers in the pattern.
5. Pattern must be posted at least thirty (30) minutes prior to class.

**B. Additional Work.** A judge may require any contestant to repeat his/her performance of any or all of the various parts of the pattern.

### C. Judging Emphasis.

1. To rein a mule is not only to guide it, but also to control its every movement.
2. The best reined mule should be willingly guided or controlled with little or no apparent resistance, and dictated to completely.
3. Any movement by the mule without direction from the exhibitor must be considered a lack of control;
4. 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;
5. Credit will be given for smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.

### D. Scoring

Scoring will be on a basis of zero (0) to infinity, with seventy (70) denoting an average performance. Points will be added or subtracted from the maneuvers on the following basis, ranging from:

1. Excellent, +1 1/2
2. Very good, +1
3. Good, +1/2
4. Average, 0
5. Poor, -1/2
6. Very poor, -1
7. Extremely poor, -1 1/2

**E. No Score.** The following will result in a no score:

1. Willful abuse of a mule while in arena and/or evidence that an act of abuse has occurred prior to or during the of a mule in competition;
2. Use of illegal equipment, including wire on bits, bosal or curb chains;
3. Use of illegal bits, bosals or curb chains;
4. Use of tack collars, tie downs or nose bands;
5. Use of whips or bats;
6. Failure to provide mule and equipment to the appropriate judge for inspection;

7. Disrespect or misconduct by the exhibitor.

### F. Zero Score

1. Neither a No Score nor a zero (0) score are eligible to place in a go round or class.
2. A zero (0) may advance in multi-go event while a no score may not. The following will result in a zero (0) score:
  - a. More than index or first finger between reins.
  - b. Changing hands, or use of two hands, with the exception of the Junior mules ridden two handed in a bosal or snaffle bit.
  - c. Excess rein may be straightened anytime during the pattern, provided the rider's free hand remains behind the rein hand. Any attempt to alter tension or length of the reins from bridle to the rein hand is to be considered use of two hands; a penalty score of zero will be applied. In addition, should the judge determine the free hand is being used to instill fear or praise, a penalty five will be applied, and a reduction in the maneuver score. Use of the free hand, while holding the romal, to alter the tension or length of the reins from the bridle to the reining hand is considered to be the use of the two hands. The exception being any place a mule or donkey is allowed to be completely stopped during a pattern.
  - d. Closed reins are not allowed, except as standard romal reins.
  - e. Equipment failure that delays completion of pattern; such as dropping a rein that contacts the ground while the mule is in motion.
  - f. Failure to complete pattern as written.
  - g. The inclusion of maneuvers not specified, including but not limited to:
    1. Backing more than two (2) strides (Two strides meaning four steps with the front feet.)
    2. Turning more than ninety (90°) degrees.
    3. On run in patterns, once beginning a lope a complete stop prior to reaching the first marker. (Exception: a complete stop in the 1st quarter (1/4) of a circle after a lope departure is not to be considered an inclusion of maneuver; a two (2) point break of gait penalty will apply.)
  - h. Performing the maneuvers other than in specified order.
  - i. Balking or refusal of command.
  - j. Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern.
  - k. Jogging in excess of one-half (1/2) circle or one-half (1/2) the length of the arena while starting a circle, circling or exiting a rollback.

- l. Overspins of more than one fourth (1/4) turn.
- m. Fall to the ground by mule or rider.
- n. When going to and coming out of a rollback in a pattern requiring a run-around, a roll back that crosses the center line.

#### G. Five Point Penalty

The following will result in a reduction of five (5) points:

- 1. Spurring in front of cinch;
- 2. Use of free hand to instill fear or praise;
- 3. Holding saddle or touching mule or donkey with freehand;
- 4. Blatant disobedience including kicking, biting, bucking and rearing.

#### H. Two Point Penalty.

The following will result in a two (2) points penalty:

- 1. Failure to go beyond markers on stops or rollbacks;
- 2. Break of gait;
- 3. Freeze up in spins or rollbacks;
- 4. On walk in patterns, failure to stop or walk before executing a lope departure;
- 5. On run in patterns, failure to be in a lope prior to reaching the first marker;
- 6. Failing to completely pass the specified marker before initiating a stop position.

#### I. Out-of-Lead

- 1. Starting circles of figure eights out-of-lead, delayed changes of lead or figure eights out-of-lead.
- 2. Each time a Pinto is out-of-lead, a judge is required to penalize by one point.
- 3. The penalty for being out-of-lead is accumulative, and the judge will add one penalty point for each one-fourth of the circumference of a circle or any part thereof that a Pinto is out-of-lead.
  - a. Delayed change of lead by one stride, one half (1/2) point penalty;
  - b. From start to one fourth (1/4) circle, one (1) point penalty;
  - c. From start to one half (1/2) circle, two (2) points penalty;
  - d. From start to three fourth (3/4) circle, three (3) points penalty;
  - e. For the complete circle, four (4) points penalty;

#### J. Other Penalties

- 1. Starting circle at a jog or exiting roll backs at a jog, up to two strides; one-half (1/2 ) point penalty.
- 2. Jogging beyond two strides, but less than one-half circle or one-half the length of the arena; two (2) points penalty;
- 3. Over or under spinning up to one-eighth (1/8) of a turn, one-half (1/2) point penalty.
- 4. Over or under spinning from one-eighth (1/8) to one-fourth (1/4) of a turn, one (1) point penalty;

- 5. Failure to remain a minimum of twenty (20) feet from the wall or fence when approaching a stop and/or roll back, one-half (1/2) point penalty.

#### K. Faults Against Mule or donkey – Faults against the mule or donkey, to be scored accordingly, but not to cause disqualification:

- 1. Opening of the mouth excessively, when wearing a bit.
- 2. Excessive jawing, open mouth, or head raising on the stop.
- 3. Lack of a smooth, straight stop on the haunches, bouncing, sideways stop.
- 4. Refusing to change leads.
- 5. Anticipating signals.
- 6. Stumbling.
- 7. Wringing the tail.
- 8. Backing sideways.
- 9. Knocking over markers.

#### L. Faults Against Rider – Faults against the rider, to be scored accordingly, but not to cause disqualification:

- 1. Losing a stirrup;
- 2. Any unnecessary aid given by the rider (such as unnecessary talking, petting, spurring, quirting, or jerking of the reins);

### 172 Reined Working Donkey

A. This class is intended to evaluate the donkey and its willingness to be controlled.

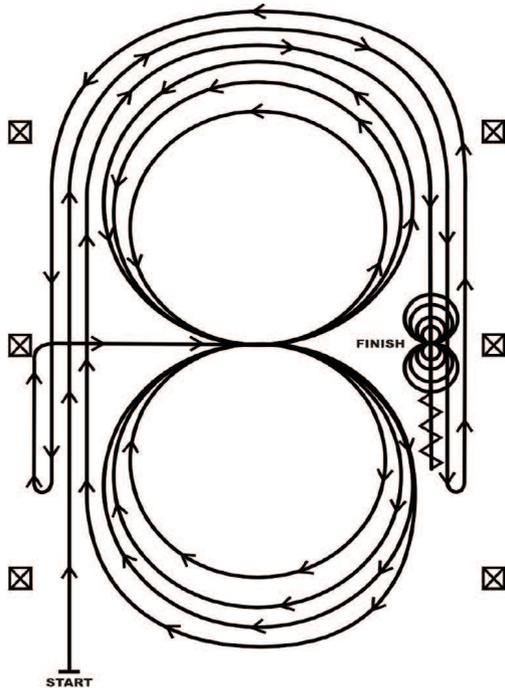
B Any of these four patterns may be used.

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 3



REINING PATTERN NUMBER 3

Beginning, and staying at least twenty feet (20) from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the center marker and do a left rollback – no hesitation.

Continue straight up the right side of the arena staying at least twenty feet (20) from the walls or fence, circle back around the top of the arena past the center marker and do a right rollback – no hesitation.

Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three (3) circles to the right: the first two (2) circles large and fast, the third circle small and slow. Change leads at the center of the arena.

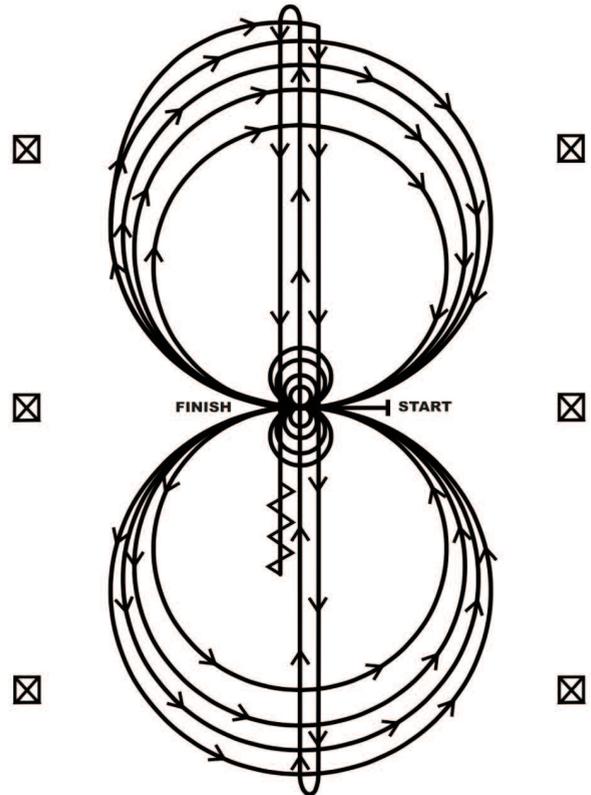
Complete three (3) circles to the left: the first two (2) circles large and fast; the third circle small and slow. Change leads in the center of the arena.

Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena staying at least twenty feet (20) from the walls or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten (10) feet. Hesitate.

Complete four (4) spins to the right. Hesitate.

Complete four (4) spins to the left. Hesitate to demonstrate completion of the pattern.

## Mule Reining - Pattern 4

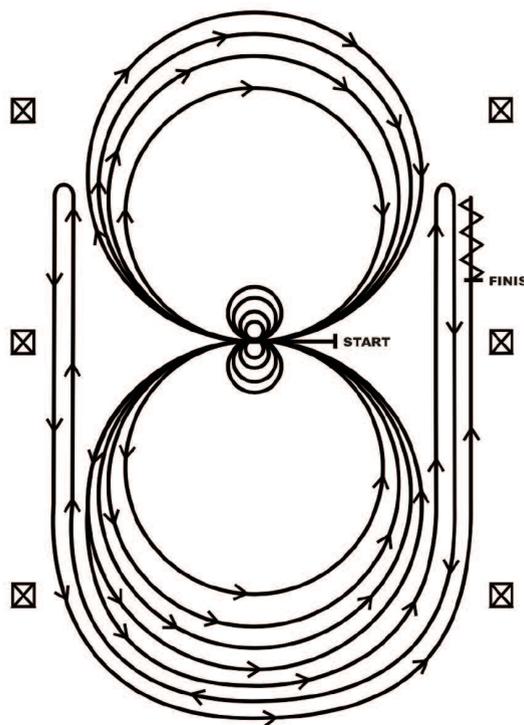


REINING PATTERN NUMBER 4

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

1. Beginning on the right lead, complete three (3) circles to the right: the first two (2) circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four (4) spins to the right. Hesitate.
3. Beginning on the left lead, complete three (3) circles to the left: the first two (2) circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four (4) spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback – no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten (10) feet. Hesitate to demonstrate completion of the pattern.

## Mule Reining - Pattern 5

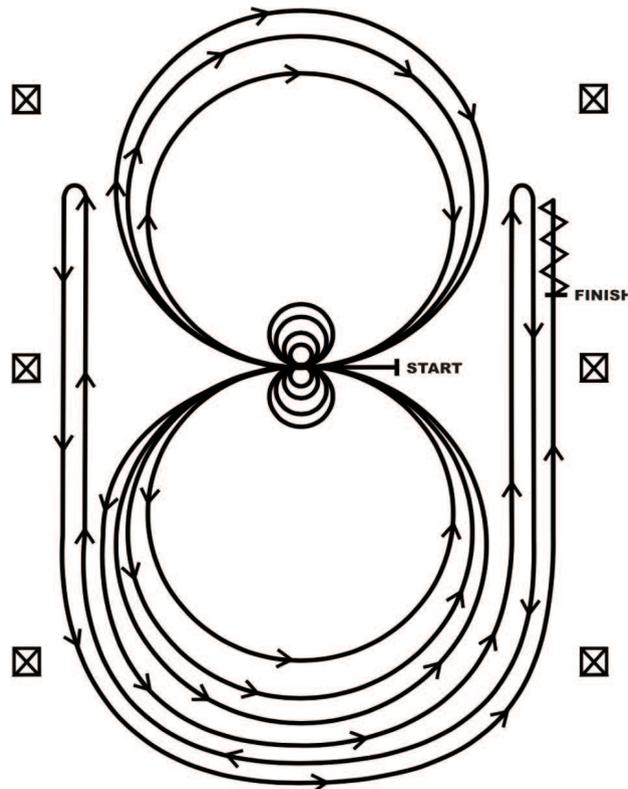


REINING PATTERN NUMBER 5

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

1. Beginning on the left lead, complete three (3) circles to the left: the first two (2) circles large and fast, the third circle small and slow. Stop at the center the arena.
2. Complete four (4) spins to the left. Hesitate.
3. Beginning on the right lead, complete three (3) circles to the right: the first two (2) circles large and fast, the third circle small and slow. Stop at the center the arena. Hesitate.
4. Complete four (4) spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (20) from the wall or fence – no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (20) from the wall or fence. Back up at least ten (10) feet. Hesitate to demonstrate completion of the pattern.

## Mule Reining - Pattern 6

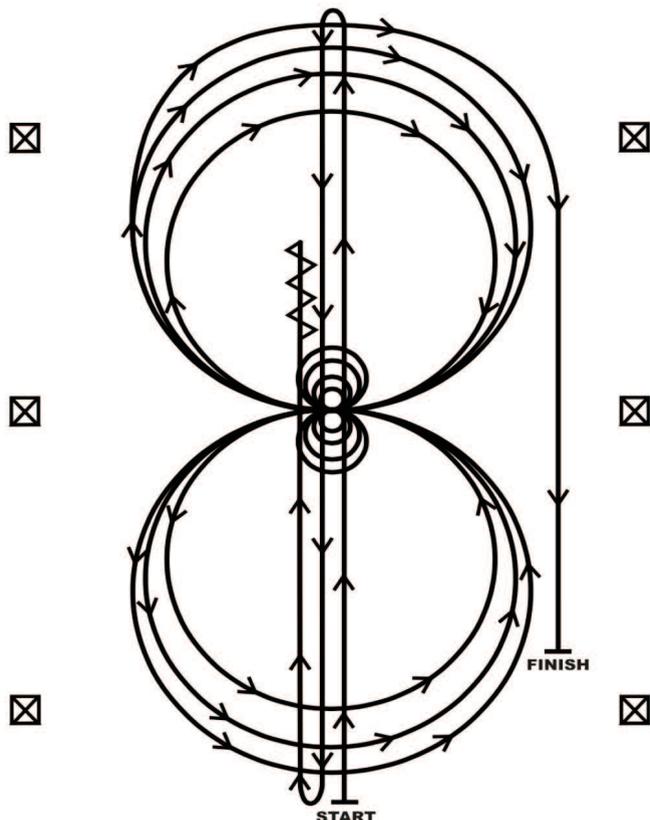


REINING PATTERN NUMBER 6

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

1. Complete four (4) spins to the right. Hesitate.
2. Complete four (4) spins to the left. Hesitate.
3. Beginning on the left lead, complete three (3) circles to the left: the first two (2) circles large and fast, the third circle small and slow. Change leads at the center of the arena.
4. Complete three (3) circles to the right: the first two (2) circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (20) from the wall or fence – no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (20) from the wall or fence – no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (20) from the wall or fence. Back up at least ten (10) feet. Hesitate to demonstrate the completion of the pattern.

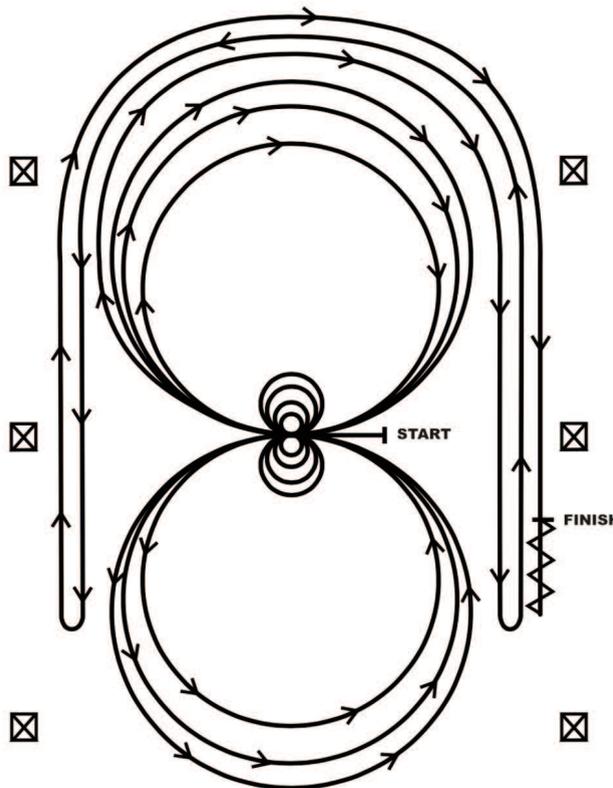
## Mule Reining - Pattern 7



### REINING PATTERN NUMBER 7

1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten (10) feet. Hesitate.
4. Complete four (4) spins to the right. Hesitate.
5. Complete four and one-quarter (4-1/4) spins to the left so that Pinto is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three (3) circles to the right: the first two (2) circles large fast, the third circle small and slow. Change leads at the center of the arena.
7. Complete three (3) circles to the left: the first two (2) circles large fast, the third circle small and slow. Change leads at the center of the arena.
8. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet (20) from the wall or fence. Hesitate to demonstrate completion of the pattern.

## Mule Reining - Pattern 8

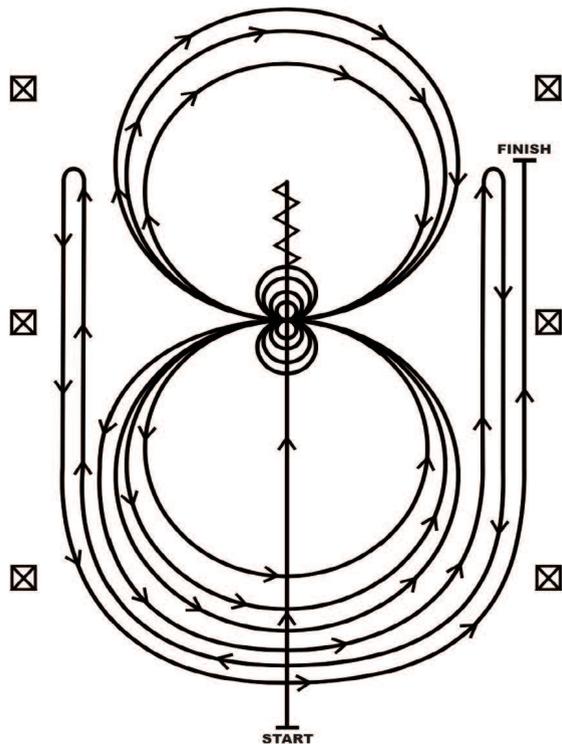


### REINING PATTERN NUMBER 8

*Mule may walk or jog to the center of the arena. Mule must walk or stop prior to starting the pattern. Begin 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.

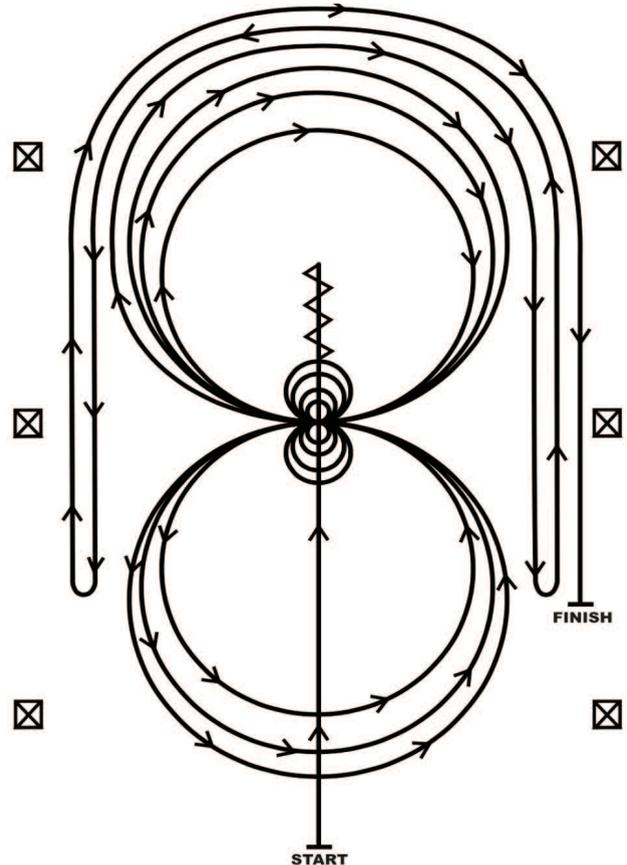
## Mule Reining - Pattern 9



**REINING PATTERN NUMBER 9**

1. 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.
2. Complete four (4) spins to the right. Hesitate.
3. Complete four and one-quarter (4-1/4) spins to the left so that Pinto is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, 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.
5. 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.
6. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (20) from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (20) from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up right side of the arena past the center marker and do a sliding stop at least twenty feet (20) from the wall or fence. Hesitate to demonstrate completion of the pattern.

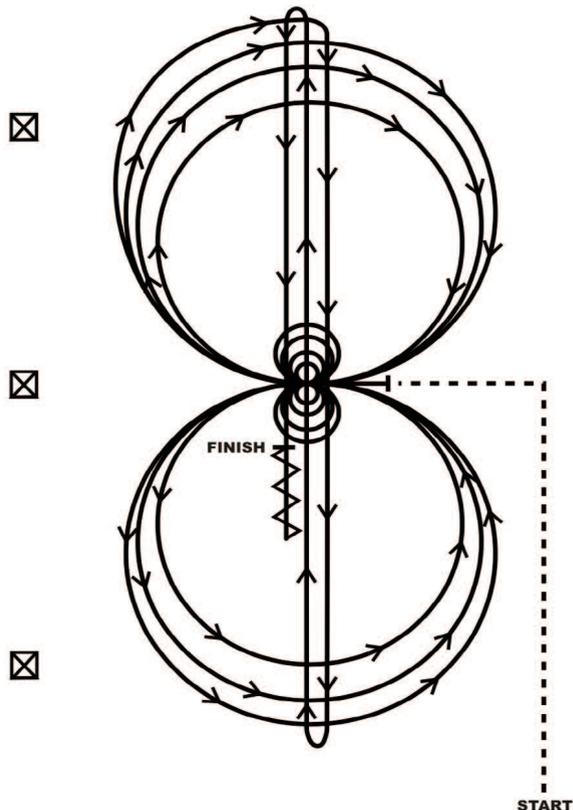
## Mule Reining - Pattern 10



**REINING PATTERN NUMBER 10**

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten (10). Hesitate.
2. Complete four (4) spins to the right. Hesitate.
3. Complete four and one-quarter (4-1/4) spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three (3) circles to the right: the first two (2) circle large and fast, the third circle small and slow. Change leads at the center of the arena.
5. 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.
6. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back 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 left side of the arena past the center and do a right roll back at least twenty feet (20) from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run down the right side of the arena past center marker and do a sliding stop at least twenty feet (20) from the wall or fence. Hesitate to demonstrate completion of pattern.

## Mule Reining - Pattern 11

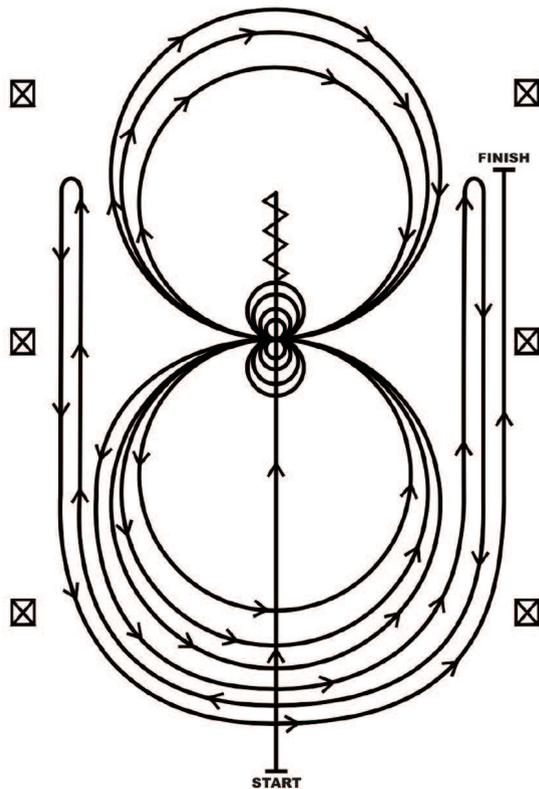


### REINING PATTERN NUMBER 11

*Mule must jog to the center of the arena. Mule must walk or stop prior to starting the pattern. Begin 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.

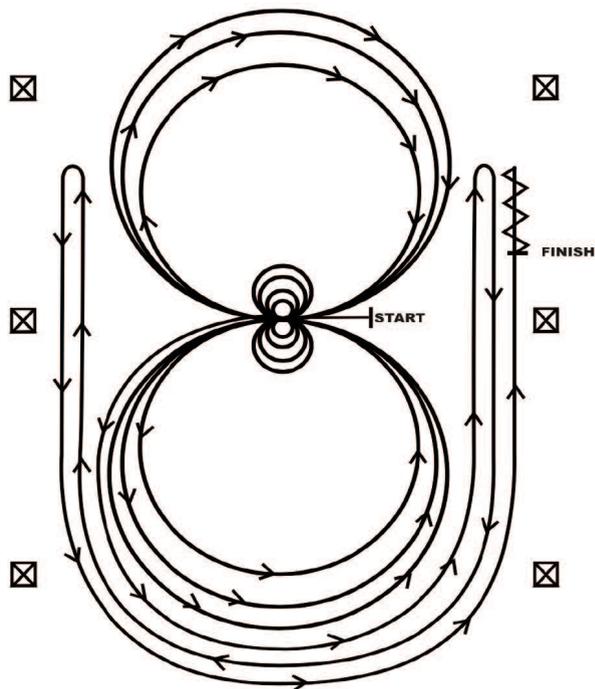
## Mule Reining - Pattern 12



### REINING PATTERN NUMBER 12

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center for the arena.
6. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the left side of the arena and past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

## Mule Reining - Pattern 13

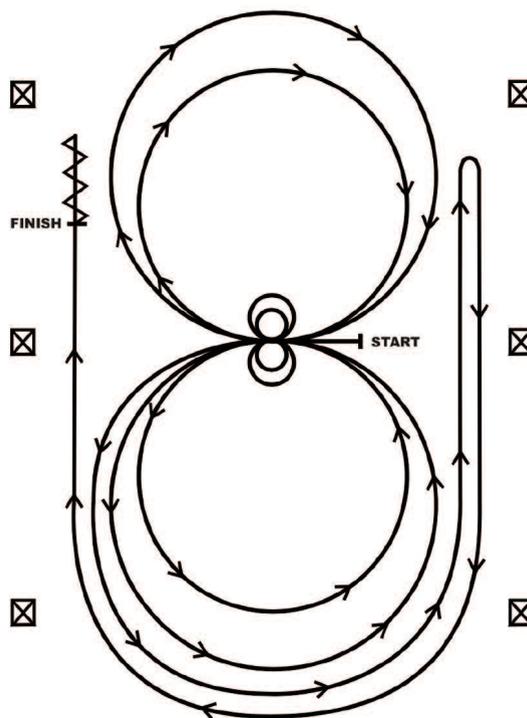


### REINING PATTERN NUMBER 13

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

1. Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete two circles to the right: the first being large and fast; the second circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6meters) from the wall or fence-no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of pattern.

## Mule Reining - Pattern 14



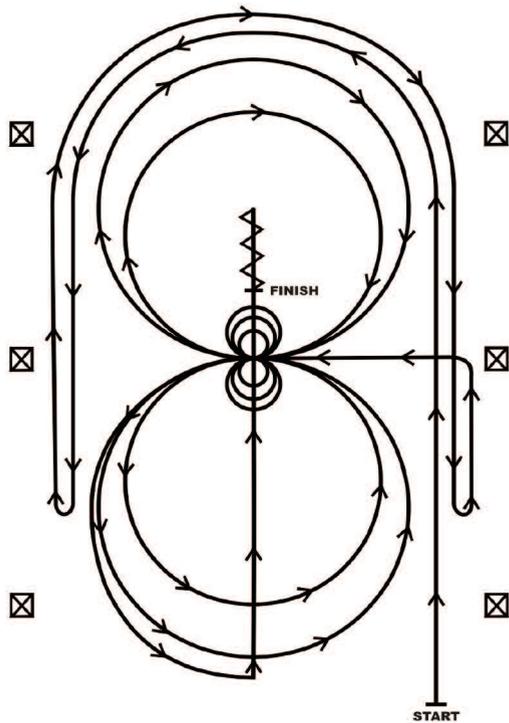
### REINING PATTERN NUMBER 14

To be used for the Novice Youth and Novice Amateur classes only.

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.

## Mule Reining - Pattern 15

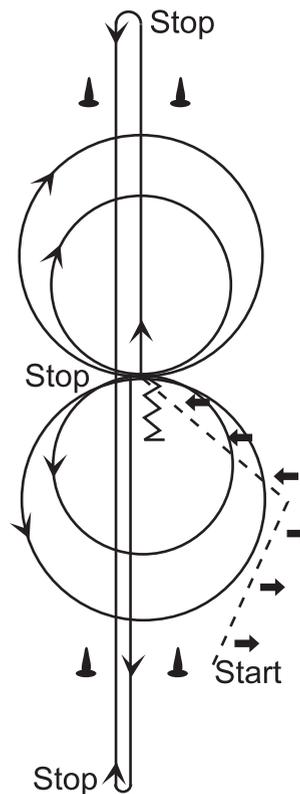


### REINING PATTERN NUMBER 15

To be used for the Novice Youth and Novice Amateur classes only.

