

HELLS CANYON MULE DAYS CLASS DESCRIPTIONS 2024

GREEN MULE: A mule is considered GREEN at any age in its first two years of showing and has not been shown in a bridle at any competitive event, including HCMD. Green mules may not cross enter into bridled classes. Green mules must be shown in a regulation snaffle or rawhide bosal hackamore using both hands on the reins.

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 ten (10) second penalty. Fastest time wins.

Barrel Racing- Go through the timeline, pass the first barrel on either side, pass the succeeding barrels on alternate sides, turn around the third barrel, and return in the same manner through the timeline. Knocking over a barrel will result in a five (5) second penalty.

Egg & Spoon Race- Contestants will carry a raw egg in a spoon and race to far end of arena, turn around barrel and race back to finish line.

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.

Fast Ass Express- Three (3) people per team determined by the contestants. First person will carry saddle bags around the arena staying outside of the corner posts and pass off in pass off zone to the second rider. The same for the third rider. If pass off is outside of the zone, there will be a five (5) second penalty. Team with the fastest time with no errors will win.

Four Barrel Race- One barrel at each corner of the arena. Contestant will start and finish by passing between the cones at the start/finish line. Contestant will drive their mule(s) around either far corner barrel, then proceed to the diagonal corner, circle that barrel, then proceed to the next far corner barrel and then back to the opposite diagonal barrel, circle it and return to finish line. You must drive around all 4 barrels, alternating right and left-hand turns. Five (5) second penalty for knocking over a barrel. *Example:* If you start at the far right barrel, the first turn will be a right hand turn, the next barrel will be a left hand turn, the 3rd barrel will be a right hand turn, the 4th barrel will be a left hand turn before finishing between the cones.

Halter Classes- These classes will be judged 50% conformation, 20% soundness and way of going, 20% fitting and conditioning, and 10% on appointments. First place winners from Halter Classes will be judged for Grand Champion and Reserve Grand Champion.

Heart Race Driving- Enter at the start/finish line. Weave around the 3 parallel barrels in a heart shaped maneuver and race to the finish line. Knocking over a barrel will be a five (5) second penalty.

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. *Sponsored by Main Street Motors.*

Key Hole Race- Animal shall cross the timing line, enter the circle of the keyhole through the throat, turn around in either direction, entirely within the circle of the keyhole, exit through the throat, and re-cross the timing line. Stepping on or out of the lines results in a NO TIME.

Log Pull (Skidding)- 1. Time starts and finishes when mules nose crosses start/finish line. Must continue through finish line and not stop before clear of course. 2. 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 fifteen (15) 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 a penalty will be assessed by both judges. 7. If the course is not driven correctly, the contestant may be disqualified. 8. Drivers allowed to talk, yell, whistle or slap mule 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, doing so will cause automatic disqualification. 10. Driver is allowed one helper to assist with holding, hook up, and assistance in case of an emergency. Helper must stay outside of course and may not otherwise interfere with driver or mule in any way.

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Obstacle Driving- Judged on the performance and precision exhibited while maneuvering through an obstacle course set up in the arena. Knocking over an obstacle, breaking pattern, or disobedience are to be considered penalties. Time only used in a tie.

Parade Entry- Parade entry and participation is required and counts for 1 (one) point towards Hi Point - Please return parade entry form with class entry form. Please note that the deadline for parade entries is Friday at 1:00 pm. If you miss the deadline you may still ride in the parade but you will not be announced or judged. All are welcome to ride in the Grand Entry.

PeeWee Lead Line- Young exhibitors lead on a 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. Judged on how well they sit in the saddle and how comfortable with the animal.

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 rein back and may be asked to halt at any time during the class.

Pole Bending- Entry shall cross the timing line, along either side of the poles to the last pole, turn around the last pole, weave around poles down and back, turn the last pole again, and run straight back to the finish line. Knocking over a pole will result in a three (3) second penalty.

Ranch Riding- This class consists of pattern work only and is ridden individually. The patterns are designed to evaluate the rider's ability to execute, in concert with their mule, a set of maneuvers with precision and smoothness, while poised and confident, balanced with correct body position. Mule's head and neck carried in a relaxed natural position with poll level slightly above the withers. Light contact with reins, judged on precision of pattern and smooth transition of gaits. Required maneuvers are walk, jog, lope, extended jog and extended lope in both directions including turns, side passes, lead change and/or jog or lope over poles. No time limit. Patterns will be posted at the show office.

