



Notice: Dogs must be on a leash and under the control of its owner - this will be enforced.

Notice: No artificial tails, manes or forelocks will be allowed in any class.

All decisions of the official judge are final. We reserve the right to correct any errors on the show bill prior to the event.

---

**General:**

- 1.) Required: Current Negative Coggins Test within twelve (12) months.
- 2.) Each rider-handler must have a number to enter an event.
- 3.) Youth Division, a mule may enter a speed event more than once with a different rider.
- 4.) Adult and Senior Divisions, a mule or donkey may enter an event only once. A rider may ride more than one mule.
- 5.) The following is a list of bits that are illegal: bicycle chain bits; prongs inside or outside; welding to or changing bit surface from smooth to bumpy or sharp; wire wrapped bits.
- 6.) A belt buckle will be awarded to the High Point Mule/Rider combination, and High Point Donkey/Rider combination. Awards will be given to High Point Youth, High Point Adult, and High Point Senior.
- 7.) Novice classes defined: contestants with 1 year or less in showing their mule or donkey. Novice classes are walk/trot and is an open class (judging mules and donkeys together.) In addition, Rider/Handlers cannot have not won 3 first place placings prior to this show. These classes are for beginners and new to showing. Honor system applies. Novice applies to the Rider or Handler only.
- 8.) Western Pleasure – walk, trot, lope (in both directions) rein-back when requested during lineup.
- 9.) Pattern Class will require - to walk, trot, lope, backing up, and side-pass.
- 10.) Donkeys only classes – walk, trot only.
- 11.) Mules only classes – walk, trot, lope, unless stated otherwise.

**INHUMANE TREATMENT WILL NOT BE TOLERATED:** This rule applies to anyone on the show grounds. Inhumane treatment of any mule or donkey or any other animal on show grounds is strictly prohibited. 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, abusers will be expelled from show grounds. Proper care of all the animals is expected.

**Western General Rules:**

Western Attire: Exhibitors are required to wear long-sleeved shirt. Western hats, pants. *Riding helmets are optional.* The hat must be on the rider's head when the exhibitor enters the arena. Spurs and chaps are optional.

**Playday/Speed Events: Notice - boots and pants required.**

- 1.) There will be a five (5) second penalty for a barrel or pole knocked over.
- 2.) In the Flag Race, the 3rd barrel, bucket of sand and flag must stay upright until the finish line timing barrier is crossed or elimination.
- 3.) Breaking the timing barrier line before completing a race will result in elimination.
- 4.) Not following the pattern will result in elimination.

**Jumping Events:**

1. Each mule may enter only one (1) Jumping Event.
2. The handler is not to have help from another person to get the mule to jump or elimination will result.
3. Each participant will receive two (2) opportunities for the mule to clear the height at which the jumping obstacle is placed during each round of competition.
4. Once a participant's name or number has been announced, the handler will have one (1) minute to bring his/her mule to the jumping obstacle; where it will be deemed ready to jump by the event judge. If the mule fails to be set

within the allowed time, it will count as an unsuccessful jump. Timing may be done by the judge or an arena steward.

5. Once the mule has been judged ready to jump, the handler will have ninety (90) seconds to get his/her mule to attempt to jump the obstacle. If the mule fails to jump within this time, or unsuccessfully attempts to clear the obstacle, this will count as an attempted jump. The ninety (90) seconds will be restarted once the mule is, again, set to jump. Stepping out of the box is considered an attempt.
6. Two (2) unsuccessful attempts to clear the obstacle will result in the elimination of the mule from the jumping event.
7. In case of a tie:
  - a) The mule that cleared the height in one attempt wins over a mule that cleared the height on the second attempt. If the mules clear the height on the same attempt.
  - b) The winner will be chosen by the flip of a coin, or
  - c) The prize money and points will be split.
  - d) In the Pro Jump a decision will be made as to whom the award will go to. This may be done by the flip of a coin.

Much of the determination of whether a mouthpiece is acceptable or not comes down to if it is smooth. What is “smooth”? Smooth simply means that there are no bumps or ridges that will press into the bars of the horse’s mouth or the pressure points on the tongue when pressure is applied. Things that make it not smooth may include (but are not limited to) any kind of twist, a wire wrap, carvings into the metal that create ridges, chain, etc. Mouthpiece examples (applies to both snaffle and curb bits):

#### **Saddles:**

In all riding classes, mules and donkeys will be shown in a saddle. Silver equipment will not count over a good working outfit.

#### **1. Optional equipment:**

- a) Rope or riata: if used, the rope or riata must be coiled and attached to the saddle.
- b) Hobbles attached to saddle.
- c) Tapaderos
- d) Protective boots may be used only in Gymkhana, Jumping and Performance classes.
- e) *Spurs - not to be used forward of the cinch.*

#### **2. Prohibited equipment:**

- a) See General Rule above #5
- b) The curb straps below are not acceptable:



**Pattern Class:** 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.

**Trail Course:** Trail Course may be six to ten obstacles.

---

**Our goal at Henryetta Mule and Donkey Days is to offer an event that the entire family will enjoy. Your participation and contribution is greatly appreciated. We encourage input from you as a competitor, exhibitor, or spectator; we'd love to hear from you! Contact: Sandy Warschaw, Director of Henryetta Mule and Donkey Days. (cell) 918-290-9315 Email – [whoamulelady1@yahoo.com](mailto:whoamulelady1@yahoo.com)**

**Or Contact: Cindy K. Roberts, Administrative Director of Henryetta Mule and Donkey Days. (cell) 314-971-0208 Email – [cindy@everycowgirlsdream.com](mailto:cindy@everycowgirlsdream.com)**