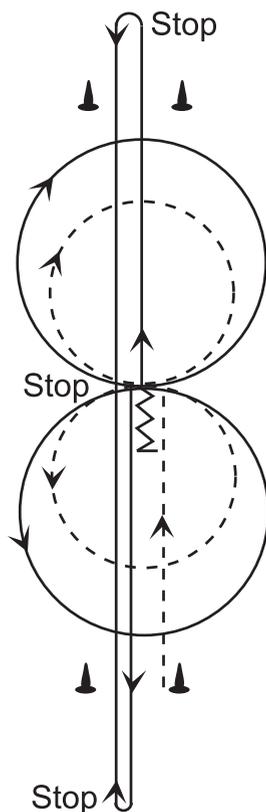
1. Beginning, lope straight up the right side of the arena, circle the top of the arena run straight down the opposite or left side of the arena past the center mark and do a right rollback—no hesitation.
2. Continue straight up the left side of the arena circle back around the top of the arena run straight down the right side of the arena past the center marker and do a left rollback—no hesitation.
3. Continue up the right side of the arena to the center marker, at the center marker the horse should be on the left lead and complete two circles to the left, one large fast and one small slow. Stop at center. Hesitate.
4. Complete three spins to the left. Hesitate.
5. Complete two circles to the right, one large fast and one small slow. Stop at center. Hesitate.
6. Complete three spins to the right. Hesitate.
7. Begin a large circle to the left, do not close the circle. Continue up the center of the arena past the center marker and do a sliding stop.
8. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

## Reined Working Donkey - Pattern 1



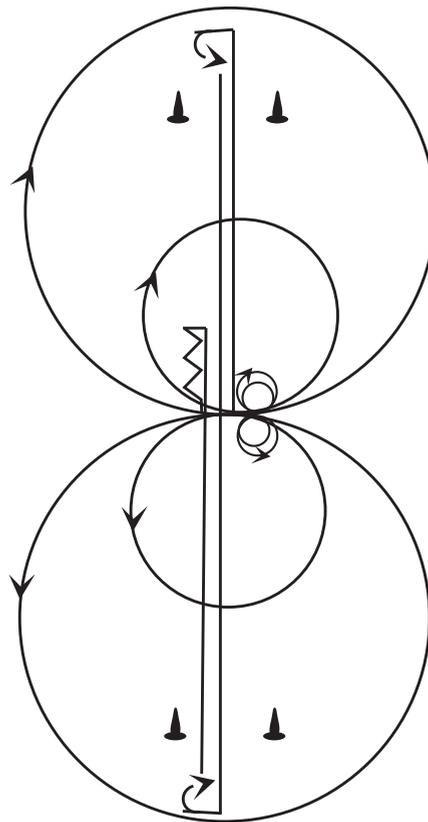
1. Starting trotting at designated cone and demonstrate lateral movement (leg yield) at the trot to the right; with out stopping, demonstrate lateral movement (leg yield) at the trot to the left. Stop at the center of the arena. Hesitate. Do a quarter turn to the left.
2. Take the right lead and complete 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



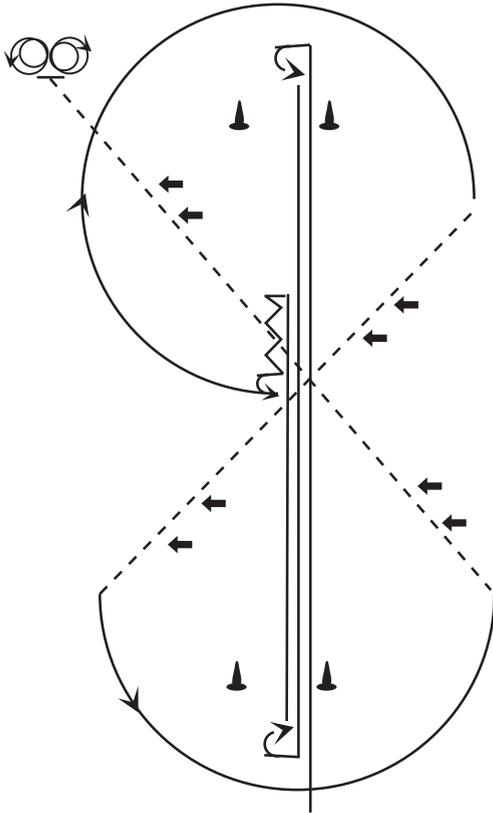
1. Starting at designated cone, trot to center of arena and then trot a small Figure 8 pattern, right circle first.
2. At center of arena, lope on the right lead to the right in a large circle.
3. At center of arena, show a change of lead and lope in a large circle to the left.
4. At center of arena, 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.53

## 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.

## 173 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-around**  
**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

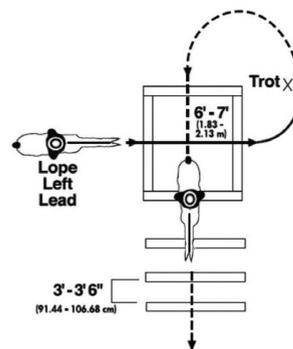
obstacle any entry taking excessive time at an obstacle. A time limit may not be placed on the course as a whole or individual obstacles. While on the course, the exhibitor's hands shall be clear of the animal to avoid cueing.

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.

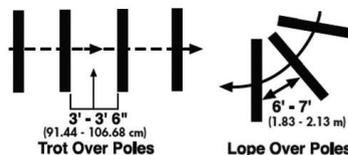
**N. Penalties** should be assessed per occurrence as follows:

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.

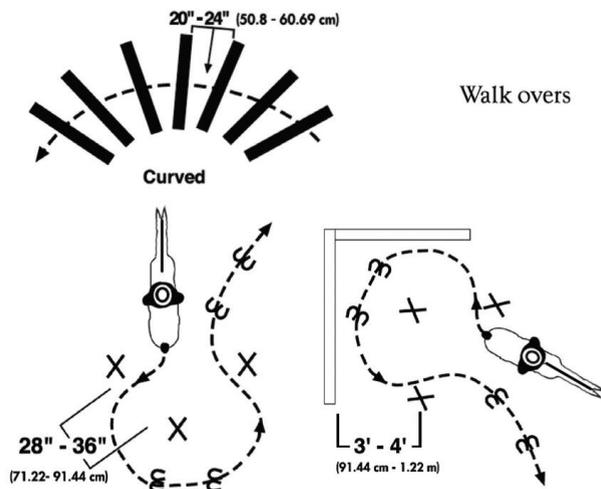
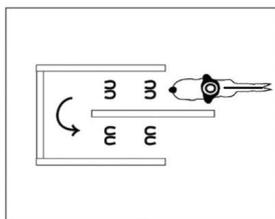
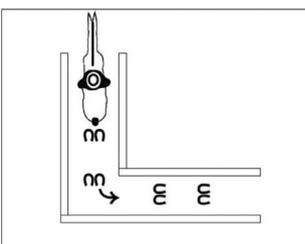
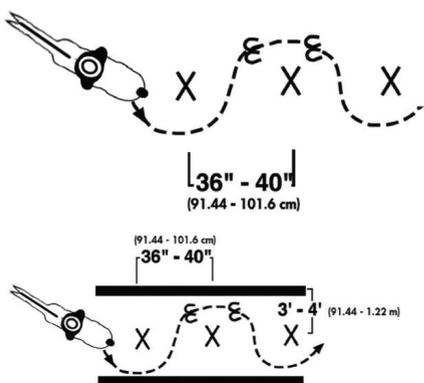
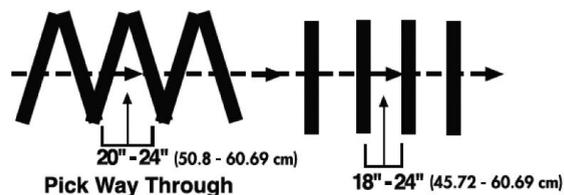
- d. Stepping outside the confines of, falling or jumping off an obstacle with more than one (1) foot.
  - e. Blatant disobedience (kicking out, rearing, striking).
  - f. Holding saddle horn.
  - g. Use of either hand to instill fear or praise.
- 6. Disqualified (0) – Score**
- a. Use of more than one 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 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 overs, lope overs



Walk overs

## Ranch

### 174 Ranch General Rules

- A.** Mules and donkeys, of all ages, may be shown in a snaffle, bosal, or curb bit. When a bit is used, the mouthpiece must be at least 5/16" and not more than 3/4" in diameter measured one inch from cheek and must be smooth. Nothing may protrude below the mouthpiece such as extensions or prongs. A standard western curb bit must not be longer than 8 1/2 inches measured on the outside length from the top bridle attachment to the rein attachment. The port must not be higher than 3 1/2 inches with rollers and covers acceptable. Broken mouthpieces, half breeds and spades are standard. Split reins shall be used with all bits except that a romal is acceptable with a curb bit. Closed reins are not allowed except as standard romal reins or standard mecate reins which include a tie rope with snaffle bit or bosal. Curb straps are required for curb bits and the curb chains or straps must be at least 1/2 inch in width and must lie flat against the mule or donkey's chin.
- B.** Romal reins are allowed in all Ranch Mule or donkey classes. When riding with a romal, a get down rope may be used. A get down rope is defined as a small rope tied around the neck of the mule or donkey with a bowline or other non-slip knot and run back to the rider or tied to the saddle. The get down will be used to lead, ground tie, or tie the mule or donkey.
- C.** The use of two-rein equipment is allowed in all Ranch Classes. All rules for two-rein will follow hackamore and bridle requirements.
- D.** No wire curbs are permitted, regardless of the amount of padding or tape. Absolutely no iron will be permitted under the jaws. Prohibited equipment includes tie downs, cavessons, gag bits, mechanical hackamores and running martingales.
- E.** Competitors may use a breast collar and/or rear cinch.
- F.** Equipment with silver should not count over a good working outfit. Silver on bridles and saddles is discouraged.
- G.** No hoof polish, braided or banded manes or tail extensions unless the ranch classes are shown on the same day as other regular NASMDA classes. Then none of these will be considered.
- H.** Mules and donkeys are often bodyclipped. There will be no penalty for any type of trace or full body clipping.
- I.** Trimming inside ears is discouraged.
- J.** Trimming bridle path is allowed, also trimming of fetlocks or excessive (long) facial hair.
- K.** Attire: Traditional western attire that reflects the true ranch lifestyle is required. Appropriate western attire includes a long sleeve shirt with collar and cuff that has buttons, or snaps that must be fastened at the wrist, a western hat and boots with heels. Adding chaps, chinks, wild

rag or western scarves are optional. Any shirts that have any crystals, glitter and/or sequins will result in a disqualification. This rule excludes belts, jeans (retro) embroidery, pearl snaps and western hats. The addition of any protective outerwear such as jackets or vest is acceptable as dictated by weather conditions. Safety helmets (hard hats) are allowed in all classes.

- L.** Due to the versatility of mules and donkeys, sometimes these classes will be offered at shows where time will be limited. Therefore, silver, style of dress, crystals, braids/bands and hoof black will not be taken into consideration and will not be cause for disqualification. When ranch classes are offered as a stand alone show or in their own session of the show, all ranch attire and appointment rules will apply.
- M.** Posting or standing at the extended trot is acceptable.
- N.** Touching or holding the saddle horn with either hand is acceptable.
- O.** The Ranch mule and donkey classes are designed to show the overall ability of the mule or donkey to perform skills necessary to those of the all-around ranch animal.
1. No mule or donkey less than 3 years of age may be exhibited except in the Ranch Fundamental and in Ranch Conformation classes.
  2. If Ranch Classes are being held by an affiliate organization the classes will be judged by the affiliate organizations rules.
- P.** When possible, it is recommended that this competition be held outside and in an open space which simulates ranch terrain. The use of natural obstacles is also encouraged.
- Q.** Sitting the regular trot and lope is recommended; though standing in the stirrups at the extended trot and extended lope, or posting the extended trot is acceptable. Holding the saddle horn with either hand will not be penalized in any Ranch class.
- R.** When exhibiting in a snaffle bit or hackamore, an exhibitor may switch between two hands and one hand on the reins at any time.
- S. CLASSES.** Classes may be offered in Open, Amateur, Youth, training level and Walk-Trot divisions for both mules and donkeys unless otherwise stated in the class rules.
- T. Crossover.** Mules and Donkeys may cross enter into any regular NASMDA class at the same show.
- U. Ranch Gaits**
1. **Ordinary Walk** – The ranch ordinary walk is straight, square, flatfooted, relaxed. The mule or donkey moves freely with no anticipation to move to the next gait.
  2. **Extended Walk** – The ranch extended walk is straight, square, and flat-footed, relaxed, and moves out freely with the mule or donkey looking ahead. The extended walk shows more length of stride than the ordinary walk.

3. **Trot** – The ranch trot is a square two-beat diagonal trot and is steady, soft, and slow enough for riding long distances.
  4. **Extended Trot** – The ranch extended trot shows lengthening of stride from the regular trot with the same cadence that will cause an increase in speed. This gait is level, flat, and steady with the appearance that the mule or donkey would hold this gait for long distances.
  5. **Lope** – The ranch lope is a 3-beat gait that is cadenced, straight and steady and is comfortable to ride over long distances.
  6. **Extended Lope** – The ranch extended lope shows lengthening of stride from the regular lope with the same cadence that will cause an increase in speed. The mule or donkey holds the steady gait and increased speed while being under control.
  7. **Back** - Mules and donkeys should back on command, quietly, willingly and easily in a straight line without resistance. Jawing, resisting or tossing of the head should be penalized. A good Back displays balanced and smooth flowing movements with self-carriage. The animal should back straight at least one mule/donkey length quietly and without gapping his mouth. The back should be done smoothly with light contact and without hesitation.
- V. Show Management must declare which patterns will be used at least one hour prior to the start of the classes. All riders in the competition shall comply with and follow rules of attire, equipment, class procedures, patterns, judging, and conduct for the class as posted by show management.

## 174 Ranch Rail Pleasure

- A. This class is intended as a rail class but individuals working off the rail will not be penalized.
- B. The ranch rail pleasure class measures the ability of the mule or donkey 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 mule or donkey should be ridden on a relatively loose rein with light contact and without requiring undue restraint. The mule or donkey should be responsive to the rider and make timely transitions in a smooth and correct manner. The mule or donkey should be soft in the bridle and yield to contact. The ideal ranch rail animal should have a natural head carriage at each gait. In all gaits, movement of the ranch rail pleasure mule or donkey should simulate an animal needing to cover long distances, softly and quietly, like that of a working ranch mule or donkey. 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 mule or donkey shall not be shown on a full drape of reins. The overall manners and responsiveness of the mule or donkey while performing the maneuver requirements and the mule or donkey's quality of movement are the primary considerations.

- C. The following are required gaits:
  1. **Walk** – The walk is a natural, flat footed, four-beat gait. The gait is rhythmic and ground covering. As in all gaits, the mule or donkey should display a level, or slightly above level topline with a bright, attentive expression.
  2. **Extended Walk** - The extended walk is 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** – The trot is a natural two-beat gait demonstrating more forward motion than the western jog.
  4. **Extended Trot** – The extended trot is 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** – The lope is a three-beat gait. The lope should be relaxed and smooth with a natural, forward moving stride.
  6. **Extended Lope** – The extended lope is not a run or a race but should be an obvious lengthening of the stride, demonstrating a forward, working speed. The mule or donkey 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 in side 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.
- D. Part of the evaluation of this class is on smoothness of transitions. A mule or donkey may be collected from the extended trot as the mule or donkey moves into the lope. The transition from the extended lope down to the trot is a transition to the seated trot not 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 mules and donkeys that have been trained to respond to cues. To

see these cues applied discretely and the animal responding correctly could be a credit-earning situation.

- E.** To rein an equine is not only to guide him but also to control his every movement. The best reined mule or donkey 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.
- F. 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 (2) strides or less
  5. Break of gait at walk or jog for more than two (2) 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 (3) strides when taking lead
  11. Blatant disobedience (kick, bite, buck, rear, etc.)
  12. Major disobedience or schooling
  13. Spurring in front of cinch
  14. Use of either hand to instill fear/ praise
  15. Use of two (2) hands except when using a snaffle bit or hackamore or any age donkey in a shanked bit.
- G.** All mules and donkeys will be judged at the walk, extended walk, trot, extended trot, lope, extended lope, and back as well as on all transitions. Extended gaits must be asked for at least one direction.

## 175 Ranch Showmanship

- A.** Ranch Showmanship classes may be offered in the Youth and Amateur divisions for both mules and donkeys. Ranch Showmanship is designed to evaluate the exhibitor's ability to execute a pattern prescribed by the judge.
- B.** Class specifics and scoring will be the same as those listed in Section 146 of this Rulebook. Except Ranch rules listed in General Ranch Rules for tack, attire and General Regulations must be followed.

## 176 Ranch Mulemanship/Donkeymanship

- A.** Ranch Mulemanship/Donkeymanship classes may be offered in the Youth and Amateur divisions for both mules and donkeys. Ranch Mulemanship/Donkeymanship is a pattern class designed to evaluate the exhibitor's ability to execute, in concert with their mule or donkey, a set of maneuvers prescribed by the judge.
- B.** Class specifics and scoring will be the same as those listed in Section 171 of this Rulebook. Except will follow Ranch rules listed in General Ranch Rules for tack, attire and General Regulations must be followed.

## 177 Ranch Pleasure

- A.** The purpose of the ranch pleasure class is to measure the ability of the mule or donkey to be a pleasure to ride while being used as a means of conveyance from performing one ranch task to another. The animal should reflect the versatility, attitude and movement of a working ranch mule or donkey riding outside the confines of an arena. The mule or donkey should be well-trained, relaxed, quiet, soft and cadenced at all gaits. The ideal ranch mule or donkey will travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits. The animal can be ridden with light contact or on a relatively loose rein without requiring undue restraint, but not shown on a full drape of reins. The overall manners and responsiveness of the ranch pleasure mule or donkey to make timely transitions in a smooth and correct manner, as well as the quality of the movement are of primary considerations. The ideal Ranch pleasure mule or donkey should have a natural head carriage at each gait.
- B.** Show management may run Ranch Pleasure and Ranch Trail concurrently.
- C.** Mules and donkey shall be shown individually, and the Class may be conducted inside or outside of an arena. The pattern may be started either to the right or left direction.
- D.** If the Class is held inside an arena, the course shall be set up to make approximately one pass of the arena in each direction. Show management has the option to set markers to designate gait changes.
- E.** When establishing the course, the following distances are suggested. Patterns may begin in either direction.

