

WISCONSIN DONKEY & MULE SOCIETY SHOW RULES

* GENERAL SHOW RULES *

1. BACK NUMBERS are required for all judged events for each animal shown. Back numbers are not needed for speed events. But make sure you write yours and your animal's name clearly.
2. DRESS CODE: Boots, riding tennis shoes, or heeled, hard soled shoes, must be worn in all riding events. Long sleeved shirts, hats and clean pants or jeans are encouraged to be worn in all judged events. PLEASE do not wear tank tops or shorts while showing in any events. Hard hats are recommended, but not required. You must sign a waiver on the entry form, if choose not to wear one or not to have your minor child wear one.
3. PLEASE fill out entry forms completely, clearly, and be CONSISTENT with each form you fill out. We need this done for the high point counts. We will not hunt you down to get correct info and will disregard that entry, if we can't make it out or if it is not filled out completely.
4. CLASSES with 1 entry will either be combined or not run. An animal may not compete against itself.
5. RIDER AGE 12 and under classes may have assistance if needed, BUT those riders unassisted, will place ahead of those with assistance.
6. TIMER FAILURE: you will be given a rerun, unless your first run, would have been a no time anyway. If a stopwatch has to be used, the whole class will be rerun.
7. AN ANIMAL may enter a class one time only, unless the show committee states otherwise. Exceptions will be made for KIDS LEADLINE speed events and at our fun shows.
8. ANIMAL ABUSE will not be tolerated. THIS IS YOUR WARNING! You WILL be disqualified from a class or the show grounds for excessive abuse.
9. ANIMALS will not be penalized for hair inside their ears as long as the balance of the ear and head is neat and trimmed.
10. Ornate silver or fancy equipment & attire will not count over clean and workable equipment & attire.
11. DOGS are allowed on the grounds as long as they are quiet and leashed at all times. WDMS asks that all participants and spectators, please not bring dogs into the show arena or food service areas.
12. POINT COUNT: 1st place is 6 points, 2nd is 5 points etc. If only 2 entries, 1st would be 2 points etc.
13. ALL JACKS, 1 year and older, will need 2 handlers in all leading events.
14. AGE of rider and animal will be as of Jan. 1 of current year.

** DURING A CLASS, AN ANIMAL OR RIDER THAT IS ENDANGERING SAFETY AND/OR THE PERFORMANCE OF OTHER RIDERS & ANIMALS, WILL BE ASKED TO LEAVE THE CLASS BY EITHER THE JUDGE OR A WDMS DIRECTOR.

THE SHOW COMMITTEE RESERVES THE RIGHT TO CORRECT ANY ERRORS ON THE SHOW BILL AT ANYTIME PRIOR TO THE CLASS BEING HELD.

*** EVENT RULES ***

HALTER CLASSES: will be judged on conformation, fitting, conditioning, soundness, way of going, and manners.

GRAND & RESERVE HALTER CHAMPIONS: will be chosen from 1st & 2nd placings. Does not count for hi. pts.

SPOTTED HALTER: does not count for GR. & RES. Halter and HI. PTS. 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.

SOLID HALTER: does not count for GR. & RES. Halter and HI. PTS. Judged on color only. Facial markings ok, but no white above the knees.

SHOWMANSHIP: Judged on proper attire & equipment used for animal shown. Exhibitor judged on his or her ability to show animal to its best advantage. Patterns may be posted at the discretion of the judge.

WALK/TROT PLEASURE CLASSES: May show English or Western. 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.

PLEASURE CLASSES: May be shown in English or Western, unless otherwise stated. Appropriate attire and tack must be used. You will be asked to walk/trot/canter and possibly hand gallop, in both directions of the arena. May also be asked to change directions of the arena at a walk or jog, but not a canter. This class will be judged on performance of the animal at the discretion of the judge.

EQUITATION- MULE OR DONKEYMANSHIP: May show English or Western. Appropriate attire and tack must be used. This class is judged on the rider. Riders may be asked questions or be asked to perform a pattern.

COSTUME CLASS: Open to mules or donkeys. Judged on originality and preparation of costume. To be chosen by the judge.