Redneck Fishing- Ride from start/finish line with a net in hand, race down to the pond and while mounted attempt to fish out the odd colored ball from the pond, after netting the ball, rider races back to start/finish line with the ball still in the net. Riders must be mounted during the race and can NOT hold fish (ball) in the net with any aid other than the net. Five (5) second penalty added for each additional ball that is in the net. If rider loses the ball on return run they will receive a no time.

Red Neck Golf- Ride from start/finish line with golf club (broomstick) and race down to the hole (barrel on its side) while still mounted will swing club to knock ball into barrel. Once ball has gone fully into the barrel, rider race's back to finish with club in hand. 14 and older riders will have 2 holes to complete, barrels will be marked. This is a timed event with a 2-minute time limit. If contestant drops club they will be disqualified. The ball does not have to stay in hole, but does have to go all the way in to get a time.

Reining- Western event where riders will guide their mule through a precise pattern of circles, lead changes, spins, and stops at the lope or the gallop. Pattern selected from the AQHA rule book and posted the night before the class. Competitors will be judged on their adherence to the pattern, including change of gaits, speed, and lead changes at precise points in the pattern and quality of maneuvers including stops, spins and lead changes at precise points in the pattern and quality of maneuvers including stops, spins and rollbacks. Breaks in pattern will result in disqualification at the discretion of the judge.

Showmanship- Shown 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. First place winners from Showmanship Classes will be judged for Grand Champion and Reserve Grand Champion.

Speed Ball- Contestant to be given golf ball prior to entering arena. Go through timing line to cone. Turn cone in either direction, dropping ball into cone, and go back through the timing pole. No time received if the golf ball does not go inside the cone or cone is knocked over. Contestants may enter only once, but the drivers can take as many contestants as they are willing to take or be the contestant themselves.

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Steer Daubing- Timed event. Start behind barrier. Rider can be directly behind steer but cannot daub steer until entire steer has crossed barrier (chalk line). Dauber allowed 1 swing only. Can mark anywhere on the animal. Daubing stick must be under control when it contacts the steer. No throwing daubing sticks. 30 second time limit. Breaking of barrier will result in no time. Mules can only run once per cattle event.

Team Branding- Three (3) riders per team. Two on horseback (ropers) and one on the ground. Each team will rope and brand one calf within two-minute time limit. Ground person to remain in designated area until calf is roped and stretched. Calf must be headed before it can be heeled. Legal head catch is around the neck or neck with one front leg. Calf must be branded on the designated side. Time is called when branding iron is returned to the bucket after branding calf. Any unnecessary roughness to cattle will be an immediate disqualification and will be enforced. Decisions of judges and flaggers are final.

Team Cattle Penning- Three (3) riders per team. Team must stay behind the start/foul line until flagger signals time has started. Three head of steers shall be released from the chute into the arena. Flagger will signal that time has started when the tail of the last steer enters the arena. Time will stop when at least one member of team stands with the mule's nose in the gate and raises one hand for the flag. Each team will be allowed 3 minutes to complete the task. Any steers not in the pen when time is called will put the contestants in that bracket for placing. The team with the most steers and fastest time will be first place.

Team Cattle Sorting- Two (2) riders per team. Animals can only go once. Unless needed a fill in. Cattle will be numbered. Object is to get all cattle from one pen to the next in order starting with the number drawn. You have a 60 second time limit. 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 crosses the start/foul line and the announcer will provide the number to be sorted first. 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 numbered cow crosses the foul line before the tenth cow is cleanly sorted, it will result in a no-time. 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 until all cows are sorted. In case of a tie, time will be used as a tie breaker.

Timed Trail [NO PRACTICE PRIOR TO THE EVENT]- Navigate the obstacles as clean and fast as you can. Course and rules will be posted at the show office and the gate. Be ready when your name is called.

Trail Class [NO PRACTICE PRIOR TO THE EVENT]- All animals will be tested on their manners over and through obstacles. Three refusals and the exhibitor must move onto the 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.

Trail Class In Hand- Any mule four (4) years or younger not entered in any riding classes at HCMA

Trail Class Lead Line- Young exhibitors lead through the trail course on a 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.

Western Pleasure- To be shown at a walk, trot and lope both ways around the ring on a reasonably loose rein without undue restraint. 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.