### PATTERN 1

- Extended Walk- 75 feet
- Trot- 120 feet
- Extended Trot- 240 feet
- Lope- 150 feet
- Stop; reverse (either direction)
- Walk- 30 feet
- Lope- 150 feet
- Extended Lope- 200 feet
- Trot- 90 feet
- Stop and Back.

### PATTERN 2

- Ordinary Walk - 30 feet
- Lope - 150 feet
- Extended Lope - 200 feet
- Trot - 120 feet
- Stop and Reverse (either direction)
- Extended Walk - 75 feet
- Trot - 90 feet
- Extended Trot - 240 feet
- Lope - 150 feet
- Stop and Back

### PATTERN 3

- Ordinary Walk - 30 feet
- Lope - 150 feet
- Extended Trot - 240 feet
- Trot - 120 feet
- Stop and Reverse (either direction)
- Trot - 90 feet
- Lope - 150 feet
- Extended Lope - 200 feet
- Extended Walk - 75 feet
- Stop and Back

### PATTERN 4

- Trot - 120 feet
- Extended Walk - 75 feet
- Lope - 150 feet
- Extended Trot - 240 feet
- Stop and Reverse (either direction)
- Lope - 150 feet
- Extended Lope - 200 feet
- Ordinary Walk - 30 feet
- Trot - 90 feet
- Stop and Back

### PATTERN 5

- Lope - 150 feet
- Extended Lope - 200 feet
- Ordinary Walk - 30 feet
- Trot - 120 feet
- Stop and Reverse (either direction)
- Extended Trot - 240 feet
- Trot - 90 feet
- Extended Walk - 75 feet
- Lope - 150 feet
- Stop and Back

### WALK TROT PATTERN 6

- Normal Walk – 100 feet
- Extended Walk – 150 feet
- Trot – 100 feet
- Extended Trot – 150 feet
- Stop; reverse (either direction)
- Trot – 100 feet
- Extended Trot – 200 feet
- Stop and Back

### WALK TROT PATTERN 7

- Walk 30 feet
- Trot 120 feet
- Stop and Reverse
- Extend the walk 75 feet
- Trot 90 feet
- Extend the trot 240 feet
- Stop and back

### WALK TROT PATTERN 8

- Normal Walk 100 feet
- Extended Walk 50 feet
- Trot 150 feet
- Extended trot 100 ft
- Stop/Reverse
- Trot 200 feet
- Extended Trot 100 feet
- Stop/Back
- Walk

F. Optional pattern may be used if all elements of the class are fulfilled as follows: Mules and donkeys will be shown individually at three gaits; walk, trot, and lope, in each direction of the arena, an extended trot and extended lope at least one direction of the ring - mules and donkeys will also beasked to reverse, stop and back.

G. **CREDITS AND PENALTIES.** Part of the evaluation of this class is on smoothness of transitions. A mule or donkey may be collected from the extended trot as the mule or donkey moves into the lope. The transition from the extended lope down to the trot is a transition to the seated trot not the extended trot. Therefore, an extra cue to achieve this gait is expected. Mules and donkeys that complete this total transition within three strides calmly and obedientially should be rewarded. Animals that attempt to stop or do stop prior to trotting will be penalized. Judges expect to see mules and donkeys that have been trained to respond to cues. To see these cues applied discretely and the mule or donkey responding correctly could be a credit-earning situation.

H. **SCORING:** Each animal/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. The animal/rider team is scored on the quality of each maneuver (e.g., - 1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, +1 very good, +1 1/2 excellent). Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied to each occurrence and be deducted from the final score:

#### 1. One (1) Point Penalties:

- a. Over-bridled (per maneuver),
- b. Out of frame (per maneuver)
- c. Too slow
- d. Break of gait at walk or trot for two (2) strides or less
- e. Wrong lead or out of lead for 2 strides or less.

#### 2. Three (3) Point Penalties:

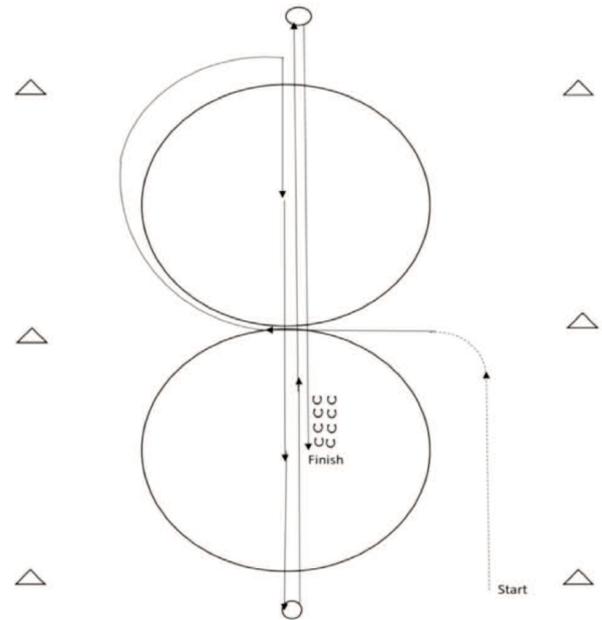
- a. Wrong lead or out of lead for more than 2 strides
- b. Draped reins (per maneuver)
- c. Break of gait at lope
- d. Break of gait at walk or trot for more than two (2) strides
- e. Trotting three or more strides in a lope departure from a stop or walk, or when exiting a rollback into a lope.

## Ranch Reining - Pattern 1

3. **Five (5) Point Penalties:**
  - a. Spurring in front of cinch
  - b. Blatant disobedience
  - c. Use of either hand to instill fear/praise,
4. **Off-Pattern (OP):** Cannot place above others who complete pattern correctly.
  - a. Breaking pattern
  - b. Repeated disobedience.
  - c. Use of two hands (except when allowed)
  - d. More than one finger between split reins or any fingers between romal reins (except two rein);
5. **Disqualification (DQ):** Disqualified entries are counted as an entry in the class but cannot receive points or credits for that class.
  - a. Lameness
  - b. Abuse
  - c. Illegal equipment
  - d. Disrespect or misconduct
  - e. Leaving working area before pattern is complete
  - f. Fall of mule/donkey/ rider

### 178 Ranch Reining

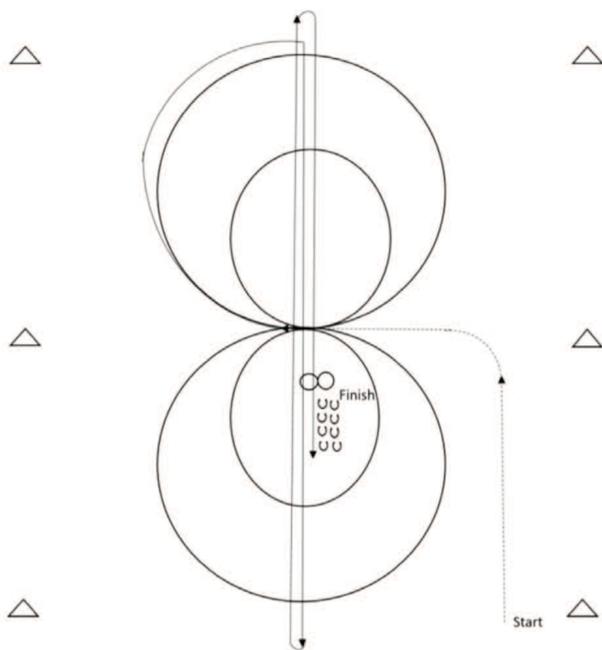
- A. Ranch Reining classes may be offered in the Open, Youth and Amateur divisions. Ranch Reining class measures the ability of the ranch mule or donkey to perform basic handling maneuvers with a natural head carriage in a forward-looking manner.
- B. Class specifics and scoring will be the same as those listed in Sections 175 and 176 of this Rulebook. Except Ranch rules listed in General Ranch Rules for tack, attire and General Regulations must be followed.
- C. Any one of the NASMDA approved Ranch Reining patterns may be used.



#### RANCH REINING #1

- 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 arena.
  3. Run down center of arena past the end marker and come to stop.
  4. Complete 1 1/2 spins to right
  5. Run to the other end of the arena, past the end marker and come to a stop.
  6. Complete 1 1/2 spins to the left.
  7. Run past the center marker, stop, back 10 feet.
  8. Hesitate to complete pattern.

## Ranch Reining - Pattern 2

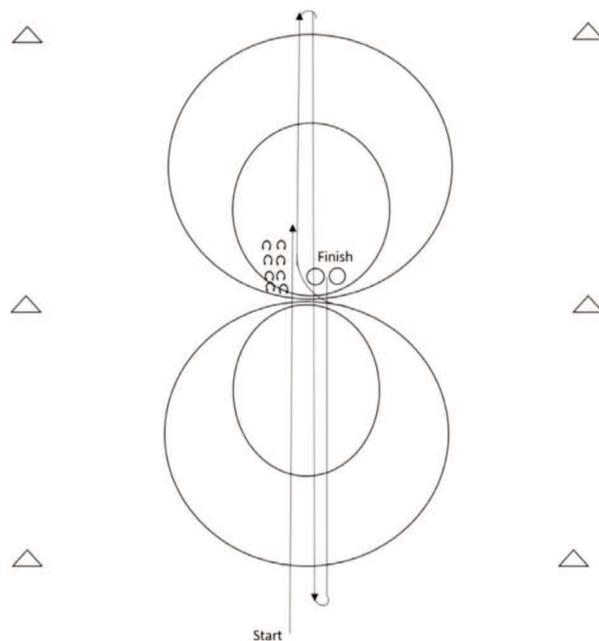


### RANCH REINING #2

Trot to center of Arena, Stop. Start pattern facing towards Judge.

1. Beginning on the right lead, complete two circle to the right, the first circle small and slow, the next circle large and fast. Change leads at the center of arena.
2. Complete two circles to the left, the first circle small and slow, the next circle large and fast. Change leads in the center of the arena.
3. Begin large circle to right, but do not close the circle. Run down center of arena past the end marker and do a right roll back, no hesitation.
4. Run up the middle to the other end of the arena past the end marker and do a left roll back, no hesitation.
5. Run past the center marker, stop, back 10 feet.
6. 1 spin to right, 1 spin to left. Hesitate to complete pattern.

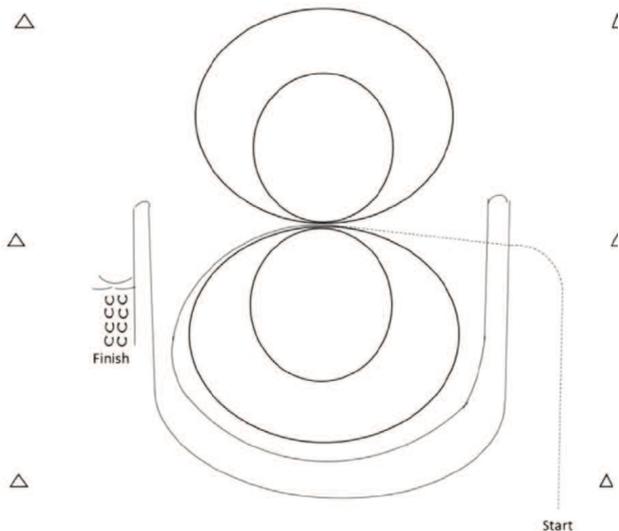
## Ranch Reining - Pattern 3



### REINING #3

1. Run past the center marker, stop, back 10 feet, 1/4 turn to left.
2. Beginning on the right lead, complete one small slow circle to the right. Change leads at the center of arena.
3. Complete one small slow circle to the left. Change leads in the center of the arena.
4. Begin large faster circle to right. Change leads in center of arena.
5. Complete large faster circle to the left. Change leads in center of arena
6. Run down center of arena past the end marker and do a right roll back, no hesitation.
7. Run up the middle to the other end of the arena past the end marker and do a left roll back, no hesitation.
8. Run up the middle to the center, stop, 1 spin to right, 1 spin to left. Hesitate to complete pattern.

## Ranch Reining - Pattern 4

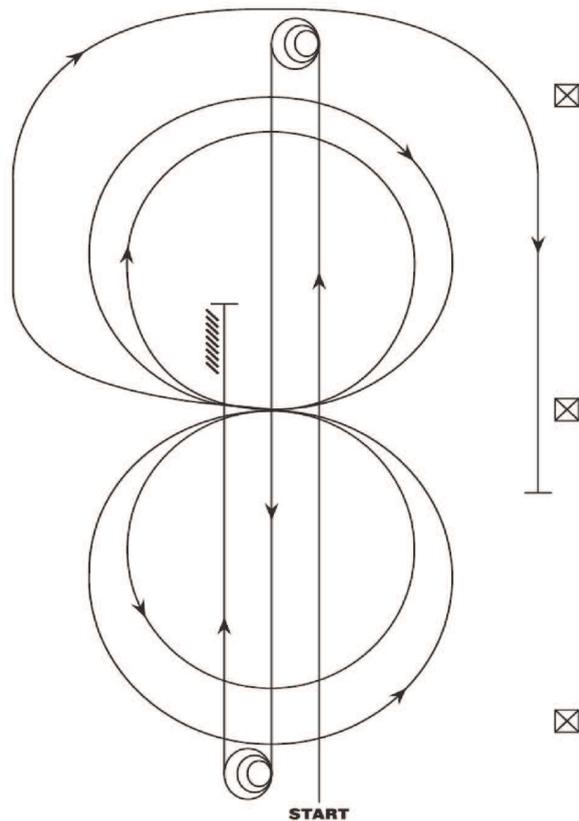


### RANCH REINING #4

Pattern can be a trot or Lope in Pattern

1. Beginning on the left lead, complete two circles to the left, the first circle small and slow, the next circle large and fast. Change leads at the center of arena.
2. Complete two circles to the right, the first circle small and slow the next circle large and fast. Change leads in the center of the arena.
3. Begin large circle to left, but do not close the circle, run down the right side of the arena past center marker, and roll back right, no hesitation.
4. Continue around the end of the arena to run down the left side of the arena past center marker and do a left roll back, no hesitation.
5. Run past the middle marker, stop, back up 10 feet.
6. 1/4 turn to right, 1/2 turn to left, 1/4 turn to right. Hesitate to complete pattern.

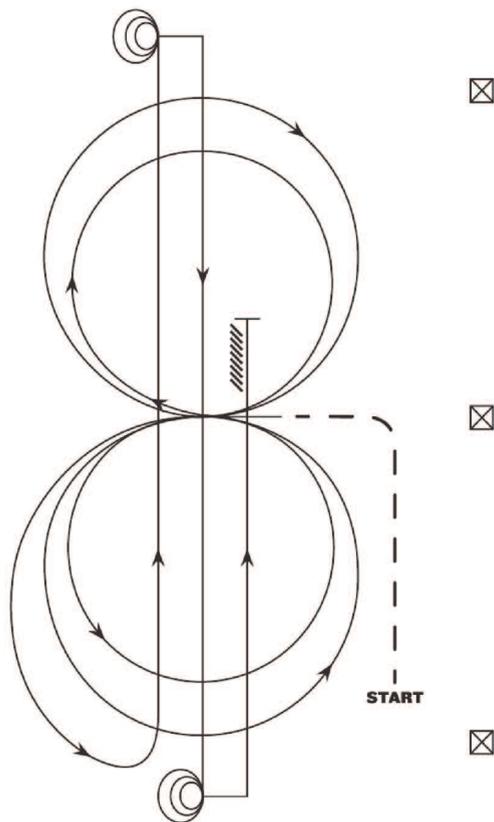
## Ranch Reining - Pattern 5



### RANCH REINING #5

1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. Begin a large circle to the right but do not close this circle. Run down the right side of the arena, past the center marker and do a sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.

## Ranch Reining - Pattern 6



### RANCH REINING #6

Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on left lead, complete two circles to the left - the first one large and fast, the second one small and slow. Change leads at center of arena.
2. Complete two circles to the right - the first one large and fast, the second one small and slow. Change leads at center of arena.
3. Begin a circle to the left, but do not close this circle. Continuing around the end of arena, run up the center, past end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down to other end of arena, past the end marker, and do a sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern

## 179 Ranch Riding

A. The purpose of the ranch riding class is to measure the ability of the mule or donkey to be a pleasure to ride while being used as a means of conveyance from performing one ranch task to another. The mule or donkey should reflect the versatility, attitude and movement of a working ranch animal riding outside the confines of an arena. The mule or donkey should be well-trained, relaxed, quiet, soft and cadenced at all gaits. The ideal ranch mule or donkey will travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits. The mule or donkey can be ridden with light contact or on a relatively loose rein without requiring undue restraint, but not shown on a full drape of reins. The overall manners and responsiveness of the ranch riding animal to make timely transitions in a smooth and correct manner, as well as the quality of the movement are of primary considerations. The ideal ranch riding mule or donkey should have a natural ranch mule or donkey appearance from head to tail in each maneuver.

### B. CLASS REQUIREMENTS:

1. Each mule or donkey will work individually, performing both required and optional maneuvers.
2. The required maneuvers will include the walk, trot, and lope both directions; the extended trot and extended lope at least one direction; as well as stops, and back.
3. Three optional maneuvers may include a side pass, turns of 360 or more, change of lead (simple or flying), walk, trot or lope over a pole(s); or some reasonable combination of maneuvers that would be reasonable for a ranch mule or donkey to perform.
4. The maneuvers may be arranged in various combinations with final approval by the judge.
5. The overall cadence and performance of the gaits should be as those described in Ranch Rail Pleasure Class Gaits with an emphasis on forward movement, free-flowing, and ground covering for all gaits. Transitions should be performed where designated, with smoothness and responsiveness.
6. No time limit.
7. One of the suggested fifteen (15) patterns may be used, however a judge may utilize a different pattern as long as all required maneuvers and the three (or more) optional maneuvers are included.

C. **SCORING:** The scored between 0-100 points and automatically begins the run with a score of 70 points. The animal/rider team is scored on the quality of each maneuver (e.g., -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, +1 very good, +1 1/2 excellent). Maneuver evaluations and penalty applications

## Ranch Riding - Pattern 1

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

### 1. One (1) point penalties

- Too slow/per gait
- Over-Bridled (per maneuver)
- Out of Frame (per maneuver)
- Break of gait at walk or jog for 2 strides or less
- Wrong lead or out of lead for 2 strides or less

### 2. Three (3) point penalties

- Break of gait at walk or trot for more than 2 strides
- Break of gait at lope, except when correcting an incorrect lead
- Wrong lead or out of lead for more than 2 strides
- Draped reins (per maneuver)
- Severe disturbance of any obstacle
- Out of lead or cross-cantering more than two strides when changing leads, trotting more than three strides when making a simple lead change.
- Trotting three or more strides in a lope departure from a stop or walk, or when exiting a rollback into a lope.

### 3. Five (5) point penalties

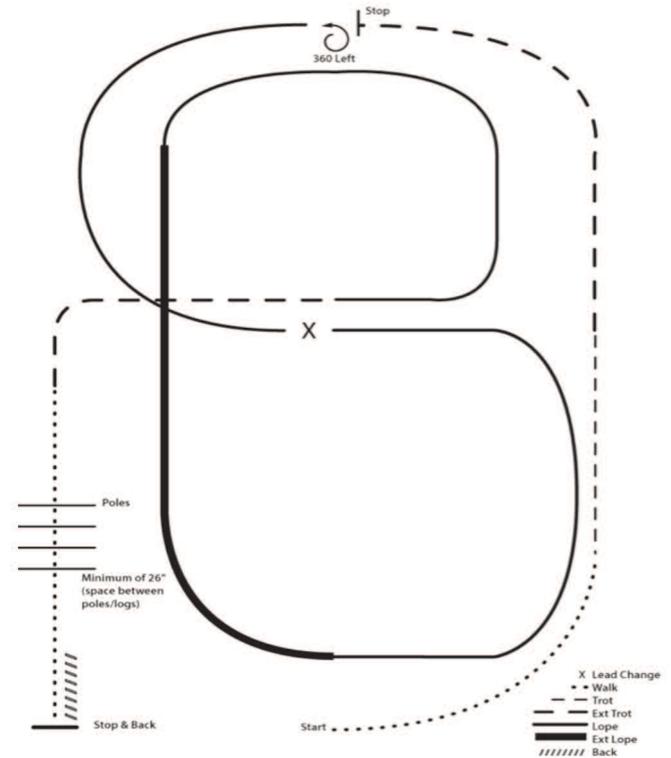
- Blatant disobedience (kick, bite, buck, rear, etc.)
- Each refusal

### 4. (OP) Off Pattern. Placed below mules or donkeys performing all maneuvers

- Eliminates or adds maneuver
- Incomplete maneuver
- Breaking pattern
- Repeated blatant disobedience
- Use of two hands except with snaffle or hackamore; more than one finger between slip reins or any fingers between romal reins (except in two rein).

### 5. Zero (0) score

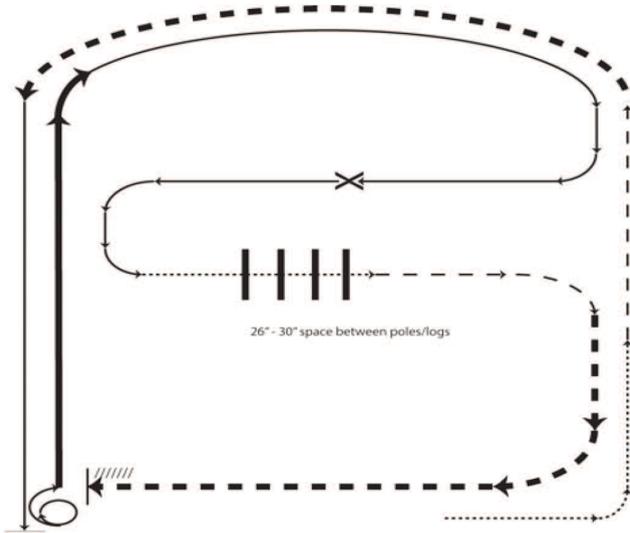
- Illegal equipment (including hoof black, braided or banded manes or tail extensions)
- Willful abuse
- Lameness



### RANCH RIDING -- PATTERN #1

- Walk
- Trot
- Extend the trot, at the top of the arena, stop
- 360° turn to the left
- Left lead one-half (1/2) circle, lope to the center
- Change leads (simple or flying)
- Right lead one half (1/2) circle
- Extended lope up the long side of the arena (right lead)
- Collect back to a lope around the top of arena and back to center
- Break down to an extended trot
- Walk over poles
- Stop and back

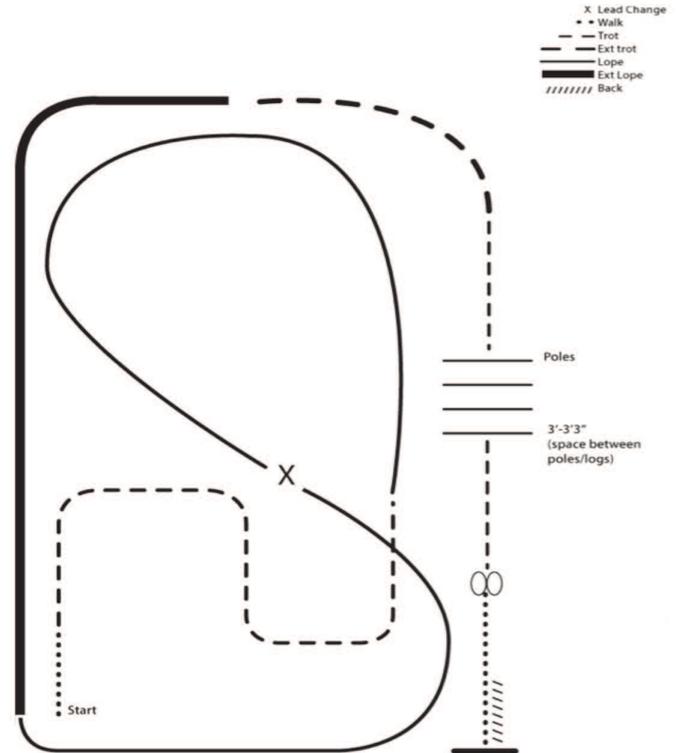
## Ranch Riding - Pattern 2



### RANCH RIDING -- PATTERN #2

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, one and one-half (1 1/2) turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

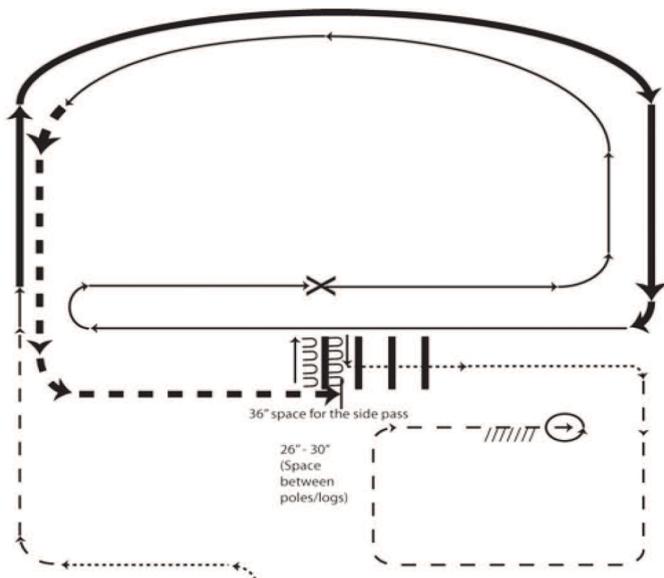
## Ranch Riding - Pattern 3



### RANCH RIDING -- PATTERN #3

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

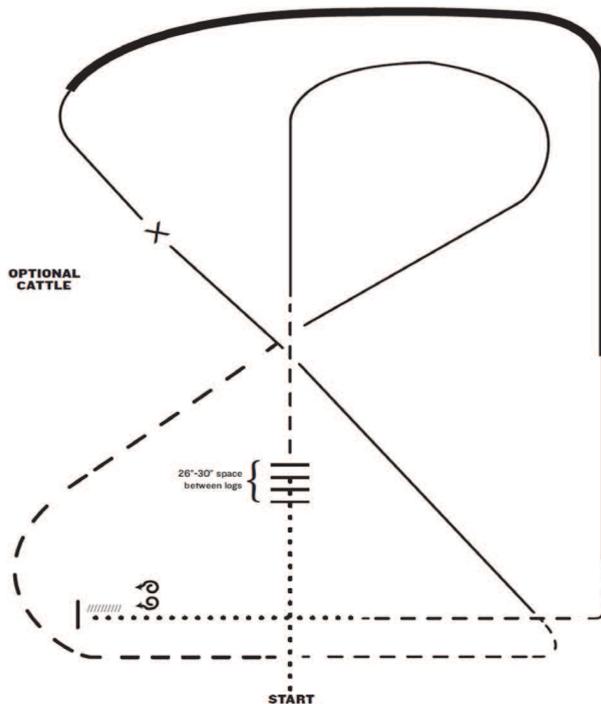
## Ranch Riding - Pattern 4



### RANCH RIDING -- PATTERN #4

1. Walk
2. Trot
3. Extended lope-right lead
4. Lope-right lead
5. Change leads(simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Jog square
12. Stop, 360° turn left, back

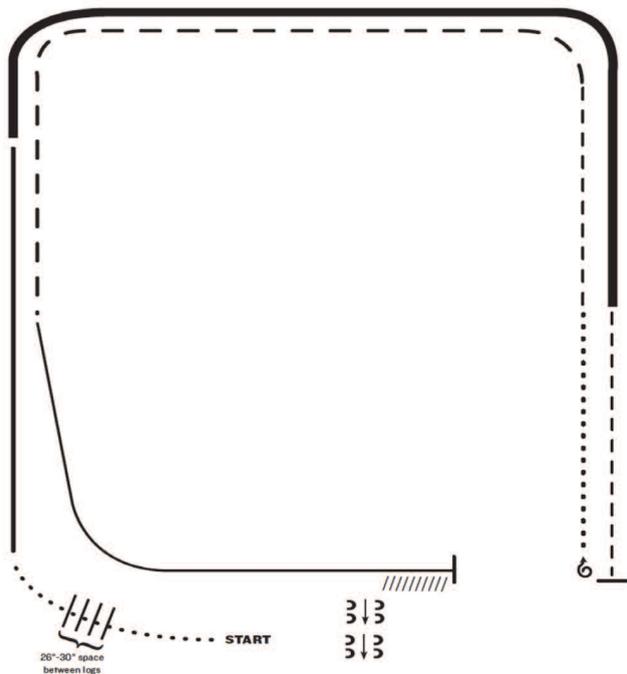
## Ranch Riding - Pattern 5



### RANCH RIDING -- PATTERN #5

1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 360 degree turn each direction (either direction 1st) (L-R or R-L)

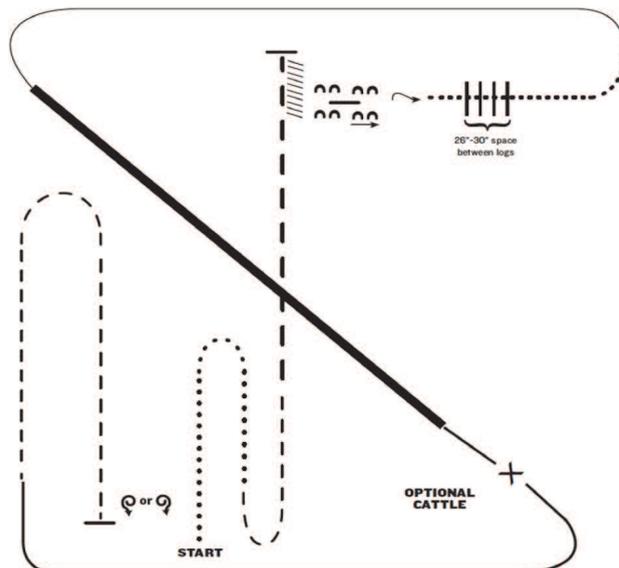
## Ranch Riding - Pattern 6



### RANCH RIDING -- PATTERN #6

1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right

## Ranch Riding - Pattern 7

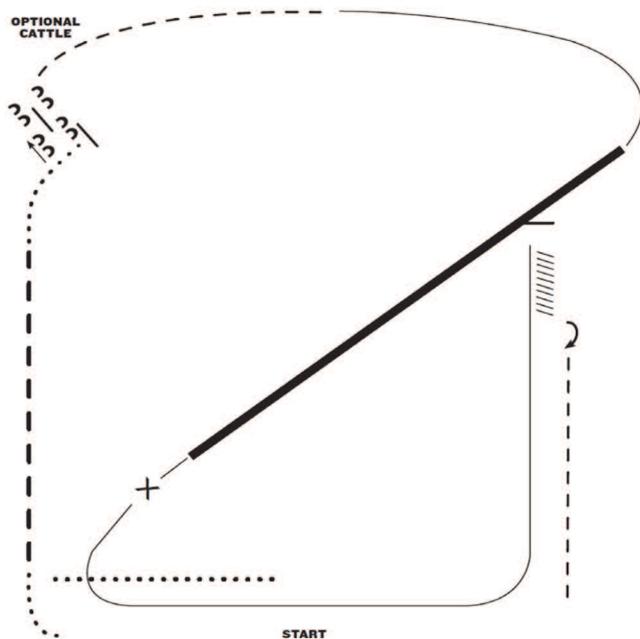


### RANCH RIDING -- PATTERN #7

1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass over log right
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope (left lead)
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360 degree turn either direction



