

HELLS CANYON MULE DAYS CLASS DESCRIPTIONS

Class Numbers & Name

1 - 6 - Pleasure Driving - Exhibitors shall enter the arena to the right at the walk or park gait. Then walk, park gait, and road gait then reverse and do it again. Animals will reign back and may be asked to halt at any time during the class.

7 - 14 - Obstacle Driving - Obstacle driving will be judged on the performance of the animal/s through a course set up in the arena. The animal is judged on the ease with which it maneuvers through the obstacles. Knocking over an obstacle, breaking gait, or disobedience are to be considered penalties. Time will only decide if there is a tie.

15 - 16 - Drive and Ride - Single mule or donkey to be shown. First in harness in a suitable pleasure driving vehicle at a walk, slow trot and working trot both ways in the arena, stop, stand quiet, then reign back. Then the exhibitor will unharness the animal and saddle up. Under saddle the animal must walk, jog, and lope both directions, then stop and stand quiet then reign back. Judging in harness will be 50% performance, manners, way of going and suitability. Judging in saddle will be 50% performance, manners way of going and suitability.

17 - Barrel & Lead Line Race - Timed event and gait not to exceed a trot. Driver with passenger will start at the start - finish line and drive to barrel where passenger will retrieve the rope before the driver and passenger cross the center line. Driver will drive around the barrel 1 1/2 revolutions and the passenger holds the rope until the driver and passenger cross the center line. The rope cannot be pulled from the barrel and the barrel can't be pulled over. Return to start - finish line where the time will stop.

*****# 83 - 84 - Driving Pole Bending** - (Helmet Required) Gait not to exceed a trot - Standard pole bending rules.

Please note - Class # 83 & 84 have been changed from Sunday afternoon to Friday morning.

18 - Log Pull (Skidding) - 1. Time starts and finishes when first mule(s) nose crosses start/finish line. Must continue through finish line and not stop before clear of course. 2. Single/team may start course on either side of the first pylon, and weave in a serpentine pattern to the last pylon, go around the end and weave back down the other side in the same serpentine pattern, and out the start/finish markers. 3. Must not disturb any obstacles of the course (pylons or side lines) with driver, equipment, or log and if any part of the course is disturbed there will be a 10 second penalty for each occurrence. 4. Driver may drive from either side or move from side to side. 5. Riding the log is forbidden and will result in disqualification. 6. Flagger shall flag start and finish and a separate line judge shall determine if any obstacles or lines were disturbed and will be determined by judge. 7. If course is not driven correctly, contestant will be eliminated. 8. Drivers allowed to talk, yell, whistle or slap mule(s) with reins from hands forward with no penalty. 9. May not whip or hit mules with end of lines or any whip, bat, or other object to encourage mule(s), doing so will cause automatic disqualification. 10. Driver is allowed one helper, but helper must stay outside of course and may not interfere with driver or mules(s) in any way.

19 - 23 - Trail Class - THERE WILL NO PRACTICE PRIOR TO THE EVENT. This class will be held in the warm up arena west of the main arena. Exhibitors will be allowed to do the class at leisure on Saturday from 1:00 pm till 4:00 pm. Ride at your convenience. Green Mule Trail Class: Mules five (5) years or younger, rider with a Rawhide Bosal or Snaffle Bit, riding two (2) handed. Animals will be tested on their manners over and through obstacles. Three refusals and exhibitor must move onto next obstacle. If exhibitor breaks the pattern they will be disqualified. Judged 90% on manners and performance over obstacles, and 10% on conformation and appointments. **This event will be judged on a point system and time will only decide if there is a tie. Note: Win the Trail Class & Packers Scramble for an additional \$100.00 cash prize!**

24 - 25 - Run, Ride & Lead - Each exhibitor must have a mule handler. Exhibitor will run from the far end of the arena to their mule, mount, race back to starting point, dismount and run back to finish line leading mule. Handler may assist riders to mount, then must move back out of the way of racers.

26 -29 -Flag Race - There will be a bucket in each of the four corners of the arena. Contestant may start at any bucket, remove the flag and ride to the bucket in the opposite corner, ride to the remaining two (2) buckets, exchanging flags at each bucket then ride to the finish line. Contestant must ride through the circle in the center of the arena making an X. Failure to make the X will be a No Time. Contestants may not hit their Mule or Donkey with the flag or wooden dowel and if they do, it

will be a No Time. Any contestant failing to exchange flags or drop a flag will be disqualified.