TRAIL CLASSES -- RIDING ONLY: To be judged on manners and execution over and thru a series of obstacles. After 2 refusals at one obstacle, the exhibitor must proceed to the next obstacle. Animals will not be penalized for examining obstacles. Open to mules and donkeys. The judge may choose to have a (helper/judge) at each obstacle to help move the class along faster.

TRAIL CLASS --LEADING ONLY: same rules apply. Animals must go over obstacles willingly and not be dragged over or through obstacles. ** These 2 trail classes may not be cross entered.

DRIVING CLASSES: open to mules or donkeys, team or single hitch, unless otherwise stated. Judged on ability to provide a pleasant drive and execute proper driving commands. 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.

STANDING JUMP: 56.01 AND OVER – open to mules or donkeys. Animals must jump from a 10' x 10' marked box. Jump will start at 30" and will increase at 6" intervals until 6 animals are left. Then the increase will be 2" intervals. After entering the box, the animal must come to a STOP before jumping. Handler must stand on either side of the rail, but must leave shank in hand at all times. Animal may or may not be saddled, and must provide own blanket if desired. No physical force or abuse is allowed. Once animal is in box, it must jump. If animal steps out of box, it will be considered an attempt. Two attempts may be made at each height in the max. time of 90 seconds. Time will only stop to replace the bar. Animal may lean against the jump but may not push it more than 2". Animals MAY NOT be lifted or pulled over the jump.

STANDING JUMP: 56" AND UNDER same rules apply, except Jump will only increase at 2" intervals.

EGG AND SPOON: Open to mules or donkeys. May be run as a speed event or a group elimination. An egg or golf ball on a plastic or metal spoon will be used. Hand must be behind mark on spoon at all times. Dropped egg or golf ball, and not following instructions as called out, immediately, will be cause for disqualification.

KIDS LEADLINE CLASSES: may be a judged event or speed event. These classes are limited to riders 7 years and under. These riders MAY NOT show in any other events. These classes are intended for beginning riders that are lead by a handler, 16 years of age and older. Rider are judged on ability to handle an animal at a walk or jog, turn left/right/stop/back and may be asked easy questions on tack, mules/donkeys etc. Animals are required to have on a halter and lead, either over or under bridal. Reins must be secured in someway that they cannot fall on the ground if child drops them. Riders may be helped in anyway to maintain safety, but the child is pretty much doing everything themselves, will place ahead of those needing more assistance. All riders will receive an award. Helmet use is strongly suggested.

BRIBE RACES: you may not touch your animal. Animal must be bribed around a barrel and back to finish.

Animal must FOLLOW you over the finish line and may not be more than its approximate body length, behind you when crossing the finish line. 1 minute time limit.

TROTTING SPEED EVENTS: timed -- You must try to keep animal trotting at all times -- If you break gait for more than 2 strides, it will be a no time. These Classes are intended to allow ALL riders to participate in speed events and have fun. Sometimes it is hard to tell if the animal broke stride more than 2 times, so we will try to be as fair as possible. Volunteers are welcome to help judge this. * GAITED ANIMALS EXCLUDED

PLUG RACES: Simple classes for any rider or animal. Ride down arena to barrel, turn left or right around barrel and back to finish line. Broken pattern or knocked barrel is a no time.

BARREL RACE: 3 - 55 gallon plastic barrels, setup in a triangle -- may start left or right -- run a cloverleaf pattern and back to finish. Knocked barrels or broken patterns are a no time.

POLE BENDING: 6 poles are set up in a straight line 21 feet apart and no less than 15' - 21' from the timer line. May start on left or right side. Ride straight to end pole, turn and weave through pole to the other end and weave back, on last turn, run straight back to finish line. Knocked poles or broken pattern is a no time.