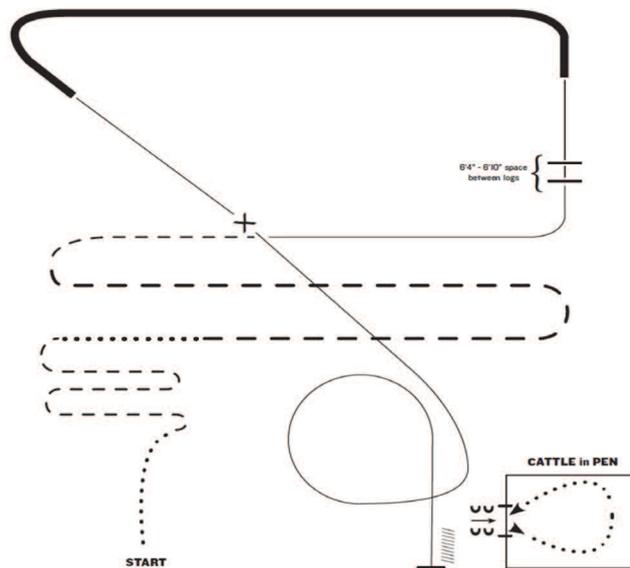
## Ranch Riding - Pattern 10



### RANCH RIDING -- PATTERN #10

1. Walk
2. Extended trot
3. Walk
4. Stop, side pass log left
5. Trot
6. Lope right lead
7. Extended Lope (right lead)
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 180 degree turn to right
12. Trot

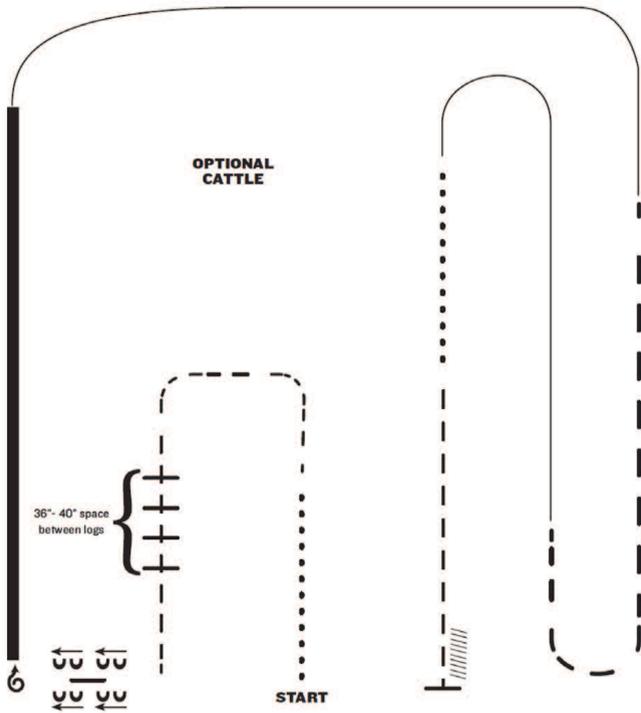
## Ranch Riding - Pattern 11



### RANCH RIDING -- PATTERN #11

1. Walk
2. Trot serpentine
3. Walk
4. Extended trot
5. Trot
6. Lope left lead
7. Lope over logs
8. Extended lope (left lead)
9. Collect lope, change leads (simple or flying)
10. Lope right lead
11. Lope circle
12. Stop and back
13. Side pass to gate, left hand push into pen
14. Walk through cattle, right hand push out

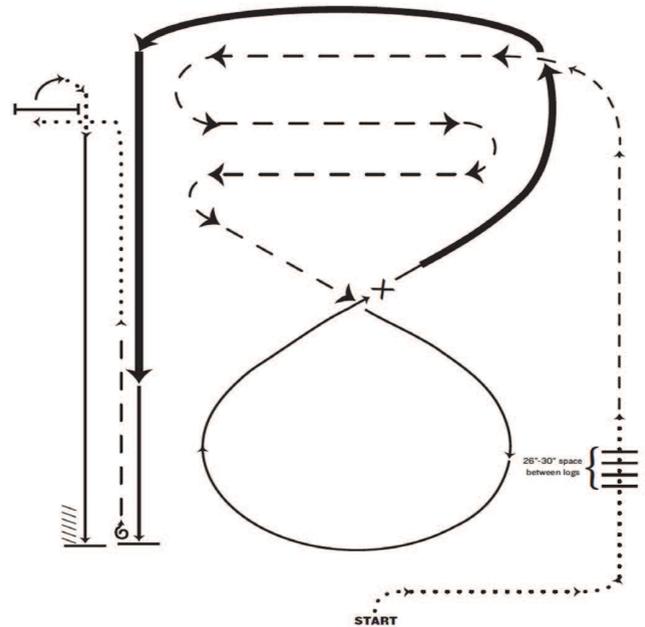
## Ranch Riding - Pattern 12



### RANCH RIDING -- PATTERN #12

1. Walk
2. Trot
3. Trot logs
4. Side pass right
5. 1 ½ turns right
6. Extended lope (right lead)
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

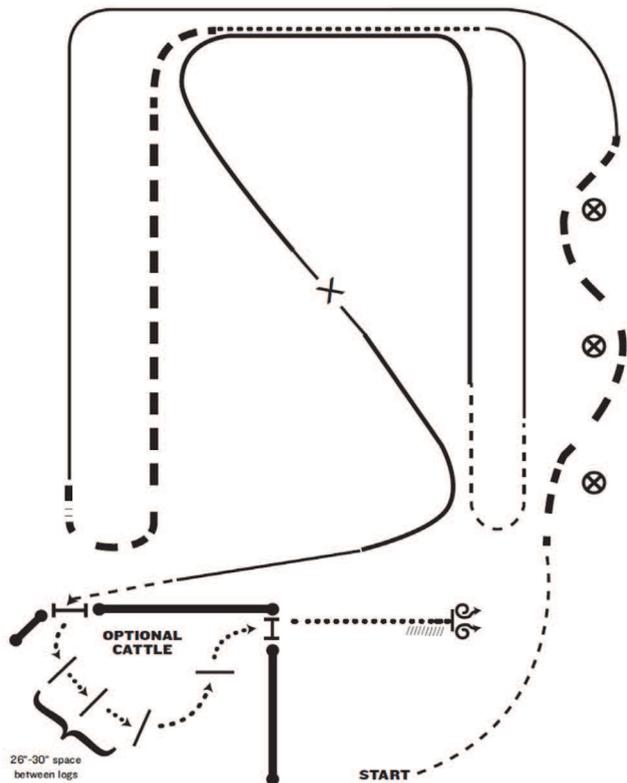
## Ranch Riding - Pattern 13



### RANCH RIDING -- PATTERN #13

1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope (left lead), collect lope
8. Stop, 1 1/2 turn, either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. Stop and back

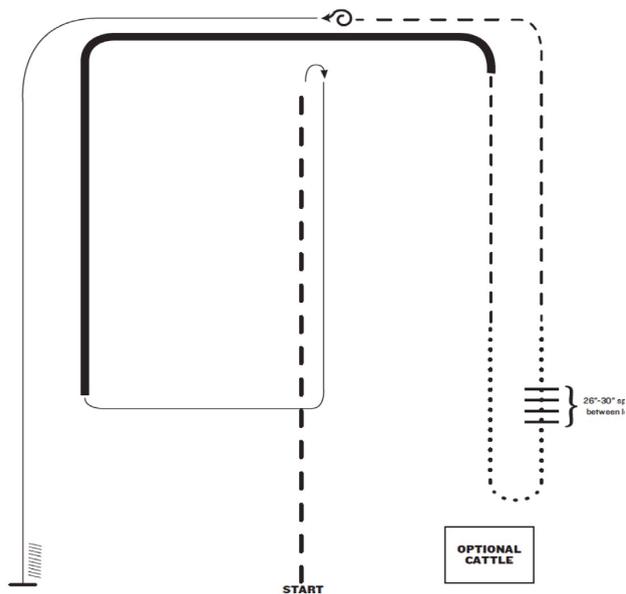
## Ranch Riding - Pattern 14



### RANCH RIDING -- PATTERN #14

1. Trot
2. Extended trot
3. Lope left lead
4. Extended trot
5. Walk
6. Lope right lead
7. Trot
8. Extended lope (left lead)
9. Collect lope, change leads (simple or flying), extended lope (right lead), collect lope
10. Trot
11. Left hand push gate into pen
12. Walk over logs
13. Right hand push gate out of pen
14. Walk
15. Stop, 360 degree turn each direction (either direction 1st) (L-R or R-L)
16. Back

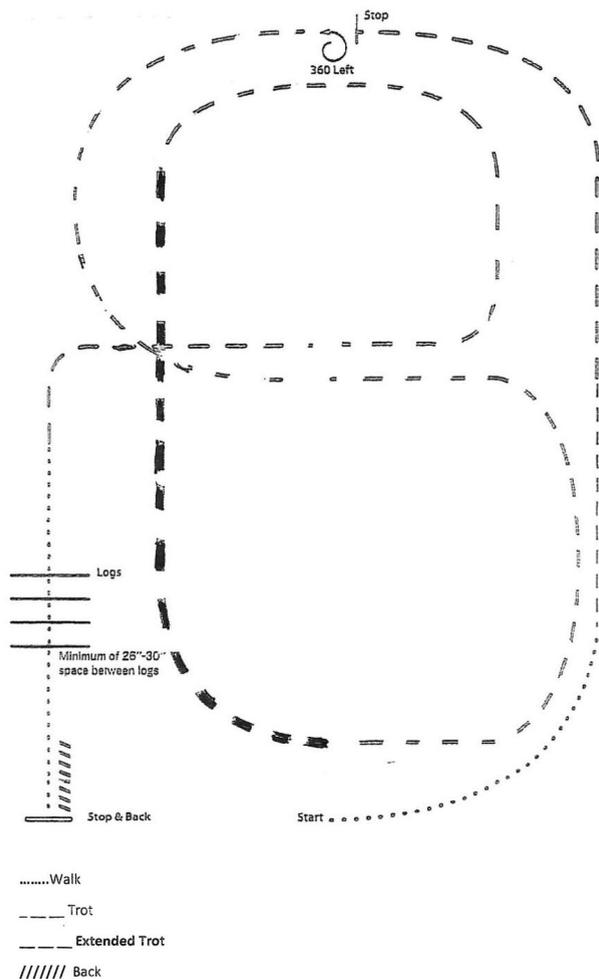
## Ranch Riding - Pattern 15



### RANCH RIDING -- PATTERN #15

1. Extended trot
2. Stop, roll back right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

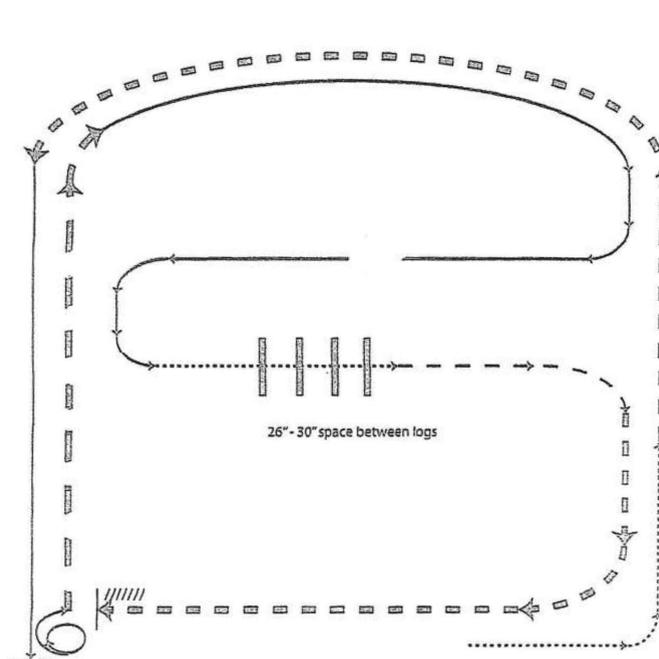
## Ranch Riding - Pattern 16 Walk Trot



### RANCH RIDING --P A T T E R N # 1 6

1. Walk
2. Trot
3. At top of arena stop
4. 360 turn left
5. Trot 1/2 circle to center
6. At center change directions and continue trotting
7. At bottom of the arena extend the trot and turn right trotting to far end.
8. Trot and turn right, trot 1/2 circle through center and turn left
9. Break to walk
10. Walk over logs
11. Stop and Back.

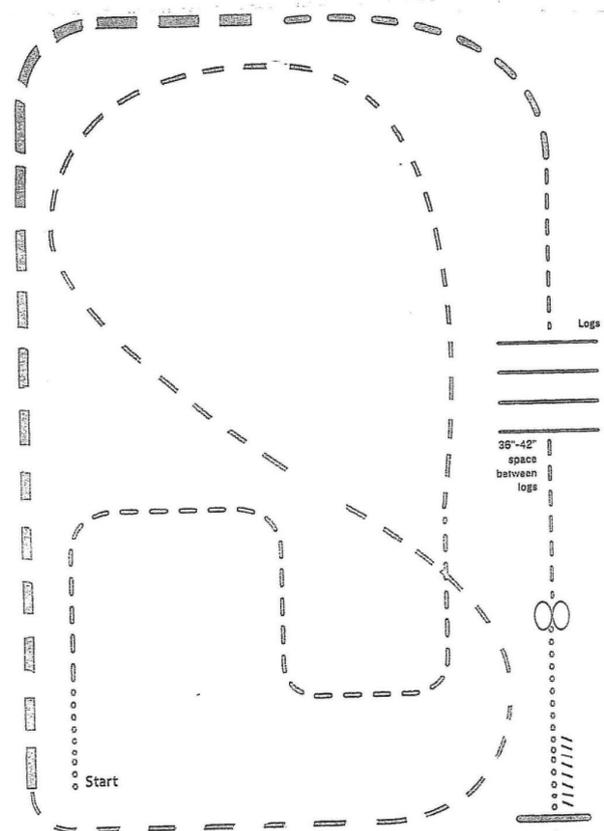
## Ranch Riding - Pattern 17 Walk/Trot



### RANCH RIDING --P A T T E R N # 1 7

1. Walk
2. Trot
3. Extend the trot
4. Trot
5. Stop, 1/2 turn right
6. Extend the trot
7. Trot
8. Walk
9. Walk over logs
10. Trot
11. Extend the trot
12. Stop and back

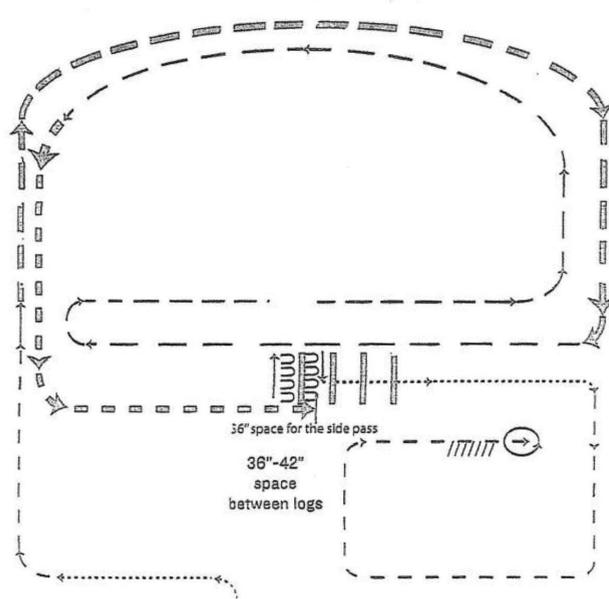
## Ranch Riding - Pattern 18 Walk/Trot



### RANCH RIDING -- P A T T E R N # 1 8

1. Walk
2. Trot serpentine and through center and around end
3. Extend the Trot and trot around corner
5. Collect the trot to and over logs
6. Stop and perform a 360 each direction
7. Walk
8. Stop and back

## Ranch Riding - Pattern 19 Walk/Trot



### RANCH RIDING -- P A T T E R N # 1 9

1. Walk
2. Trot
3. Extend the trot
4. Trot through center and around end
5. Extend the trot
6. Stop, side pass left, side pass right 1/2way
7. Walk over logs
8. Trot square
9. Stop, 360 turn left
10. Back

