



U.S. Department of the Interior
Bureau of Land Management

Wyoming Mustang Days 2017

Wyoming State Fair ♦ Douglas, Wyoming

August 15-17: 8 a.m. to 6 p.m.

- Halter-started horses and burros available for daily adoptions through silent bidding
 - Viewing of saddle-started horses for Saturday adoption
 - Bidding will close daily at 6pm

August 18: 8 a.m. to 5 p.m.

- Opening Ceremonies
- Mustang Days Horse Show
- Classes for all riders and horses
- Awards to high point winners of Junior, Youth, Adult, and Open Divisions

August 19: 2 p.m.

- 2 p.m. - Preview of saddle-started & remaining halter-started horses available for adoption
 - 2:30 p.m. - Wild Horse Adoption by competitive bid

Thank you partners for supporting the BLM's Wild Horse and Burro Program!

For more information, please contact:

June Wendlandt at 307-775-6097 or 307-690-9069 cell

blm.gov/programs/wild-horse-and-burro

1-866-4MUSTANGS (1-866-468-7826)

facebook.com/BLMWildHorseAndBurro





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Wyoming Mustang Days

2017

Wyoming State Fair Horse Show Schedule

Show Starts at 8:30 AM

Halter Showmanship

1. Open
2. Senior (18 and Over)
3. Junior (14 to 17)
4. Youth (13 and Under)

English or Western Pleasure Classes (Walk/Trot/Canter) English or Western saddles allowed, dress is casual (boots with a heel are required). All riders in each age division will enter the arena to be judged at the same time.

5. * Lead Line (5 and under * cannot enter riding classes)

6. W/T/C Open
7. W/T/C Senior (18 and Over)
8. W/T/C Junior (14 to 17)
9. W/T/C Youth (13 and Under)

20-30 Minute Schooling Break/Fence Set Up (Riders competing in any of the Hunter Hack Classes will be allowed to school the course/fences prior to competition. The center of the X-Rail fence will be approximately 12"-15" in height.)

English Only Classes (English saddles only, helmets and boots with a heel are required, dress is casual.)

10. X-Rail Hunter Hack Open
11. X-Rail Hunter Hack Senior (18 and Over)
12. X-Rail Hunter Hack Junior (14 to 17)
13. X-Rail Hunter Hack Youth (13 and Under)
14. 2' Hunter Hack Open
15. 2' Hunter Hack Senior (18 and Over)
16. 2' Hunter Hack Junior (14 to 17)
17. 2' Hunter Hack Youth (13 and Under)

Western Only Classes (Western saddles only). Boots with a heel required. **Cow Handling Classes** will have a time limit designated to each age division. Riders are to remain in control of their horses during this event, failure to do will result in disqualification (for further details see cow handling diagram below). **Trail Classes** will be held in the **Outdoor Grass Arena**. Please refer to "Trail Course Obstacles" listed below to view possible obstacles to be encountered when competing in trail classes)

18. Open Trail
19. Senior Trail (18 and Over)
20. Junior Trail (14 to 17)
21. Youth Trail (13 and Under)
22. ***In Hand Trail/Lead Line**
23. Open Reining
24. Senior Reining (18 and Over)
25. Junior Reining (14 to 17)
26. Youth Reining (13 and Under)
27. Open Cow Handling (2 minute time limit)
28. Senior Cow Handling (18 and over, 2 minute time limit)
29. Junior Cow Handling (14 to 17, 2.5 minute time limit)
30. Youth Cow Handling (13 and Under, 3 minute time limit)
31. ***Team Sorting** (Youth, Junior, Senior and Open)
32. ***Free Style Competition** (Youth, Junior, Senior, Open)

Free style is open to all Ages and Riding Disciplines. Winner Takes All! Competitors will be judged on their Horsemanship, and Creativity. Each participant is **required to trot one circle to the left and trot one circle to the right** (without breaking stride), **halt and back up 4 steps** at a time of the competitors choosing during their routine. Music, costumes, creativity, props, and entertainment are encouraged and will help increase points! Competitors will have 3-4 minutes to show off their, and their horses' abilities. (The **Free Style Award** will go to a competitor chosen by the judge at the end of the event. Competitors will **NOT** receive points towards the **High Point Competitor Award** in this event.)

High Point Competitor Awards (ALL classes with the exception of * classes earn points towards the High Point Competitor Award)

- Youth High Point Competitor (13 and Under)
- Junior High Point Competitor (14 to 17)
- Senior High Point Competitor (18 and Over)
- Open High Point Competitor

The **OPEN** division is open to all competitors (Youth, Junior, Senior, Beginners, Amateurs, and Professionals). The competitor who wins the **High Point Competitor Award** in either the **Youth, Junior** or **Senior** division is not eligible to win the **Open** High Point Competitor Award. **Professionals** are **required** to enter the **Open** division. A **professional** is any individual who accepts remuneration for training horses, teaching students or clinics, and/or is sponsored by a company to promote their products.



Show Prizes

Prizes will be awarded to 1st -3rd place and ribbons will be awarded to 1st-6th in all classes (**with the exception of * classes**).

Points towards **High Point Competitor** will be awarded in **ALL** classes (excluding * classes) based on the number of competitors (see points system scale below) in each class.

The winner of each **High Point Competitor** division (**Youth, