

## WDMS Show Rules - Table of Contents



# Wisconsin Donkey and Mule Society

# SHOW RULES

Revised as of WDMS meeting 3-10-2007

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**WISCONSIN DONKEY & MULE SOCIETY  
SHOW RULES**

**GENERAL RULES**

1. **COGGINS:** An **original** current Coggins form indicating a negative test must be provided for review by the WDMS Show Chair or a designee. A copy of this form also must be provided for the WDMS to keep on file as required by Wisconsin state law. No animal will be allowed to remain on the show grounds without the required Coggins documents.

2. **GENERAL SAFETY:** During a class, any animal or rider, in the opinion of the judge, that is endangering the safety of others will be removed from the class by either the judge or the WDMS Show Chair.

Outside the show ring (e.g., common use areas such as the parking lot, entry alley, or outdoor arena), any rider/animal that is considered to be endangering others will be required to immediately resolve the problem or leave the area. In common areas such as the parking lot, around trailers or in camping areas animals must not move faster than a slow trot.

3. **HELMETS: Wearing of an ANSI approved hard helmet is strongly recommended for all events.** A waiver of liability must be signed by any participant (or by the participant's **parent or legal guardian** in the case of children under the age of 18) choosing not to wear a hard helmet. The waiver must be signed for each event entered in which a hard helmet will not be worn **OR** in lieu of signing a waiver for each event a single general waiver may be signed that waives liability for all events entered by a competitor not wearing a helmet.

4. **PARTICIPANT NUMBERS** are required and must be worn attached to the outside of the rider's blouse/shirt/jacket in the middle of the back for all judged events.

**5. DRESS CODE:**

General restrictions - Tank tops, halter tops, shorts, and bare feet are inappropriate attire for any event at the WDMS show.

Lead-line and non-riding events – Wearing of sneakers or other footwear is permitted (in lieu of boots) in these events by the non-riding participant.

Riders – Heeled boots, riding sneakers, or heeled hard soled shoes, must be worn by all riders.

Judged events – Long- or short-sleeved dress or casual shirts including polo shirts (not T-shirts), hats or hard helmets (**Preferably**) and clean pants or jeans are to be worn in all judged events. Shirts, jackets, or other clothing bearing the logo of the participant's farm, stable or association may not be worn so that it is visible to the judge.

Speed/gymkhana events – **Wearing of an ANSI approved hard helmet is strongly recommended.** Long- or short-sleeved shirts (including T-shirts) are permitted. Long pants or jeans are required.

6. **REGISTRATION (ENTRY) FORMS** must be filled out completely and clearly. Incomplete or illegible entry forms will be discarded and the prospective entrant will not be admitted to the class.

7. **CLASSES WITH ONE ENTRY** will be combined with another class or cancelled at the discretion of the WDMS Show Chair.

8. **AGE 12 AND UNDER CLASSES:** Riders may have assistance but unassisted riders will place above any assisted rider.

9. **LEAD-LINE CLASSES** may be a judged event or speed event. They include the lead-line trail class for young animals, lead-line classes for mini-donkeys, and classes for beginning riders who are assisted by a handler 18 years of age or older **with written**

**permission of parent or guardian.** The young riders are judged on ability to handle an animal at a walk or jog, turn left/right/stop/back and may be asked questions about tack, mules/donkeys, equine anatomy etc. Animals are required to have a halter and lead, either over or under bridle. Reins must be secured in some way that they cannot fall to the ground if dropped. Riders may be helped in anyway to maintain safety, but it is intended that the rider perform as independently as possible. The more independent riders will place ahead of those needing more assistance. In the absence of a lead-line class, e.g. barrels, a young rider may be led by a handler but will finish below any unassisted rider. The helmet requirement is as in **#2** above.

10. **TIMERS:** In case of timer failure the competitor will be given a rerun. If a stopwatch is required because of an irresolvable timer malfunction part way through a class, the whole class will be rerun. All mini-donkey timed events will be timed with a stop watch.

11. **NOVICE CLASS PARTICIPATION:** Participants are eligible for participation in a novice class if that person/animal combination has never won the novice or point class version of that event at the WDMS show.

12. **PARTICIPATION MORE THAN ONCE IN A CLASS** by the same animal is not permitted. Exceptions: 1) 12 & Under lead-line speed events, 2) Fun Runs (Exhibition entries) not for points or placing.

13. **FUN RUNS (EXHIBITION ENTRIES):** Riders who wish to participate in a class for the experience, but not competitively, may do so as a fun run (exhibition entry). These riders will not be in competition for points and placings and their runs will be made after all of the competitive entries are finished. (See also #12, above)

14. **ANIMAL ABUSE will not be tolerated. A participant(s) who, in the opinion of the show chair, abuse(s) an animal will be reprimanded, disqualified and removed from a class or the show grounds at the discretion of the Show Chair.**

15. **HAIR INSIDE THE EARS** is permitted. Having such hair neatly trimmed is recommended.

16. **MANES** may be roached or long. In either case they should be neatly presented.

17. **TACK** must be neat, clean, functional and appropriate to the class. Ornate or fancy equipment & attire will not rate higher than neat, clean, appropriate and functional equipment & attire.

18. **REINS:** Roping, gaming or round reins are acceptable for use in all events and classes.

19. **DOGS** are allowed on the grounds as long as they are quiet and leashed or kenneled at all times. Participants and spectators must not bring dogs into the show arena or food service areas.

20. **AWARD POINTS:** Those events whose points count toward the high point award are indicated on the show bill. The events counting toward high point may vary from year to year. Only those participants who register for the high point competition will be considered for the high point award. The number of points in each class counting toward the high point award will be determined by the number of entries in the class, with a maximum of 6 points for first place in any class. The top six finishers will receive points toward the high point prize if they have so registered. 1<sup>st</sup> place receives 6 points, 2<sup>nd</sup> receives 5 points, etc. If fewer than six participants compete, the highest number of points will equal the number of participants in the class with one less point for each lower finisher. (e.g. if only 3 entries, 1<sup>st</sup> place receives 3 points, 2<sup>nd</sup> receives 2 points, etc.). No points will be granted an animal that does not successfully **complete** the first level in a "several-round" event, e.g. coon jump.

21. **JACKS ONE YEAR AND OLDER** must have 2 handlers in all lead line events or halter classes.

22. **AGE of rider and animal** will be as of Jan. 1 of the current year.

23. **JUDGE'S DECISIONS** are final in all judged classes. All requests by the judge (i.e. patterns, questions, gaits, backing) must be honored. In the speed/gymkhana classes decisions by the ADMS Show Chair or the designated arena judge are final with regard to fouls, breaking of gait, or broken pattern.