## 180 Ranch Trail

- A.** This class will be judged on the performance of the mule or donkey over the obstacles, with emphasis on manners, response to the exhibitor, and on how the partnership of the animal/ rider works together. Credit will be given to the animal that negotiates the obstacles with style, expression, and some degree of speed, providing carefulness is not sacrificed. Credit will be given to mules and donkeys showing the capability of picking their own way through the course when obstacles warrant it and exhibiting trust in the rider when negotiating the more difficult obstacles.
- B.** Mule or donkey shall be penalized for any unnecessary delay while approaching the obstacles. The animal/rider team should negotiate each obstacle with calmness and patience, moving safely through each obstacle. Mules and donkeys should show awareness, be attentive and not spook, shy or spin. The animal should not stumble, tick or clip obstacles.
- C.** A minimum of six (6) obstacles (maximum of twelve (12) obstacles) will be used. The course shall be returned to its original design after each animal has worked.
1. Obstacles should be representative of challenges found on the trail or simulate what may be experienced by a mule/donkey/rider on a ranch.
  2. The course must be posted at least one (1) hour before scheduled time of class.
- D.** Each obstacle should receive an obstacle score and is subject to penalty that should be subtracted. Each obstacle should be scored on the following basis, ranging from: - 1-1/2 extremely poor, -1 very poor, - 1/2 poor, 0 correct, + 1/2 good, +1 very good to + 1-1/2 excellent. Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed as follows:
- 1. 1 Point Penalties:**
    - a. Over-bridled (per maneuver)
    - b. Each hit, bite or stepping on a log, cone plant or any component of the obstacle
    - c. Incorrect or break of gait at walk or trot for two (2) strides or less
    - d. Both front or hind feet in a single-stride slot or space at a walk or trot
    - e. Skipping over or failing to step into required space
    - f. Split pole in lope-over; incorrect number of strides, if specified
    - g. One to two steps on mount/dismount or ground tie except shifting to balance
  - 2. 3 Point Penalties:**
    - a. Wrong lead or out of lead; draped reins; break of gait at lope
    - b. Break of gait at walk or trot for more than two (2) strides
    - c. Three to Four steps on mount/dismount on ground tie.
  - 3. 5 Point Penalties:**
    - a. Spurring in front of cinch; blatant disobedience
    - b. Use of either hand to instill fear/praise
    - c. Knocking over, stepping out of or falling off an obstacle
    - d. Dropping an object required to be carried
    - e. 1st or 2nd cumulative refusal
    - f. Letting go of gate
    - g. Five or more steps on mount/dismount or ground tie.
  - 4. Off-Pattern (OP):**
    - a. Breaking pattern
    - b. Use of two hands (except in snaffle bit or hackamore)
    - c. More than one finger between split reins or any fingers between romal reins (except two rein)
    - d. 3rd refusal
    - e. Repeated blatant disobedience
    - f. Failure to dally and remain dalled
    - g. Exhibitors cannot place above others who complete pattern correctly.
  - 5. Disqualification (DQ):**
    - a. Lameness
    - b. Abuse
    - c. Illegal equipment
    - d. Disrespect or misconduct
    - e. Leaving working area before pattern is complete
    - f. Improper western attire
    - g. Fall of animal/ rider (run ends; scores will be given for work done but the animal/rider team will be disqualified and will not be placed)
    - h. Disqualified entries are counted as an entry in the class but cannot receive points or credits for that class.
- E.** Only one (1) hand may be used on reins, except for junior mules shown with a snaffle bit hackamore/bosal or any age donkeys in a snaffle bit hackamore/bosal or legal shanked bit. Hands must not be changed, except that it is permissible to change hands to work with an obstacle. While the animal is in motion there shall be no changing of hands on the reins. Hands to be around reins. One (1) finger between reins permitted when using split reins only.
- F.** There are not mandatory obstacles. The course is to be setup at the discretion of the show management and/or judges. Obstacles should be constructed of safe material, and test the mule or donkey and rider's skills. Suggested obstacles include, but are not limited to:
1. Side pass (over obstacle is optional). May be elevated to 12" maximum
  2. Ride over at least four (4) logs or poles. These can be in a straight line, curved, zigzag, raised or combination. The space between poles/ logs is not required to be

measured, as obstacles on a trail are random. Care shall be taken to design the course with safety in mind when determining the gait at which the obstacles will be maneuvered.

3. Ride over wooden bridge. Minimum width shall be 36" wide and at least six (6) feet long. Bridges should be sturdy, safe and negotiated at a walk only.
4. Opening, passing through and closing gate. A gate that will not endanger mule, donkey or exhibitor must be used. If the gate has a metal, plastic or wooden support bar under the opening, contestants must work the gate moving forward through it.
5. Water hazard (ditch or small pond). No metal or slick bottom boxes shall be used.
6. Carry object from one part of arena to another. Only objects that might reasonably be carried on a trail may be used.
7. Backing obstacle.
8. Pick up a slicker while mounted, put it on and take it off.
9. Dismount and ground tie.
10. Load into a trailer.
11. Drag an object. (Open or Amateur only) Rider may hold rope or dally once, no tying hard and fast. At no time should the rider or mule or donkey get tangled in the rope. Mule or donkey should stand quietly during the preparation and then pull or drag in control.
12. Live animals may be used on the trail course.
13. Rope a steer head. The object is not to judge the ability of the exhibitor to rope but the patience and willingness of the mule or donkey in allowing the rider to complete the task at hand.

## 181 In Hand Ranch Fundamentals

- A. For mules and donkeys two years old and under. The class may be separated into Two Year Olds and Yearlings or combined into one class but mules and donkeys may not show together. This class will be judged on the performance of the mule or donkey over the obstacles, with emphasis on manners, response to the exhibitor, and on how the partnership of the mule/donkey/exhibitor works together. Credit will be given to the mule or donkey that negotiates the obstacles with style, expression, and some degree of speed, providing carefulness is not sacrificed. Mule or donkey shall be penalized for any unnecessary delay while approaching the obstacles. The mule/donkey/exhibitor team should negotiate each obstacle with calmness and patience, moving safely through each obstacle. Mules and donkeys should show awareness, be attentive and not spook, shy or spin. The animal should not stumble.
- B. A minimum of six (6) obstacles (maximum of twelve (12) obstacles) will be used. The course shall be returned to its original design after each mule or donkey has worked.

1. Obstacles should be representative of challenges found on the trail or simulate what may be experienced by a mule/donkey/rider on a ranch.
2. The course must be posted at least one (1) hour before scheduled time of class.
3. This class may include the following obstacles and/or tasks but not limited to:
  - a. Walk over bridge
  - b. Walk over logs/brush pile
  - c. Tie to a fence
  - d. While tied, push hip right & left, pick up feet
  - e. Back in chute
  - f. Serpentine through obstacles
  - g. Load & unload from trailer
  - h. Round pen - turn loose, demonstrate walk/trot/lope, 30 seconds, catch and walk out
  - i. Walk through gate
- C. Attire must follow the Ranch attire in the current NASMDA Rulebook.
- D. Equipment - Good working halter – rope, braided, nylon or plain leather halter. No chains or shanks allowed on lead line.
- E. **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.
  2. Each obstacle will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2: +1 1/2 excellent, +1 very good, +1/2 good, 0 correct, - 1/2 poor, - 1 very poor, - 1 1/2 extremely poor.
  3. Obstacle scores are to be determined and assessed independently of penalty points.
  4. Credit will be given to those mules and donkeys negotiating the obstacles cleanly, smoothly, and alertly with style in prompt response to the handler's cues.
- E. Penalties should be assessed per occurrence as follows:
  1. **One (1) Point Penalty:**
    - a. Each hit, bite or stepping on a log, pole, cone or obstacle.
    - b. Incorrect or break of gait at walk or jog for two (2) strides or less.
  2. **Three (3) Points Penalty:**
    - a. Incorrect or break of gait at walk or jog for more than two (2) strides.
    - b. Knocking down an elevated pole, cone, barrel, plant or obstacle, or severely disturbing an obstacle unless caused by the tail.
    - c. Stepping outside the confines of, falling or jumping off or out of an obstacle with one (1) foot once

the foot has entered obstacle; including missing one (1) element of an obstacle on a line of travel with one (1) foot.

### 3. Five (5) Points Penalty:

- a. Dropping slicker or object required to be carried on course.
- b. First or second cumulative refusal, balk, or evading an obstacle by shying or backing.
- c. Letting go of gate or dropping rope gate.
- d. Use of either hand to instill fear or praise.
- e. Stepping outside the confines of, falling or jumping off or out of an obstacle with more than one (1) foot once the foot has entered obstacle; including missing one (1) element of an obstacle on a line of travel with more than one (1) foot.
- f. Blatant disobedience (including kicking out, bucking, rearing, striking or continuously circling the exhibitor).

### 4. Zero (0) total score for course (disqualification).

- a. Performing the obstacles other than in specified order.
- b. No attempt to perform an obstacle.
- c. Equipment failure that delays completion of pattern.
- d. Excessively or repeatedly touching the animal.
- e. Failure to enter, exit or work obstacle in any manner other than described, including overturns of more than one quarter (1/4) turn.
- f. Failure to follow the correct line of travel between obstacles.
- g. Working outside designated boundary marker of the arena or course area.
- h. Third cumulative refusal, balk, or evading an obstacle by shying or backing over entire course.
- i. Failure to demonstrate correct gait between obstacles as designated.
- j. Mule or donkey gets loose from exhibitor.
- k. Leading on the wrong side of the mule or donkey.

## 182 Ranch Roping

- A. The Ranch Roping may be offered in all divisions. This class allows exhibitors to show their mules or donkeys one handed with romel reins. Exhibitors are permitted to hold romels and tail in one hand while holding horn with other hand. If exhibitor chooses to show this way they must enter the arena with reins in one hand and are not allowed to touch rein with off-hand at any time during the class. If exhibitor comes in with both hands on the romels they are required to keep both hands on the reins, the way they entered the pen. The use of roping reins/one piece reins will be allowed. No tie-downs or martingales etc. may be used in this class.
- B. The intent of this class is to show the ability of the mule/donkey and rider skill of handling cattle as if they

were doctoring injured or sick cattle. Cattle should be handled as calmly and slowly as possible. The judge should judge this class as if the cattle belonged to him or her. Entry does not have to separate their cow from herd and should not receive credit for separation from herd. When cow is separated from the herd there should be no excessive running or cutting of the cow.

- C. This is a judged event with a 90 second time limit. 70 de notes an average score. The rope must be thrown and the contestant may throw only two loops. Any attempt by exhibitor to trap, snare, or collar cow by holding onto the loop will be cause for disqualification. A second rope may be used, but the total number of loops thrown may not exceed two (2). If a second loop is used it must be recoiled. The honda on the rope used must be of a factory plastic breakaway design.
- D. The mule/donkey and rider must start from behind a starting line which will be located 1/3 of the arena length away from where ten (10) calves are held as a herd with each bearing a number 0 - 9. A random draw will be used to select the calf to be roped, which will be announced to the contestant when the mule or donkey crosses the starting line.
- E. Each contestant may have the option of using one (1) herd holder. The herd holder may cross the starting line. The sole duty of the herd holder is to assist in holding the cattle at the working end of the arena.
- F. The contestant must make a legal catch of the designated calf and dally up. A legal head catch is a loop that goes completely over the calf's head and honda can be broken by any part of the calf's body, but must go over the calf's head first. When the calf breaks free from honda, the Flag Judge will signal the end of the run.
- G. In youth division classes only the youth exhibitor at their discretion may have their ropes tied to the saddle horn instead of dallying or they may dally.
- H. After catching, it is desired for the mule or donkey to remain facing the cow until the honda breaks.

### I. Penalties:

1. **One (1) point penalties**
  - a. Working out of position
  - b. Loss of working advantage
  - c. Holding cut too long without roping
2. **Three (3) point penalties**
  - a. Picking up cattle in herd
  - b. Breaking the honda without a dally
3. **Five (5) point penalties**
  - a. 2 loop run (second loop)
  - b. Loss of cow (re-cut in the herd)
  - c. Excessive running/scattering of herd
  - d. Blatant disobedience including kicking, biting, bucking, rearing or striking

- e. Mule or donkey turns tail
- f. Turning away from the cow to make the honda break quicker

#### J. Disqualifications:

1. Running into or over cattle
2. Schooling
3. Whipping or hitting mule or donkey with rope
4. Half of herd crossing starting line
5. Thrown from mule or donkey
6. Fall to ground mule/donkey and/or rider
7. Loss of rope
8. Failure to make a legal head catch
9. Roping the wrong cow/number or multiple cows

#### K. Credits

1. Quietness in the herd
2. Handling the cattle
3. Position of the mule or donkey when cattle are roped
4. Facing to cow

### 183 Ranch Boxing

**A.** The Ranch Cow Work (Boxing) may be offered in all divisions. Boxing consists of a reining pattern followed by single cow work (boxing) on the end of the arena.

**B.** The goal of this class is to introduce the rider to the “boxing” phase of the cow work. Judging begins when the contestant enters the arena. There shall be no schooling between the completion of the rein work and the cow work, or between cows if a new cow is awarded. The penalty for this is a 0. Each contestant, upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for 50 seconds, demonstrating the ability of the mule/donkey and rider to control the cow. Time shall begin when the gate closes behind the cow after being let into the arena. The announcer or judge will signal the completion of the 50 seconds with a whistle or horn. The mule or donkey will be scored using the “boxing cow work” guidelines. Scoring for both rein work and cow work will be from 60-80 with 70 denoting average.

#### C. Boxing Cow Work Penalties:

1. **One (1) point penalties:**
  - a. Loss of working advantage
  - b. Working out of position
2. **Three (3) point penalties:**
  - a. Loss of control and animal leaves the end of the arena.
3. **Five (5) point penalties:**
  - a. Blatant, disobedience, defined as kicking, biting, bucking, rearing, striking or obvious insubordination.
4. **Zero (0) score:**
  - a. Turn Tail
  - b. Use of two (2) hands on the reins except with junior mules ridden two-handed in an acceptable snaffle bit or bosal and all donkeys ridden in a legal shanked bit.

- c. Fingers between the reins.
  - d. Balking
  - e. Out of control
  - f. Bloody mouth
  - g. Illegal equipment
  - h. Leaving the work area before the pattern or work incomplete
  - i. Fall of mule or donkey or rider
  - j. Schooling of the mule or donkey between the rein work and cow work
  - k. Schooling of the mule or donkey between cows if a new cow is awarded
  - l. Failure to quit working a cow after a new cow has been awarded. New cow to be awarded at the judge's discretion. New cow will be considered if cow won't work or has no respect for the mule or donkey or is blind or lame
  - m. Spurring or hitting in front of the cinch at any time.
- 5. No Score**
- a. Lameness of the mule or donkey
  - b. Abuse

#### D. Credits

1. Maintaining control of the cow at all times
2. Maintaining proper position
3. Degree of difficulty
4. Eye appeal
5. Time worked

**E.** Reined work for boxing classes: Scored 60-80 using ranch reining patterns and scoring guidelines.

### 184 Ranch Conformation

- A.** For a show to offer this class the show must also offer at least one other NASMDA-approved ranch class.
- B.** The purpose of ranch conformation is to select well-mannered individuals that are the most positive combination of balance, structural correctness, and movement appropriate for various activities of a working ranch mule or donkey.
- C.** If held, the ranch conformation class must be held after the conclusion of the other ranch classes.
- D.** To be eligible to compete in the ranch conformation class the mule or donkey must be shown in at least one of the NASMDA-approved ranch classes offered at that show.
- E.** All sexes, all ages will be shown together as one class.
1. Open/Amateur/Youth: Molly and John Mules
  2. Open/Amateur: Jack, Gelding and Jennet Donkeys
  3. Youth: Gelding and Jennet Donkeys
- F.** Mules and Donkeys are to be shown in a good working halter: rope, braided, nylon or plain leather. No silver allowed on either halter or lead.
- G.** Mules and donkeys will walk to the judge one at a time.

- As the animal approaches, the judge will step aside to enable the animal to trot straight to a cone placed 50 feet away. At the cone, the animal will continue trotting, turn to the left and trot toward the left wall or fence of the arena. After trotting, mules and donkeys will be lined up head to tail for individual inspection by the judge.
- H. The judge shall inspect each mule or donkey from both sides, front and rear and place the mules and donkeys in order of preference.
  - I. Ranch Conformation classes are not eligible for Grand and Reserve Halter classes.