30 - 32, # 73 -75 - Mystery Race - There will be a mystery race on Friday and Sunday. The patterns will be posted at the Show Office two events before the Mystery Race begins. Any one wishing to enter after the pattern has been posted will pay a \$5.00 penalty fee plus the entry fee. The races will be simple and fun!

33 - 38 - Halter Classes - Mules

39 - Championship Mule

40 - 43 - Halter Classes - Donkeys

44 - Championship Donkey

Halter Classes - These classes will be judged 50% conformation, 20% soundness and way of going, 20 % fitting and conditioning and 10% on appointments.

45 - 48 - Showmanship - The exhibitor shall strictly be able to fit and show the animal at halter. The animal merely is a prop to demonstrate the ability and preparation of the exhibitor. The ideal showmanship performance consists of a poised, confident, neatly attired exhibitor leading a well groomed and conditioned animal that quickly and efficiently performs the requested pattern with promptness, smoothness and precision.

49 - Showmanship Grand Champion - First place winners from class number 45 - 48 (mule & donkey) will be judged for Grand Champion and Reserve Grand Champion. **Grand Champion** - Buckle/Ribbon. **Reserve Grand Champion** - Ribbon.

50 -Fast Ass Express Relay Race - There will be 3 people per team. Teams are predetermined by the contestants. The first person will carry a pair of saddle bags around the arena staying outside of the corner posts and pass off inside the *pass off zone* to the second rider. The same for the third rider. The team with the fastest time with no errors will win.

51 -EMA CLASSIC JUMP OFF CHALLENGE -There will be a series of jumps set in the arena at graduated heights. All contestants will jump and each round the jumps will be raised. This will be a process of elimination. The last person with a clean round will walk away with the \$200.00 cash prize. Any type of equipment is allowed. This event will be \$20.00 to enter and winner takes all.

52 - 53 -Triple Combination - From the Start/Finish Line, ride to the log. Side Pass either Left or Right the full length of the log. Weave through the poles and the barrel. Do a Rollback and weave back through the barrel and poles. Side Pass back over the log in the opposite direction. (If you side passed Right coming in, you must side pass Left going out). There is a five (5) second penalty for each pole or barrel knocked over. You must side pass the full length of the log both ways. Failure to do so will be a No Time. A brake of the pattern will be a No time.

54 -Wild Cow Milking - This event will be ran Calgary style. Mugger must remove rope before time will stop and there must be at least one **big drop of milk** pour out of the bottle for time to count. Team will pay \$20.00 entry fee and each team member will receive a jackpot check!

55 -Flapjack Race - Open to mules and donkeys. Show committee will provide matches and wood. Exhibitors will supply everything else to make a flapjack. No paper or flammable materials allowed. Flapjack batter may be made up ahead of time. Exhibitors will lead animals to opposite side of arena where they will build a fire and make an edible flapjack while keeping animal 15 feet from fire. Saddle bags, pack bags or any gear may be used to carry the items needed for the race.

56 - Rescue Race - Mounted rider at start/finish line rides to rescue person at opposite end of arena, picks up person, rides to start/finish line. Rescue person has to stay behind line until picked up.

57 - Team Penning - Each team will be allowed 3 minutes to complete the task. The team of three riders must cut out from the herd and pen three head of cattle with the assigned number.

58 - Nighty Night Relay Race - 3 person relay with 3 mules. 1.Puts on nighty, mounts mule, runs 1 lap outside of pylons, stops mule in stagg area, passes off nighty to person # 2 and runs 1 lap outside of pylons, stops mule in stagg area, passes off nighty to person #3 for 1 lap outside of pylons and runs to finish line. Riders must have nighty over head and at least one arm through arm opening and must have nightcap on head.

59 #91 -Team Roping - Mules will be on a two day progressive for the belt buckles. The highest scoring mule healer and header who has entered both days, will receive the buckles. Payouts will be each day. There will be a 3 steer progressive. There will be a 2 minute time limit and 3 loops per team. Ropers may enter as many times as they wish. Legal catch required (horns, head, or ½ head). Five (5) second penalty for a one leg catch. **Please note: 1. There will be paychecks each day. 2. Entry fees Must be paid before contestants' rope. 3. There will be NO PAY OUT UNTIL ALL ENTRY FEES ARE PAID!**

60 - English Pleasure - Animal will be asked to demonstrate gaits both ways in the arena. Standard English gaits of the walk, trot, canter, and hand gallop will be asked in both directions of the arena. It is imperative that the animal give the distinct impression of being a pleasure to ride. All gaits must be performed with willingness and obvious ease, cadence, smoothness and balance.