### **CLASS RULES**

Classes counting toward high point awards are indicated in the show bill.

#### **Judged Classes – Halter**

**HALTER CLASSES:** Mini-donkey classes, donkey classes, mule classes - will be judged on conformation, fitting, conditioning, soundness, way of going, and manners. Placement points count toward the high point award

**GRAND & RESERVE HALTER CHAMPIONS:** Mini-donkey class, donkey class, mule class -The grand champion halter animal will be chosen from those animals that placed first in their respective classes. Once the grand champion is chosen, the second place animal in the grand champion's class will be considered with the remaining first place animals for selection as the reserve champion. High point award points are not granted for this class.

**SHOWMANSHIP:** May show donkey or mule - Judged on proper attire & equipment used for animal shown. Exhibitor judged on his or her ability to show animal to its best advantage until the judge indicates that all competitors may relax. Each person showing an animal is being judged from the time he/she enters the show ring until the judge indicates that the competition is completed. Patterns may be posted at the discretion of the judge.

**SOLID HALTER:** Class is open to mules and donkeys. Judged on color only. Facial markings are acceptable, but no white above the knees. Winner and second place do not qualify for Grand and Reserve Halter Champion competition. Light points and bellies on donkeys are acceptable in this class. High point award points are not granted for this class.

**SPOTTED HALTER:** Class is open to mules and donkeys. Judged on color only. Animal may have white above the knees, excluding facial white. Apps, paints, pintos, etc. The white must be visible from a distance of 20 feet. Winner and second place do not qualify for Grand and Reserve Halter Champion competition. High point award points are not granted for this class.

**COSTUME CLASS:** Class is open to mules and donkeys. This class is judged on originality and preparation of the costume.

## Judged Classes – Riding/Driving

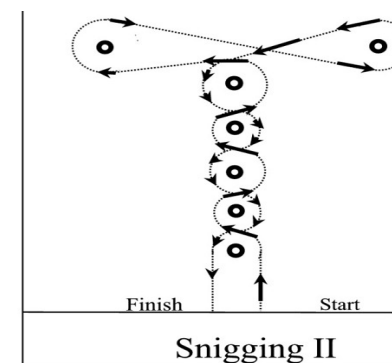
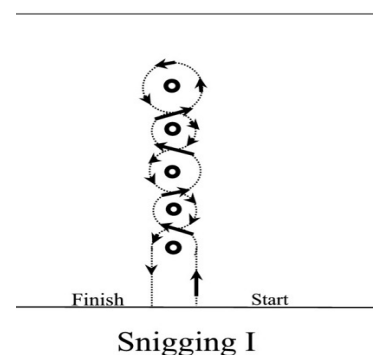
**DRIVING CLASSES:** Class is open to mules or donkeys, team or single hitch, unless otherwise-stated. These classes are judged on ability to provide a pleasant drive and execute proper driving commands. The animals will be asked to go in both directions at a walk, trot, and road gait, asked to back and stand quietly as directed. The judge may ask for individual workouts.

**MULE- OR DONKEY-MANSHIP (Equitation):** Mule class and donkey class - May be shown in English or western tack. Appropriate attire and tack must be used. This class judges the rider. Riders may be asked questions or be asked to perform a pattern.

**PLEASURE CLASSES:** Mule class and donkey class. May be shown in English or western tack, unless otherwise stated. Appropriate attire and tack must be used. This class will be judged on performance of the animal. Participants will be asked to walk/trot/canter and possibly hand gallop in both directions of the arena. Competitors may also be asked to change directions of the arena at a walk or trot, but not at a canter.

**SNIGGING:** Snigging set-up. Mini/donkey/mule class - This is a driving class for animals that are at least three years old. This is a **judged** log-pulling event thru a course of cones topped by tennis balls and/or other obstacles in a given amount of time. A team or single animal may be used. The handler must ground drive the animal **at a walk** through the course. A harness and evener (single or double tree) is required (mini donkey handlers will do the same thing on lead). Contestants must use the tree and log supplied by the WDMS. The handler is not permitted to move or touch the load once the animal crosses the start line. The course can be varied but in its simplest form consists of 5 or 6 cones in a straight line at 17 feet apart with barn lime foul lines parallel and 10 feet from the line of cones. The first cone is 15 feet from the start line. The animal pulling a log, is

ground driven full length of the course, makes a U-turn around the cone furthest from the start/finish. It then weaves through the cones while pulling the log back toward the start/finish. At the cone nearest the start line the animal pulls the log completely around the end cone (a U turn) and returns, weaving back through the cones to the furthest cone where another U-turn is made. Then the animal is driven directly to the finish line. If a "T" type course is used, a figure 8 is taken around the two offset cones. For mules, standard and mammoth donkeys the pole or log to be pulled will not exceed 60 pounds and have a maximum size of 8 feet long and 8 inches diameter. For mini donkeys the log will be 8 feet long but no more than 30 pounds. All clean runs place ahead of all runs with penalties. The penalty points apply to those places following the clean runs or when no clean runs are accomplished. Penalty points are assessed when a tennis ball is dislodged or when an animal or the load touches or crosses the parallel foul line (Judge decides the number of penalty points per foul). (see Snigging diagrams)



**TRAIL CLASS – LEADING:** Mule/donkey class. Limited to animals five years old and under as of Jan. 1, of the show year. This class is judged on manners and execution over and through a series of obstacles within a given amount of time. Animals must go over obstacles willingly and not be dragged over or through obstacles. **The riding and lead trail classes may not be cross entered for any reason, including fun runs.**

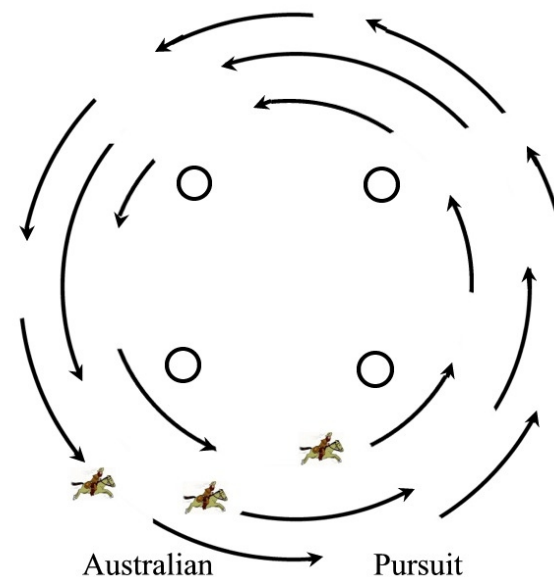
**TRAIL CLASS – NOVICE:** Mule/donkey class. This class is judged on manners and execution over and through a series of obstacles within a given amount of time. Animals must go over obstacles willingly and not be dragged over or through obstacles. The animal may be led or ridden. Animals that have won a trail class (either riding or lead-line) are not eligible to compete in this event. **The riding and lead trail classes may not be cross entered for any reason, including fun runs.**