## CATTLE CLASSES

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

### 185 Working Cow Mule/Donkey

- A. The North American Saddle Mule and Donkey Association strongly recommends that NASMDA approved working cow mule and donkey classes be held whenever the interest and entries justify. The pertinent rules are available from NRCHA, 256 N Highway 377, Pilot Point, TX 76258. 940-488-1500. [www.nrcha.com](http://www.nrcha.com).
- B. The most current National Reined Cow 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.

### 186 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](http://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.

## 187 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.

## 188 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.

## 189 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.

### 190 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.

## 191 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

- a. Nervous in box
- b. Turns head severely
- c. Squats in corner
- d. Stopping crooked

### 2. Two (2) Point Penalties

- a. Freeze-up in box
- b. Jumping the barrier
- c. Scotching
- d. Missing second loop

### 3. Three (3) Point Penalties

- a. Missing first loop
- b. Taking off illegal catch

### 4. Five (5) Point Penalties

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

### 5. 0 Score

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

### 6. No Score

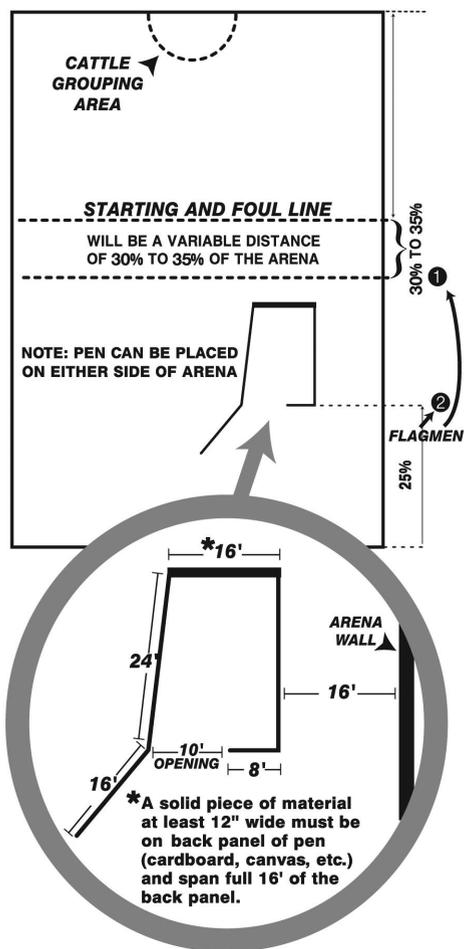
- a. Lameness of the mule or donkey
- b. Abuse

## 192 Steer Daubing

- A. Exhibitor will be furnished a mop with shortened strings that has been dipped in white wash.
- B. 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.
- C. Exhibitor must raise the stick in the air to signal completion of the run.
- D. There will be a one (1) minute time limit. A ten (10) second penalty will be assessed for breaking the barrier.

## 193 Team Penning

- A. 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**
- B. **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.



**C. 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 time 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.

**D. 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 assigned 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 undesignated 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, romal 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.

## **194 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 CLASSES

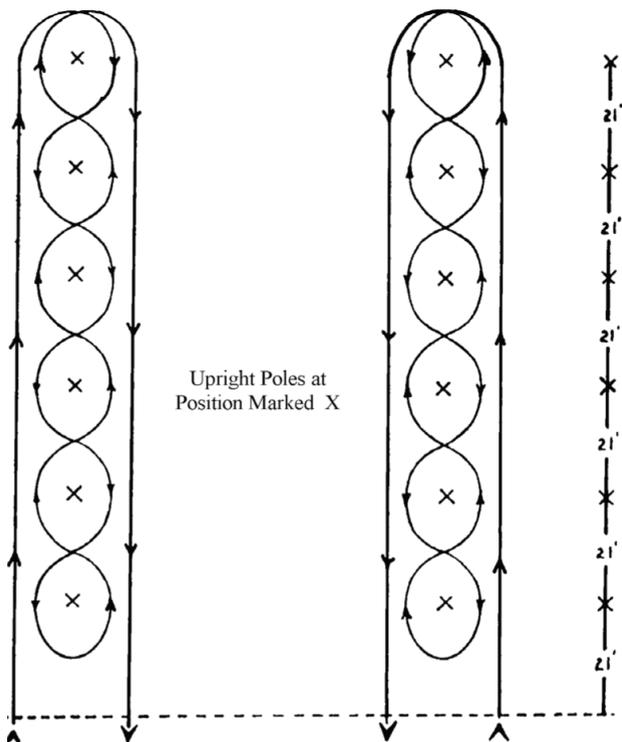
### 195 General Rules for Timed Events

- 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.

### 196 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.

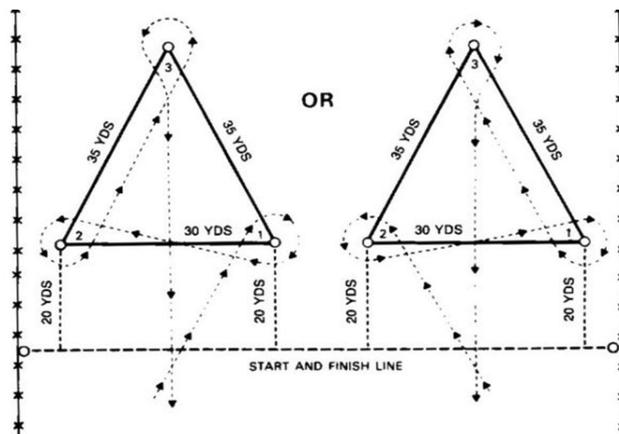


## 196 Barrel Racing

- 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

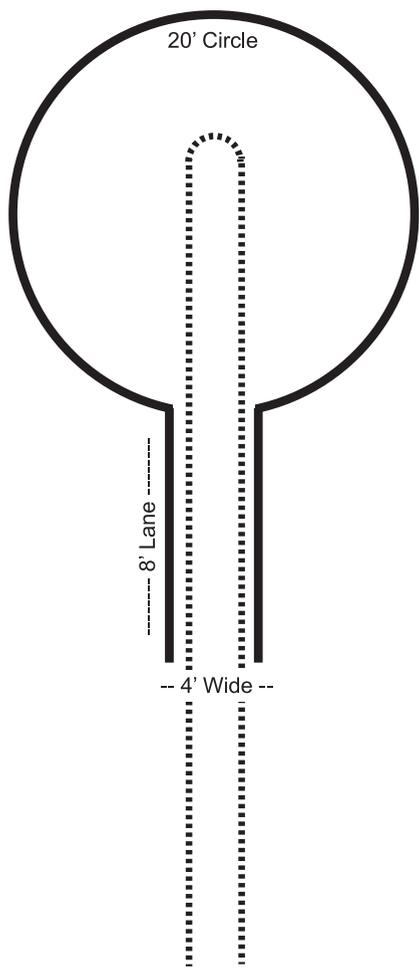
to complete their turns and stop at the finish. It is recommended that there be at least 45' foot running start before the starting line as outlined in General Rules, at least 18' feet from barrels 1 and 2 to the fence, and 36' feet from barrel 3 to the end of the arena. If the course is too large for 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.



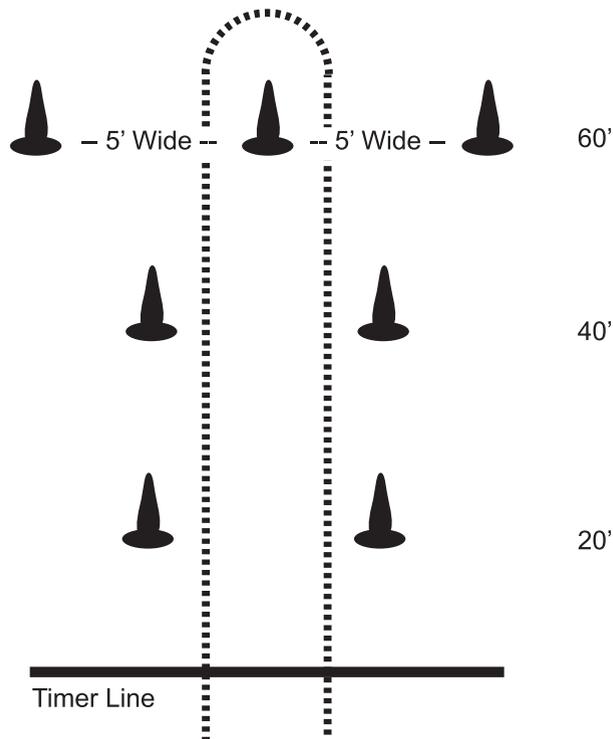
## 197 Keyhole Race

- 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.



## 198 Pylon Alley

- A. 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.
- B. Contestant is allowed a 45' foot running start as described in General Gymkhana rules.
- C. Knocking over any cone or stepping across the center cone results in disqualification.
- D. Timer starts as the animal's nose crosses the timer line and stops as the animal's nose crosses on the return.
- E. In the event of a tie, there will be a run off or flip of a coin if both contestants agree.

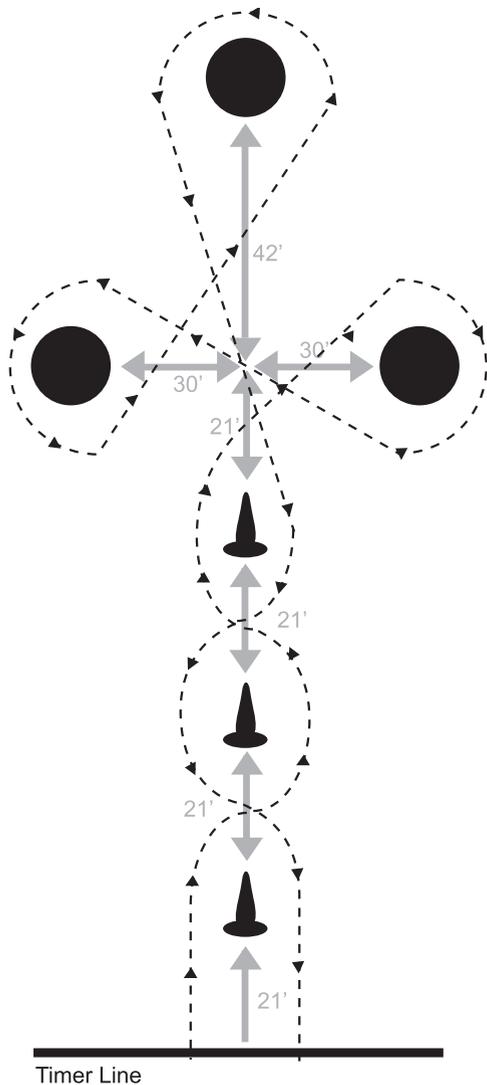


## 199 Cones and Barrels

- A. A timed event, in which the course is to be measured exactly.
- B. The course will be set as follows:
1. Three cones placed down the center of the arena at 21 feet intervals from the timer line.
  2. Then the barrel pattern to be set as listed in class 188 Barrel Racing.
  3. 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

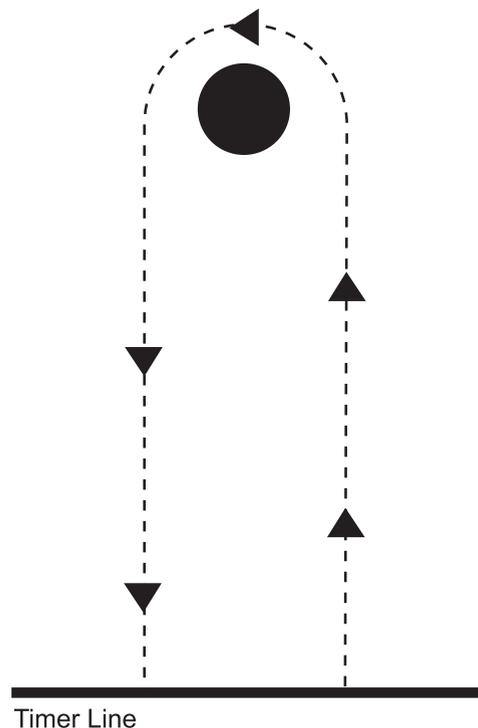
back out when coming home from the third barrel. EXAMPLE: if the contestant would wish to be turning the right barrel first they would start the pattern by weaving the left side of the first cone then right side of the second cone then the left side of the third cone going on the right barrel and running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

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



## 200 Flag Race

- A. The Flag Race is a timed event. Contestants will be allowed a 45' foot running start before the starting line as 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.



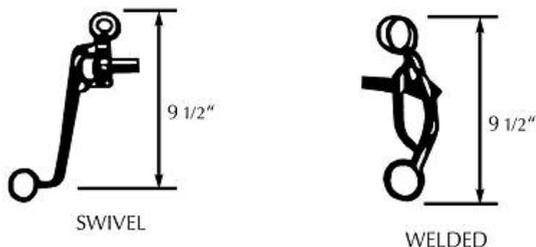
## GAITED

### 201 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
- In all Gaited Mule and Donkey Western classes, western attire and tack is to be used. Animals will be shown in a western saddle.
    - Optional equipment: spurs, chaps, gloves, rope or riata
    - Prohibited equipment: Australian saddles, cavesson, crops, mechanical hackamores, martingales, training paraphernalia, action devices, tie downs, tack collars, jerk lines.
  - In all Gaited English type classes, Saddle Seat attire and cutback saddles are mandatory.
  - 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.
  - 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.
  - 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.
  - 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.
- 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:
    - 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.
  - 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.
  - 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**
- Saddle:** English cutback saddles of the flat or deep seat forward seat, Australian and stock seat saddles are prohibited.
  - Bridle:** All mules must use a Standard Walking Mule Single Rein Bridle and Bit
  - 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**
- Saddle:** Western tack requires a western style saddle.
  - 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.
  - Whips:** Whips are not allowed in western classes.
- 5. Driving Tack:** Also see Driving Rules.
- 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.
  - Bridle:** should fit snugly to prevent catching on the vehicle or other pieces of harness. A throatlatch and a noseband or cavesson is mandatory.
    - Martingales and overchecks are prohibited in obstacle classes.
    - 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 gait associated with its breed type. Such mules per form 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 un soundness. 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 area 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.

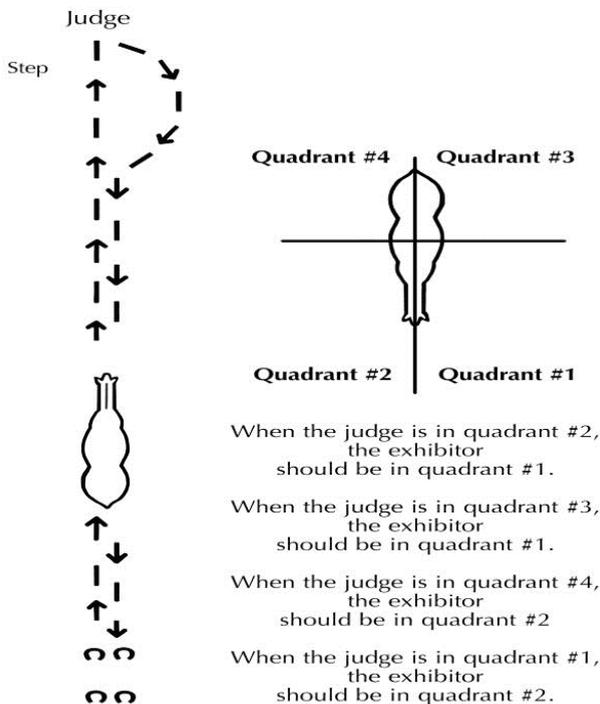
- (2) After judge has lined up the class, each exhibitor will be requested to move his mule individually. When moving the mule, the exhibitor should be sure that the judge gets a clear, unobstructed view of the mule's action. Allow the mule sufficient lead so that he can move freely in a straight line 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 may 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 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**

### **202 Dressage**

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

**B. Western Dressage:** Rules and regulations for Western Dressage should be the most current rulebook of the Western Dressage Association of America (WDAA). Visit their website at [www.westerndressageassociation.org](http://www.westerndressageassociation.org).

## DRAFT DIVISION

### 203 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.

## 204 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 fit 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.

## 205 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.

## 206 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.

## 207 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 the 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 least 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

## 208 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. Canterings will be a cause for disqualification.

## 209 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

## 210 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.

## 211 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.

## 212 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 follow 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 may 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 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.

## 213 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 Mouching 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.*