FLAG RACE: 3 barrels set up in a triangle pattern -- a 5 gallon bucket with handles off will be placed on first 2 barrels on outer edge with sand in, within 2" of top of bucket. Rider must signal to ring crew which bucket they want flag in. Flag will be placed in bucket, straight up and down at the outer edge of bucket. Rider will ride in and grab the flag and race around end barrel and on to the next barrel with the bucket on it and place flag in bucket of sand. Flag must enter top of bucket and stay in bucket. Knocked barrel, dropped flag, flag falls out of bucket or a broken pattern, is a no time. *Flag may not be used to hit animal*

BALL AND PAIL: the same set up as for the Flag Race. You will be handed a tennis ball before you enter arena. You may go left or right -- run around the 1st and end barrel and as you are coming past the last barrel with a bucket on it, you must drop the ball in the bucket. There will be a small amount of sand in the bucket. Knocked barrel, dropped ball, or if ball bounces out or broken pattern is a no time.

PANTY HOSE OR RIBBON RACE: pattern to be announced or stated on show bill. Double Entry. Each rider holds an end of panty hose or ribbon and runs pattern. Dropped hose or ribbon or broken pattern is a no time.

MONKEY ON A BARREL: Double entry-- Plug pattern -- MONKEY is to stand on barrel at the end of arena. Rider on animal, rides down to MONKEY and MONKEY is to climb on behind rider and ride back to finish. MONKEY may not be jerked on to animal by one arm, and must be safely on before crossing barrier. If MONKEY falls off barrel or animal he may climb back on barrel and remount. You must go around barrel one time, but may go several times to get MONKEY on. Both riders must safely make it thru timer line on animal for time to count.

BACK TO BACK: Double Entry -- 2 riders on one animal -- NO SADDLE -- must be back to back -- ride down to barrel -- switch positions behind barrel and go back to finish. Patterns may vary -- may also go in as a group elimination. If either rider falls off at anytime, that team is eliminated.

SCURRY RACE: ride down arena over a low jump, turn left or right around a barrel and back over jump to finish line. Jump height may vary for mules and donkeys.

KEYHOLE: Pattern will consist of a barn limed 20' circle with a 4' wide/long entryway. Rider rides into entry, turns around in circle and goes back to finish line with out stepping on lines or going out of lines, otherwise you have a no time.

TEXAS KEYHOLE: like keyhole, only cones are used for barriers. Run down arena, go between 2 cones and then turn left or right around 1 cone and back through the 2 cones to finish. Broken pattern or knocking cones, is a no time.

MILK CAN RACE: You will be handed a tennis ball -- ride down around a milk can and drop ball in the can, and ride back to finish. Dropped ball or knocked over milk can is a no time.

WHEELBARROW RACE: double entry. One rider is setting at the end of the arena in a wheelbarrow. Rider on animal at other end, rides down to person in wheelbarrow, dismounts, hands reins to person in wheelbarrow and pushes person back to finish line. If you loose your animal or dump your passenger, you must catch animal, have person in wheelbarrow hold the reins again and try to cross the finish line. * 1 minute time limit.

TIE A RIBBON: You will be handed a ribbon or a string - you will ride to a pole at end of arena and tie the ribbon or string on the pole, in a bow (like your shoe string) and then run back to finish line. String must stay above marked line and pole must stay up right 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.

MINI DONKEY MUSICAL PLATES: paper plates are placed on the ground in a circle. You will lead your donkey around the outside of the plates, when the music stops, lead your donkey to a plate and the handler must stand on the plate. One plate will be removed each time the music stops. When there are just 2 left, we will have a race to the plate.

MINI DONKEY PLUG RACE – Timed event lead donkey around barrel and back to finish. 1 minute time limit.

MINI DONKEY MILK JUG RACE: 2 milk jugs with stones or marbles in them will be attached by a small strap and laid over the donkeys back. You will have to lead your donkey 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. * all "mini" timed events will be timed with a stop watch.

TIRE RACE: rider 12 yrs. & under: a tire will be placed at far end of the arena. Rider must ride animal to their holder, who will be standing by a marker that they must keep 1 foot in contact with. Holder will hold animal while rider dismounts and crawls through the tire without picking it off the ground. Rider will run back to animal, mount animal and run back to finish line. * HOLDERS, please do not encourage animal to run faster, rider will be disqualified if this occurs. Riders may be given help to get back on their animals, BUT those with no help needed, will place ahead of those that had help.

