

Jake Clark's Mule Days
Pack Mule Race
Rules & Regulations

1. All entries must be in the office no later than 5PM Thurs.
2. Two Divisions Available to enter: Professional & Non
3. Professional - Both entrants must meet criteria of being guides, packers, and/or outfitters past or present.
4. Non-Professional - Neither entrant is in the guiding, packing, or outfitting industry past or present.
5. Each team shall consist of 2 people
6. \$25 entry fee/person, \$50/team, enter once only
7. Each team shall furnish their own mules and/or horses consisting of 2 riding and 2 pack. 2 of the 4 **MUST** be mules.
8. Teams will have acceptable and qualifying equipment as listed on the equipment list.
9. The contest will start on Friday @ 3 PM immediately following the Ranch Mule Competition. Entrants are to be there and be ready on time.
10. All teams will be drawn for position order and perform one team at a time in said order.
11. Starting point is in the arena.
12. Teams come to the arena when called with bridles, riding saddles on riding stock, and halters and pack saddles on pack stock.
13. Lash cinches need to be pre-coiled with no pre-tied hitches.
14. Animals cannot be tied up at anytime during your run. Animals may be held, hobbled or tied to each other only. At anytime judges think animals are in harms way, ropes will be cut.
15. On the starting signal, time will start. Begin packing your pack stock.
16. Any recognizable hitch allowed. If you have concerns or questions about your hitch, visit with the committee.
17. When everything is saddled and packed, you can move on through the course.

18. All items setting on the mantes (provided by packing committee) in the arena must be loaded and packed on the 2 pack animals including mante.
19. Both loads must have a top pack with mante neatly tucked.
20. One rider leads both pack animals. Both riders must complete the course on their saddle animals.
21. How fast you maneuver through the course is up to you and your teammate. However, unruly judgments on your behalf causing injury to animals are automatic disqualifications from the race. (i.e. - bouncing a hip off your pack animal going through the gate)
22. Entrants must finish the race with all the equipment they started with including equipment on riding stock. All items packed on the pack stock must make it across the finish line on them. Every piece of equipment lost along the trail will be assessed a 1 Minute penalty.
23. Teams must have 1 strand only of small bailing twine breakaways. Any more strands or any other breakaways are assessed a 1 Minute penalty.
24. Time will end when both riders and all 4 animals cross the finish line.
25. Placings will be determined by total course time for team with any penalty times added.
26. Judges decisions will be final.

Teams will be disqualified for:

1. Unsafe or unsportsmanlike conduct.
2. Drunk and disorderly conduct
3. Unruly judgments causing injury to animals.
4. Foul language
5. Animal abuse
6. Interference with another team

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Equipment List & Penalties

Committee Provides:

- 2 sets of panniers
- Mantes
- Equipment to be packed
- Race course

Team Provides:

- 2 team members
- NOTE - At least half your animals must be mules.
- 2 lash ropes - pre-coiled with no pre-tied hitches
- 2 riding horses and/or mules
- 4 saddle pads
- 2 riding saddles
- 2 bridles
- 2 pack horses and/or mules
- 2 pack saddles - sawbucks or deckers, britchen and breast collar required, no quick releases permitted, no bungee cords permitted
- 2 halters

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Penalties

Unrecognized Hitch	2 Minutes	
Not tucking Mante	30 Seconds	
Littering Along Trail	30 Seconds	
Missing an obstacle (Every animal must complete)	30 Seconds	
Hit tree on course	30 Seconds	
Leaving the Course (To retrieve lost item or animal)	30 Seconds	
Breakaway (> 1 strand)	30 Seconds	
Stock tied to anything other than a person or themselves	30 Seconds	
Any part of the load touching the ground while maneuvering the course	30 Seconds	
Unsafe/unsportsmanlike Injury to Animals Foul Language Animal Abuse Interfere w/other team Drunk and unorderedly conduct	All Disqualifications	