**TRAIL CLASS - RIDING:** Mule/donkey class. This class is judged on manners and execution over and through a series of obstacles within a given amount of time. **The riding and leading trail classes may not be cross entered for any reason, including fun runs.**

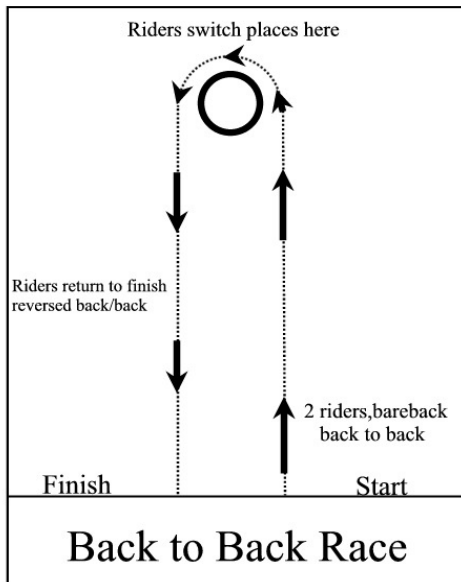
**WALK/TROT PLEASURE CLASSES:** Mule class and donkey class. May be shown in English or western tack, unless otherwise stated. Appropriate tack and attire must be used. This class is judged on performance at the walk & trot in both directions of the arena. Riders may be asked to back and/or do a pattern.

## Speed/Gymkhana events

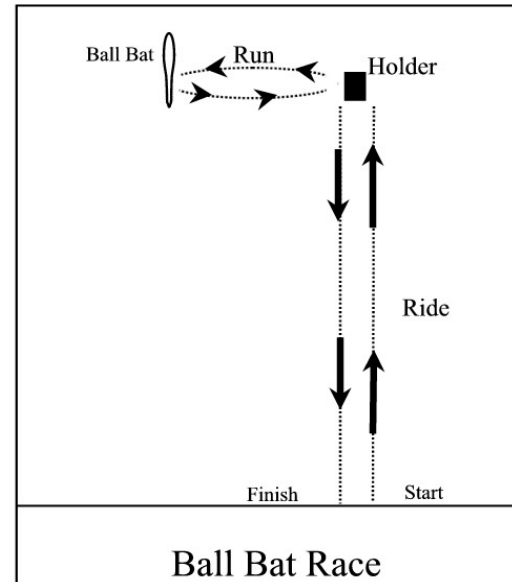
**AUSTRALIAN PURSUIT:** Animals trot at all times, and stay between the arena fence and interior boundaries, which may be cones, barrels, or poles. A competitor is eliminated from the competition when passed by another competitor. To pass and eliminate another competitor, the rider must announce the intention to pass and must pass to the outside of the other rider. Moving to interfere with another rider's progress during a pass will result in disqualification of the offending competitor. The last rider remaining unpassed wins. If there are only 2 riders left, neither of which can be passed, a trot plug race will be run. The first one to cross the finish line wins. Breaking the trotting gait throughout this competition results in disqualification.



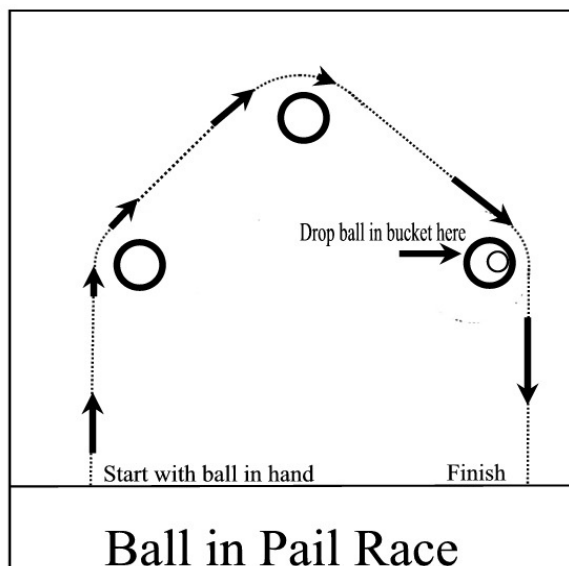
**BACK TO BACK:** Plug Race set-up. Double Entry -- 2 riders on one animal – NO SADDLE – riders must be back to back at the starting line, ride back to back down to the barrel, switch positions behind the barrel (still back to back and without either rider dismounting) and ride back to the finish. Riders must not hold on to each other during the ride. Patterns may vary -- may also be run as a group elimination. Either rider falling off at anytime results in disqualification.



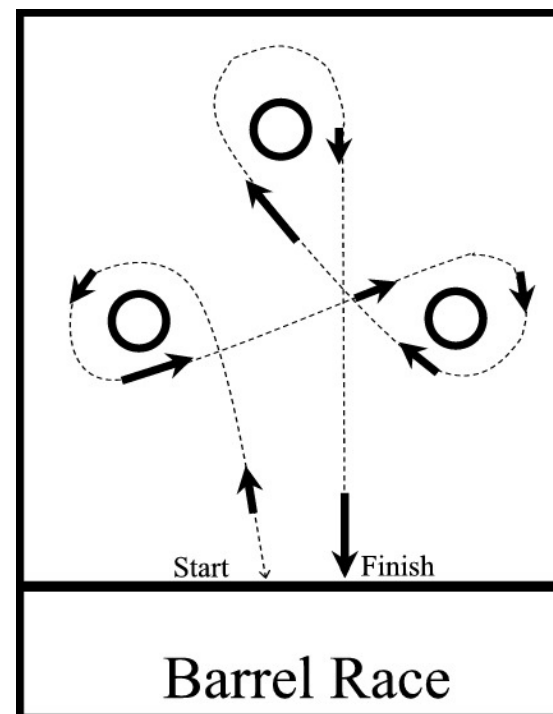
**BALL BAT RACE:** A ball bat is placed on the ground at the far end of the arena from the start. The rider must ride the animal to a handler who is standing in a circle and hand the reins to the handler who must remain in the circle at all times. The handler holds animal while the rider dismounts, runs to and lifts one end of the ball bat, leaving the other end on the arena floor, puts his/her forehead on the bat, circles the bat 10 times, then remounts the animal and goes back to the finish line.



**BALL IN PAIL:** Flag race set-up. The same set up as for the Flag Race except that there is only a small amount of sand, if any, in the bucket. The rider carries a tennis ball into the arena and may run the course to the left or right. The competitor rides around the 1st and end barrel and as he/she passes the last barrel with a bucket on it, he/she drops the ball in the bucket. A knocked down barrel or bucket, dropped ball, ball bouncing out of the bucket or a broken pattern results disqualification.