61 - 65 - Western Pleasure - This class is on the rail designed to show an animals quality of movement, manners and ability with both leads and transitions. The animal is to be shown at a walk, jog and lope in both directions of the arena. Riders should sit the extended jog. Animals are required to back easily and stand quietly either on the rail or in a line up.

Green Mule: Any mule, regardless of age, that has never been shown in a bridle at any show (Horse or Mule show). A green mule may be shown in this division for two consecutive years. A green mule must be shown in a regulation snaffle or rawhide bosal only. Both hands must be used on the rains.

66 - 68 -Ranch Riding - This event 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. 1. Work gate. 2. Walk over logs 20"- 30" apart. 3. Walk over Bridge. 4. Slow Lope to and over 12" jump (distance between bridge and jump minimum of 36'). 5. Make corner stop and perform two (2) spins, right or left. 6. Proceed at medium Lope to figure eight, showing change of leads from right circle to left circle. 7. Proceed with speed to barrel. Tight fast turns around barrel on left lead. 8. Proceed with speed to second barrel showing change of lead from left to right. Tight fast-turn around barrel on right lead. 9. Proceed to cones, do a sliding stop, settle, and back ten (10) feet.

69 -71 - Key Hole Race - Ride from Start/Finish Line, enter the lane, turn animal around in the Key Hole circle and race back down the lane to the finish line. Stepping on or out of the lines results in a **NO TIME**.

72 - Pee Wee Lead Line - Exhibitors will be lead on mule or donkey by a family member 18 years or older. Child **must be a minimum of two (2) years of age and capable of riding without adult support.** Animal will be lead with a halter and lead rope. Halter may be worn over the bridle. They will be judged on how well they sit in the saddle and how comfortable they are with the animal.

73 -75 - Mystery Race # 2 - The patterns will be posted at the Show Office two events before the race begins. The race will be simple and fun!

76 -Barnyard Jumping - Two jumps will be set in the arena on hay bales. Exhibitor will jump the jumps, go around the barrel, and jump them again. Knocking a pole down will be a 10 second penalty.

77 -79 - Barrel Racing - This is a timed event through the cloverleaf pattern. Knocking over a barrel will result in a five (5) second penalty.

80 - 82 - Pole Bending - This is a timed event. Exhibitors will weave through the poles then weave back then race home. Knocking over a pole will result in a three (3) second penalty.

**** Please note - Class # 83 & 84 have been changed in the schedule line-up and moved to Friday morning...**

85 - Cowhide Race - The Hide Rider will be at the far end of the arena behind the line. The Mule Rider starts behind the Start/Finish line. The Mule Rider will ride to the other end of the arena where the Hide Rider will give the Mule Rider the rope. The Mule/Mule Rider may not cross over the line and if the Mule/Mule Rider crosses over the line during the hand off the team will receive a No Time. The Hide Rider may step over the line no more than six (6) feet when passing the rope to the Mule Rider. The Hide Rider will get onto the hide behind the line, then the Mule Rider will race to the finish line. The time will not

stop until the mule crosses the finish line with the Hide Rider in tow. If the Mule Rider loses the rope or the Hide Rider falls off the hide, the team can reorganize and finish the race with no penalty accrued. The pull rope can not be tied around saddle horn.

86 - Packers Scramble - There will be one (1) pack animals and one (1) saddle animal to each 2 person team. All animals will be turned loose in the arena with no type of equipment including halters or ropes will be allowed to be left on the animals. At the signal, contestants will retrieve their animals, lead them to a designated place where saddles, pack saddles, and packs are. They will saddle their animals, put the packs on and race out of arena onto the track and finish in front of the grandstands.

Note: *Win the Trail Class & Packers Scramble and win an additional \$100.00 cash prize!*

87 - Team Branding - There will be 3 people per team. There will be 2 Ropers with 1 Brander standing in a circle waiting for roper's to rope the steer. If heeler only ropes one foot then brander must put other foot in the rope. Each team will have a designated spot to place the brand on the steer. The steer must be on its' side before Brander may brand the steer. The Brander may not carry the brand with him/her. They must throw the steer, retrieve the iron from the fire and then brand. **Time stops when brander returns to the circle.**

88 - 90 -Boot Scramble - Every exhibitor will take their boots off and put them in a box where the show committee will take them to opposite side of the arena, mix them up and scatter them around. Exhibitor will ride to where the boots are, get off their mule and put their boots back on and race home.

91 - See class # 59

92 Parade Entry - Parade entry will count towards High Point