CATALOG RACE: A catalog will be placed on a barrel at far end of arena. Rider will be told a page number as he enters arena. You will ride down to barrel, dismount, rip out your page, remount and ride back to finish, If page is incorrect, it will be a no time.

SPEED & LEAD: a barrel is placed at the end of arena. Rider must ride down to barrel and dismount behind barrel, making sure animal goes around the barrel with you, and lead animal back to finish. A 6' lead may be used, but rider and animal

must cross finish line together. Rider MAY NOT hang on animal or equipment to help him along out of the arena.

BAT RACE: Rider will ride down to marker, dismount, pick up a baseball bat, put your head on bat and go around in a circle 10 times and then remount your animal and go back to finish line.

KISSES & CREAM: rider will ride down to bucket, which holds KISSES & CREAM, dismount, bite the 'KISS' out of the cream, remount and go back to finish line. You may not touch the "KISS" with anything except, your lips and teeth. You must show person at finish line that you have the "KISS".

SPEED & ACTION: A 10' X 10' BOX WILL BE MADE WITH BARN LIME OR POLES. You must stand your animal in box, when you are told to go, run down around the barrel and back to box. Animal must stand in box for 5 seconds without out stepping over the markers.

MINI DONKEY BLOOMER RACE: put bloomers on donkey, run around barrel & back to finish line with bloomers still on your donkey.

HALF ASS FLAG RACE: same pattern as regular flag race. You will be handed a flag at start of race. Put that flag in the bucket on first barrel you come to. Then run to the last bucket and grab flag out and run to finish line. (mini donkey handlers will do the same thing.)

FIREMEN'S RACE - (timed) you will be handed a small bucket of water... carry bucket to end of arena, ring the fire bell, and carry bucket of water back to finish. Water must be in bucket yet when you cross the finish line. (if you feel your longear is gonna really blow up, just drop the bucket or hand off to ring crew.)

LEADLINE CANDY BAR RACE: lead rider to barrel with person holding a small pail with candybars in. Rider must take a candy bar out of bucket and then ride back to finish line.

RIDE A BUCK: each rider must provide their own \$1 bill. Animals must be saddled. Put the \$1 bill under your knee. Instructions will be called out for you to walk, trot, canter, back reverse, etc. The last person with the \$1, will win the whole pot.

EGG SQUASH: This is a timed event. You will run to the egg on the ground, and your ANIMAL MUST SQUASH THE EGG. There will be a ring person there to tell you when it is squashed. You will then run back to finish line. There is a 1 minute time limit. Mini donkeys will be lead to egg.

AUSTRALIAN PURSUIT: This is a trotting elimination race. You must stay in a trot at all times, and stay between the arena fence and boundaries, which may be cones, barrels, or poles. To pass and eliminate a rider, you must announce that you are passing and MUST PASS between the rider and arena fence. The last rider left wins. There will be 1st thru 5th or 6th places. If there are just 2 riders left and one just can't pass the other, a straight trot race will be run. The first one to cross the finish line wins.

SNIGGIN': Snigging is an Australian word for dragging a load behind an equine. This class is for longears that are 3 YEARS AND OLDER ONLY! This is a timed, log-

pulling event thru a course of cones. A team or single longear may be used. A harness and evener is the preferred method of pulling. We will however, allow you to pull from your saddle, BUT you must ride animal and hold the wrap around your saddle horn so you can release the rope if need be. There will be 5 or 6 cones in a straight line that will be 12 feet apart. The first cone is 15 feet from the start line. The pole or log that you will pull will not exceed 60#. Maximum length will be 8 feet, and 8 inches diameter. It will be smaller and lighter weight for the minis. You must pull log up and back through the cones with out hitting the cones. You will get a 10-second penalty for each knocked cone. Handler is not permitted to move or touch load, once you are across the start line.

(current to May 19, 2004)

** THESE RULES WILL BE ADDED TO AND UPDATED AS NEEDED. THE SHOW COMMITTEE RESERVES THE RIGHT TO CHANGE RULES AT SHOWS TO ACCOMMODATE ARENA CONDITIONS AND FOR SAFETY REASONS, THE DAY OF THE SHOW.