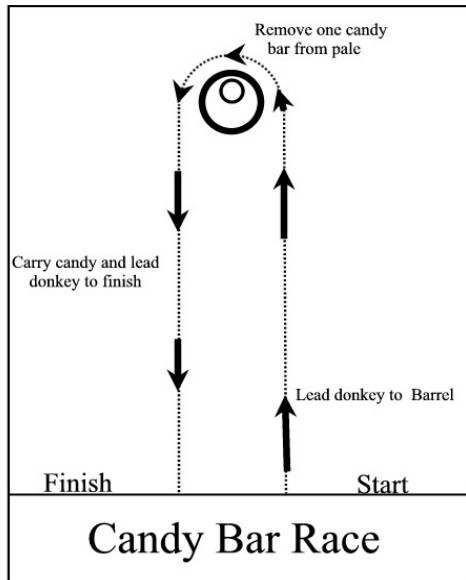


**BARREL RACE:** Three 55 gallon barrels, setup in an equilateral triangle with the base parallel to the start/finish line – The participant may start to the left or right -- run an inside-out cloverleaf pattern around the three barrels and back to the finish. A knocked down barrel, broken pattern, or a break in gait, in the case of the trot barrels, results in disqualification.

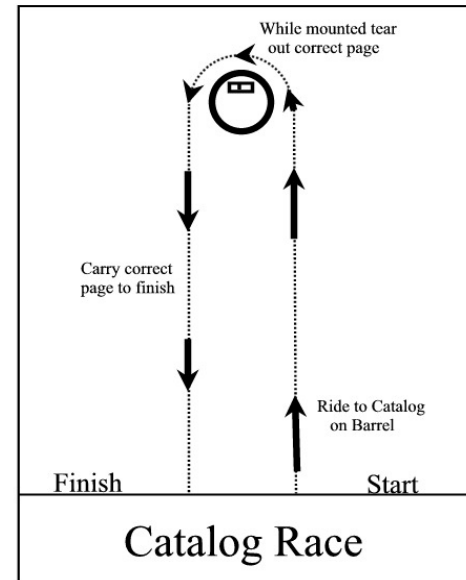


**BRIBE RACE:** Plug Race set-up. The handler must not touch the animal. The animal must be bribed down the course to and around a barrel and back to the finish line and must FOLLOW the handler across the finish line. The animal must not be more than its approximate body length behind the handler when the handler crosses the finish line. 1 minute time limit. (see Plug Race diagram)

**CANDY BAR RACE:** Plug Race set-up. May be a lead-line or an independently ridden race. The participant rides or the handler leads a mini or a young rider to barrel containing a pail of candy bars. The rider must dismount, take a candy bar out of the bucket, remount and then ride back to finish line. In the case of the lead line or mini donkey, the handler must lead the animal to and around the barrel, taking a candy bar before proceeding to the finish.



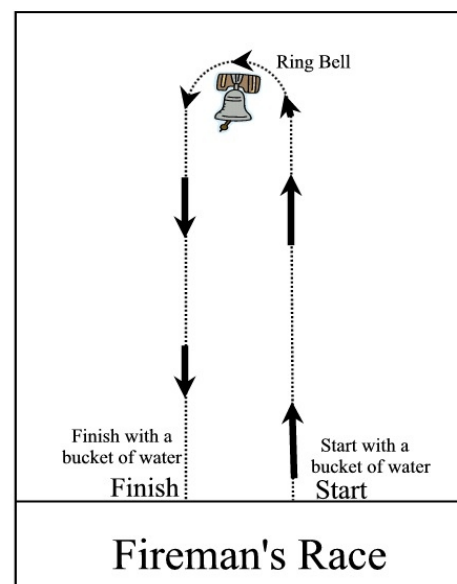
**CATALOG RACE:** Plug race set-up. A catalog/magazine is placed on a barrel at far end of the arena from the start. The rider is told a page number as he enters arena. The rider rides to the barrel, dismounts, rips out the correct page, remounts and rides back to finish. Retrieving an incorrect page results in disqualification. NOTE: This race may also be run by having the rider retrieve the catalog, tear out the page, and replace the catalog on the barrel while remaining mounted.



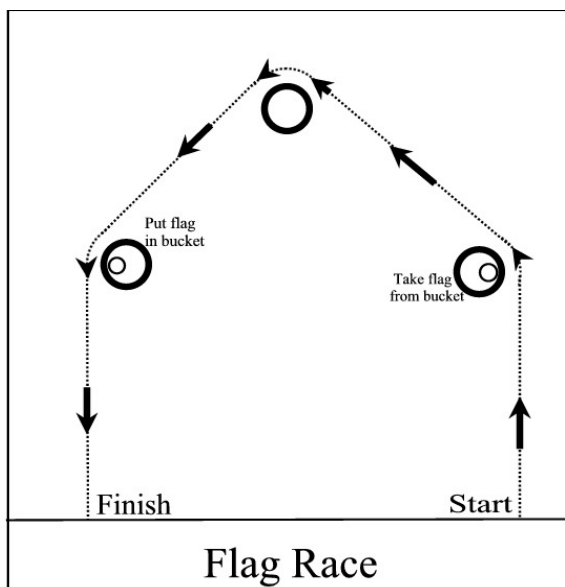
**EGG AND SPOON:** Open to mules or donkeys. May be run as a speed event (a plug race with the egg and spoon) or as a group elimination. An egg or golf ball is placed on a plastic or metal spoon. The participant's fingers must be only on the handle behind the mark on the handle at all times. A dropped egg or golf ball or, in the case of a group elimination, not immediately following instructions to change gait, back or reverse as called out results in the participants disqualification.

**EGG SQUASH:** Eggs (balloons may also be used) are on the arena floor. At the signal to do so each rider rides to a designated egg (or balloon) on the ground and the animal must step on it. There will be a ring person there to indicate when it is squashed. The rider then rides back across the finish line. Mini donkeys will be led to the egg or balloon.

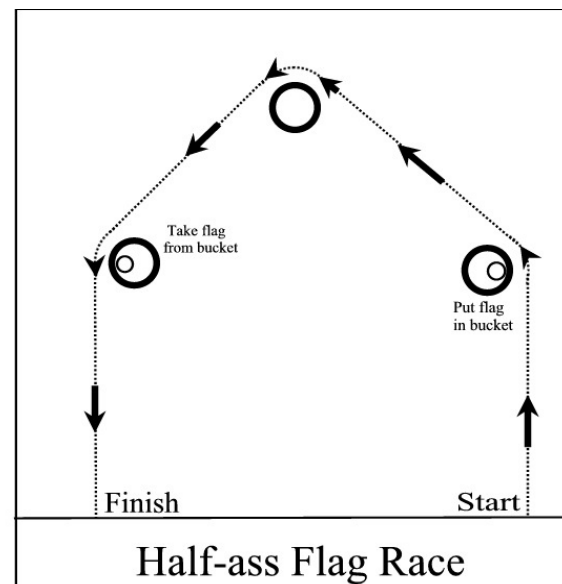
**FIREMAN'S RACE:** Contestants ride carrying a small bucket of water to a barrel at the end of arena, set down the bucket, ring the fire bell, pick up and carry bucket of water back to finish. A given amount of water must be in bucket when the competitor crosses the finish line. In case of a timing tie, the competitor whose bucket contains the most water wins.



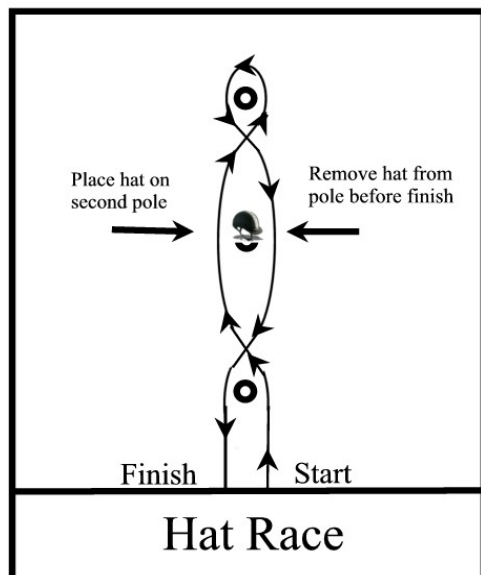
**FLAG RACE:** Barrel Race set-up, with a 5 gallon bucket sitting on the outside edge of the two barrels nearest the start/finish line. Each bucket on outer edge of the barrel is filled with sand within 2" of top of bucket. A flag is placed standing upright in the sand at the outer edge of one of the buckets nearest the start (either bucket depending on the rider's preference). The competitor rides to the barrel containing the flag, removes the flag, continues riding around the far barrel and on to the third barrel with the bucket on it, places the flag in the bucket of sand and continues to the finish. The flag must remain standing upright in bucket. A knocked down barrel, dropped flag, flag falling out of bucket, flag not standing up in the sand, or a broken pattern results in disqualification. (mini donkey handlers will do the same thing on lead) **Hitting the animal with the flag results in disqualification.**



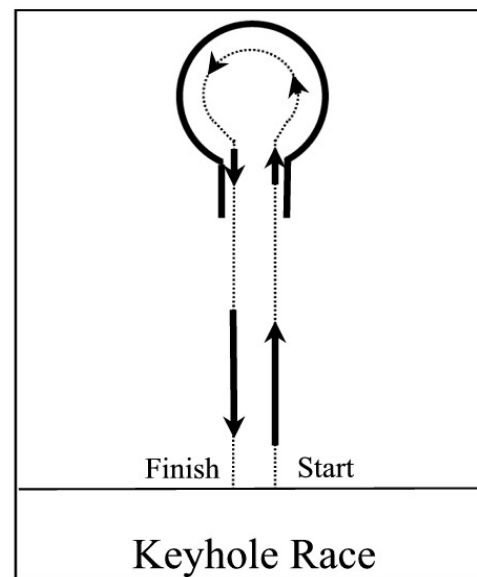
**HALF ASS FLAG RACE:** Same pattern as regular flag race. The competitor has a flag in hand at the start of race. The contestant rides to the first barrel and puts the flag in the bucket on first barrel. Then the contestant rides around the far barrel and over to the third barrel, pulls the flag out and rides to finish line. The flag must stay standing upright in bucket. A knocked down barrel, dropped flag, flag falling out of bucket, flag not standing up in the sand, or a broken pattern results in disqualification. **Hitting the animal with the flag results in disqualification.** (mini donkey handlers will do the same thing on lead).



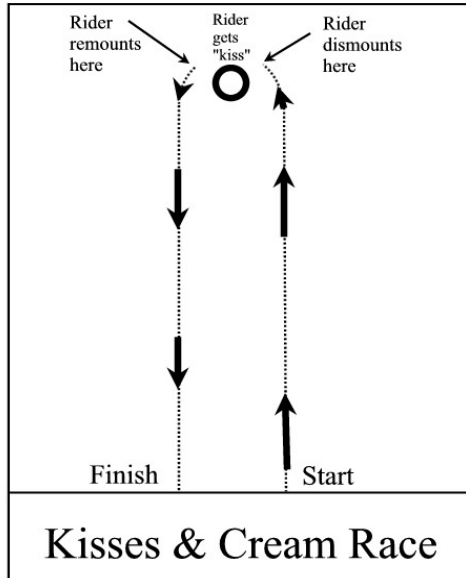
**HAT RACE:** Set up is three poles lined up in the arena perpendicular to the start line, about 30 feet apart. The rider starts, a hat in hand, rides past the first pole, weaves to the other side of the second pole, hangs a hat on that pole and weaves to the other side of the final pole, does a U-turn around that pole and weaves back, picking up the hat from the middle pole before passing the last pole and on to the finish line.



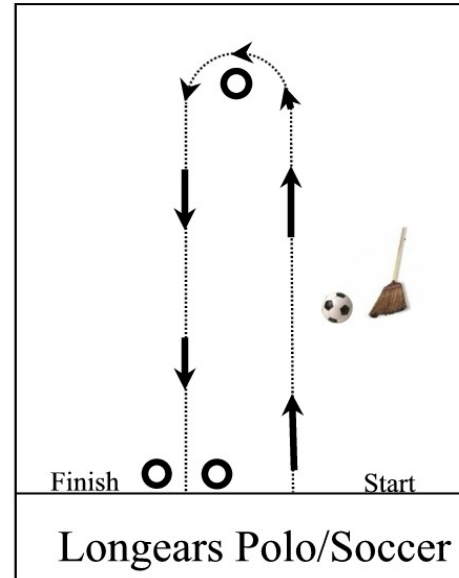
**KEYHOLE:** Set-up is a 20' diameter circle of barn lime with a 4' wide opening facing the start line. Two 4' long parallel lines of barn lime extend from each edge of the opening in the circle toward the start/finish line. The competitor rides into the circle through the entry/exit, turns around in the circle and goes back out through the entry/exit to finish line. Stepping on or outside a line results in disqualification.



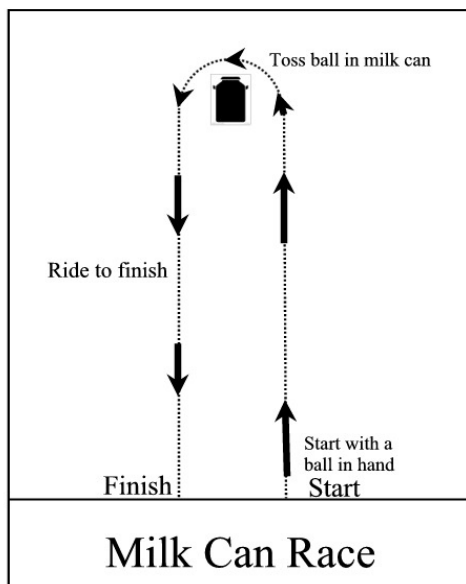
**KISSES & CREAM:** Plug Race set-up. The competitor rides down to a bucket or pan, which holds "KISSES & CREAM", dismounts, picks up the "KISS" out of the cream with his/her teeth, remounts and rides back to finish line. The competitor must hold the animal while grabbing the "KISS". The rider may not touch the "KISS" with anything except, lips and teeth and must show person at finish line the "KISS".



**LONGEARS POLO/SOCCER:** Longears Polo/Soccer set-up. The rider, from the saddle, with a broom in hand guides a ball by hitting it with the broom from the start line down the arena, around the barrel and back to the finish line where he/she hits the ball between two barrels or cones (the goal) at the finish. The ball must be hit at least four times going to the barrel and from the barrel to the goal. If the ball crosses the finish line without going between the barrels (the goal), the competitor is disqualified. For soccer – A ball is placed at the start line. It is kicked by the ridden animal down and around the barrel at the far end of the arena and back to the finish. This could also be done as a lead-line event with mini-donkeys. 1 minute time limit.



**MILK CAN RACE:** Plug race set-up but with a container instead of a barrel. The competitor begins with a tennis ball in hand, rides down around a milk can and drops ball in the can (can also use a bucket), and rides back to finish. Not going around the can, dropping the ball, the ball not ending up in the can, or knocking over milk can results in disqualification.



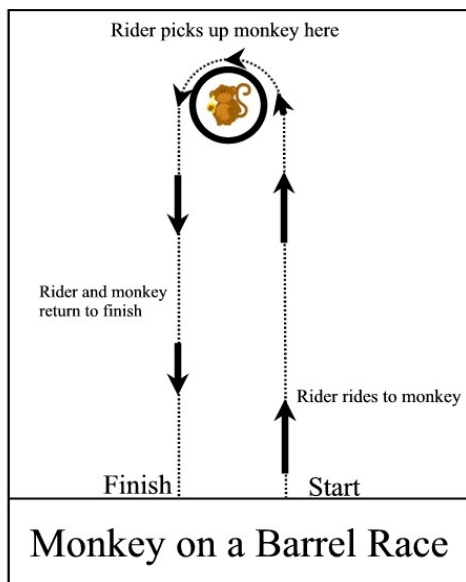
**MINI DONKEY BLOOMER RACE:** Plug Race set-up. The handlers and donkey cross the start line, immediately put bloomers on the donkey, run around barrel & back to finish line with bloomers still on the donkey. (see Plug Race diagram)

**MINI DONKEY MILK JUG RACE:** Plug race set-up. Two milk jugs with stones or marbles in them are attached by a small strap and laid over the donkeys back. The donkeys are led down the arena, around a barrel and back to the finish line. Milk jugs must still be on donkeys back to receive a time. 1 minute time limit. (see Plug Race diagram) May also be run like the flag race.

**MINI DONKEY MUSICAL PLATES:** paper plates are placed on the ground in a circle (one fewer than the number of participants). Donkeys are led around the outside of the plates. When the music stops, each donkey is led as quickly as possible to an available plate and the handler must stand on the plate. One plate will be removed each time the music stops. When there are just 2 donkeys left a race to the plate is run.

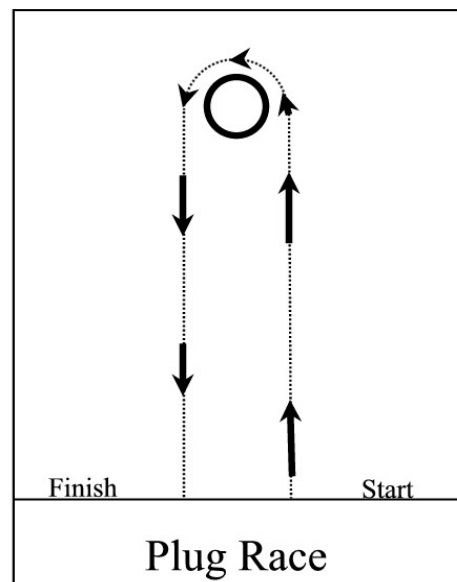
**MINI DONKEY PLUG RACE:** Plug race set-up. Lead the donkey from the start line down the arena, around a barrel and back to the finish line. 1 minute time limit. (see Plug Race diagram)

**MONKEY ON A BARREL:** Plug Race set-up. Double entry. A person stands on a barrel at the end of the arena. One participant rides down to the barrel and the person on the barrel climbs on behind the rider and they ride back, double, to finish. The person on the barrel may not be pulled onto animal by one arm, and must be safely astride the animal when crossing the finish line. If the person falls off the barrel or if either rider falls off the animal **he/she must climb back on the barrel** and remount. The rider and animal must go around the barrel one time, but may go several times to get person on the barrel onto the animal.

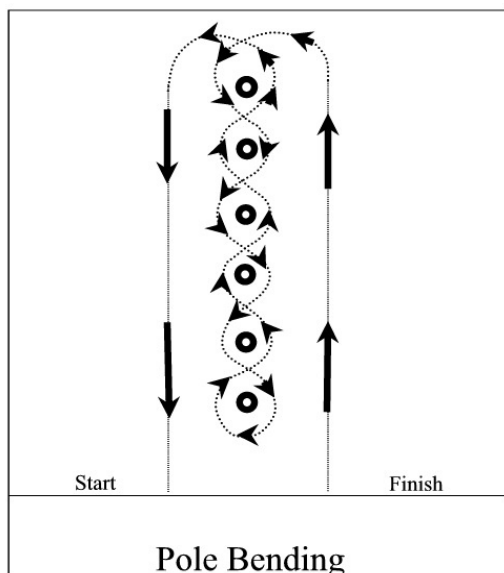


**PANTY HOSE OR RIBBON RACE:** Double Entry. Pattern will be announced on the show bill. Each rider holds an end of panty hose or ribbon and both ride the designated pattern holding the end of the object. Dropped hose or ribbon or broken pattern results in disqualification. This race may also be run with each rider holding the end of a rope attached to a bucket of water in the middle. Water must remain in the bucket at the finish to be a qualifying run.

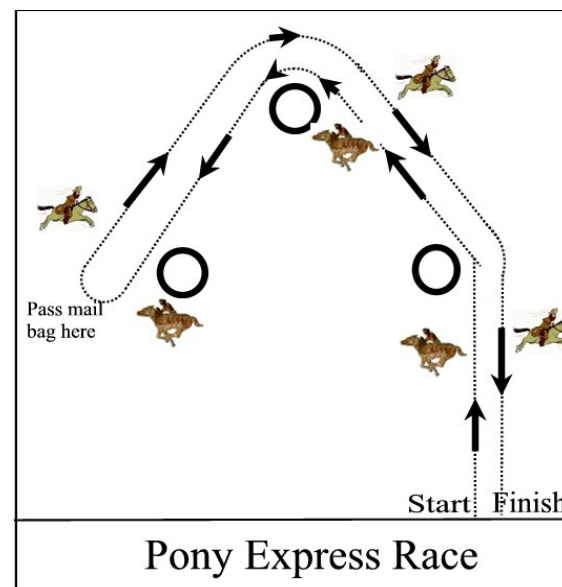
**PLUG RACE:** Plug Race set-up. Participants ride down the arena in any gait to a barrel, turn left or right around barrel and back to finish line. Broken pattern or knocked down barrel results in disqualification. In the trot plug race the trot gait must be maintained throughout to avoid disqualification. The arena judge's decision regarding broken gait is final.



**POLE BENDING:** 6 poles are set up in a straight line, each 21' apart and no less than 21' from the start/finish. The rider may start on left or right side of the poles. The competitor rides straight to and makes a U-turn around the end pole at the far end of the arena and weaves back through the poles, U-turns around the pole nearest the start, weaves back through the poles to the far end of the arena, U-turns around the furthest pole as the last turn and runs straight back to the finish line. A knocked down pole or a broken pattern results in disqualification. In trot poles the trot gait must be maintained throughout in order to avoid disqualification. The arena judge's decision regarding broken gait is final.

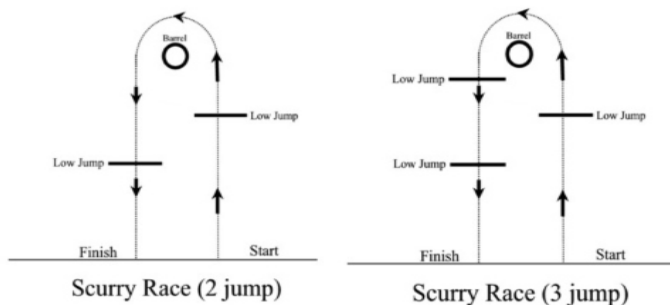


**PONY EXPRESS RACE:** Flag Race Set-up. Double entry race. One rider is positioned at a barrel nearest the start/finish. The other team member with the "mail bag" in hand starts on the other side, rides around the two barrels as in a flag race, delivering the "mail bag" to the waiting team member who rides in the reverse direction around the two barrels to the finish.



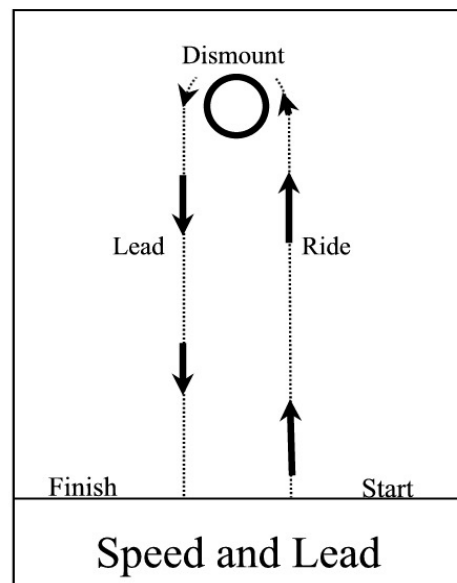
**RIDE A BUCK:** Each rider must provide a \$1 bill. Animals must be saddled. The judge puts the \$1 bill under the left or right knee. Instructions will be called out for walk, trot, canter, back, reverse, etc. The last person with the \$1 still under his/her knee wins all the \$1 bills that have been dropped. A delayed response to the directions of the announcer or losing the dollar bill results in disqualification and loss of the 1\$ bill.

**SCURRY RACE:** Plug race set-up. The course is like the plug race with one or two low jumps to be negotiated in each direction. The competitor rides (or leads a mini) down arena over a low jump, turns left or right around a barrel and back over the second jump (may be two jumps in one or both directions) to finish line. Jump height may vary for mules and donkeys and lead-line minis. There is a 5 second penalty for each pole knocked down. All "clean runs" taking less than 30 seconds finish ahead of all penalty runs.



**SPEED & ACTION:** This race begins with the animal and handler standing in a 10X10 square made of barn lime or of poles. At the start signal the handler proceeds down and around the barrel at the far end of the course and back to the box. The animal must stand in box for 5 seconds or it is disqualified. The longer an animal stands in the box until the return of the handler (max of 30 seconds) the higher it places. In the case of an animal's staying in the box until the return of the handler, the handler leaves the box again and the animal that stays for at least 10 seconds is called by the handler. The animal responding most quickly and moving out of the box to the handler receives a higher placing. (see Speed & Action diagram)

**SPEED & LEAD:** Plug Race set-up. The contestant must ride down to the barrel and dismount behind the barrel, making sure the animal also goes around the barrel, and lead animal back to finish. The rider and animal must cross finish line within 6 feet (marked on the lead rope) of each other, leader first. Pulling on the animal or using special equipment to help or hurry it to the finish line results in disqualification.



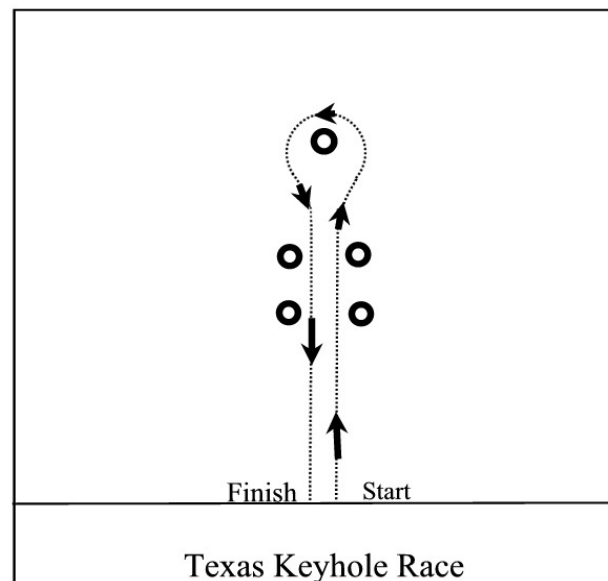
**STANDING JUMP: 56.01 AND OVER** – open to mules or donkeys.

**An animal must clear the first height in order to receive a placement and points in this event.**

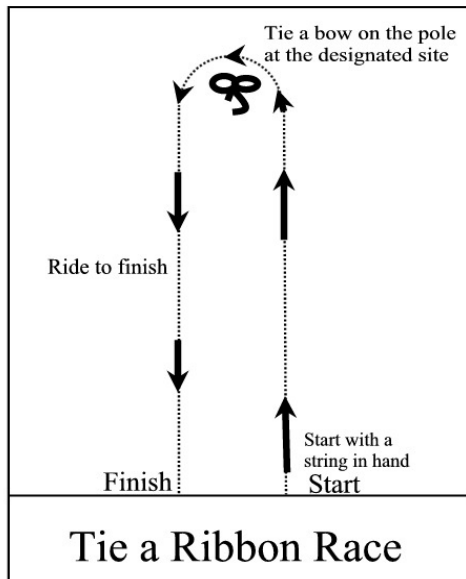
Animals must jump from a 10' x 10' marked box. Jump will start at a height of 30" and will increase at 6" intervals until only 6 animals are left. Then the increase will be one or two inch intervals at the discretion of the show chair. After entering the box, the animal must come to a STOP before jumping. The handler may stand on either side of the rail, but must keep the lead rope in hand at all times. Loss of the lead rope by the handler after entering the box and before the animal has completely stopped after the jump is considered a missed attempt. The animal may or may not be saddled. The handler must provide a blanket if one is desired. No physical force (i.e. pushing, pulling or lifting) or abuse is allowed. Once the animal is in the box, it's stepping out of the box for any reason is considered an attempt. Two attempts may be made at each height with a maximum time allowance of 60 seconds per attempt. The 60 seconds begins after the animal steps into the box, at the signal of the official. The animal may lean against or bump the rail. A rail knocked down by any means (including contact with the lead rope or the handler) is a failed attempt.

**STANDING JUMP: 56" AND UNDER** same rules apply as stated above, except that increase in height is one to two inches at the discretion of the show chair.

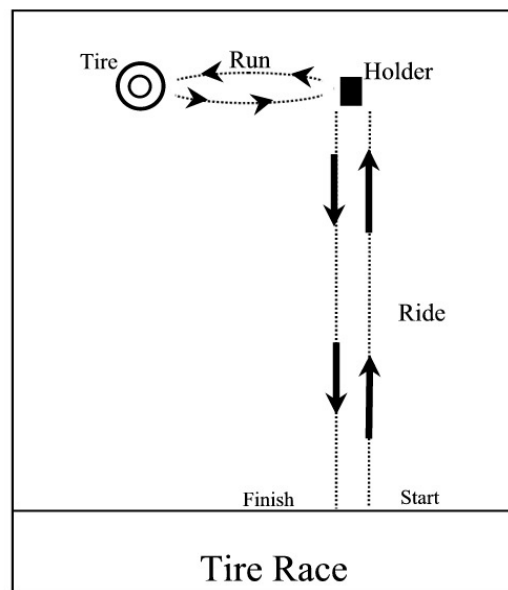
**TEXAS KEYHOLE:** Texas keyhole set-up. Competitors ride a route similar to the keyhole race except that cones topped by tennis balls are used as boundaries. The competitor rides down arena and goes between 2 (or 3) sets of 2 cones placed 4' apart and continues to a cone further on, going to the left or right around that cone and rides back through the 4 (or 6) cones to finish. A broken pattern or dislodged tennis ball is a no time.



**TIE A RIBBON:** With ribbon or string in hand, ride to a pole at end of arena and tie the ribbon or string on the pole (without dismounting) in a bow (like your shoe string) and then ride back to finish line. String must stay above marked line and pole must stay upright to get a time. If you drop ribbon or string, you may get off and pick it up and remount and try to tie it again. 1 minute time limit.



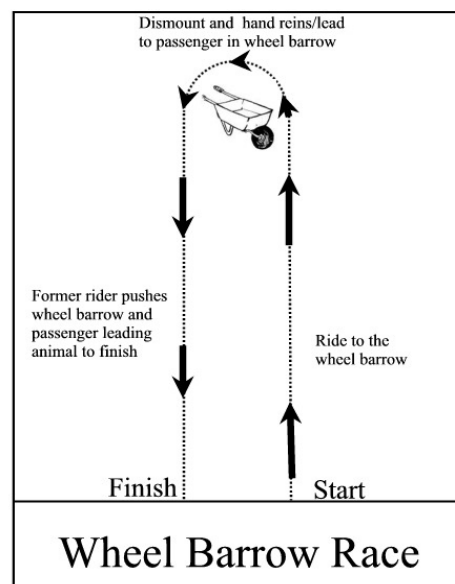
**TIRE RACE:** Competitors 12 yrs. & under: a tire and handler will be located at the far end of the arena from the start/finish. The contestant must ride to the handler who is standing in a circle and give the reins to the handler who must remain in the circle at all times. The handler holds the animal while the rider dismounts and crawls through the tire without picking it off the ground. Rider then runs back to the animal, mounts and rides back to finish line. Competitors may be given help to get back on their animals, but all those needing no help will place ahead of those who receive help.



**TROTting SPEED EVENTS:** Mule classes and donkey classes. The animal must maintain a trot at all times. Breaking the trotting gait for more than two strides results in disqualification. The arena judge's decision on a break in gait is final.

**WALKING RACE:** Plug Race set-up with several, rather than a single barrel. The race may be run in heats of several animals. All participants line up at the start line facing a specific pole or barrel at the far end of the arena and begin at the starters signal. Each competitor rides to and around his/her designated barrel (pole) and back to the finish line at a walking gait. Any break from the walk during the race results in disqualification. As many as 6 animals may compete at one time. If more than 6 animals are competing they will be divided into heats. The winners of each heat will compete in the final "walk-off" in the same manner as the earlier heats.

**WHEELBARROW RACE:** double entry -- One competitor sits at the end of the arena in a wheel barrow. The other competitor on the animal at the starting line, rides down to the wheelbarrow, dismounts, hands the reins (or lead) to the passenger in wheelbarrow and pushes the wheel barrow containing the other competitor back to finish line. If animal is lost or the passenger dumped, the animal must be caught and/or the person resituated in the wheel barrow, the lead/reins again given to the passenger and try to cross the finish line. 1 minute time limit.



Revised as of WDMS meeting 03/10/2007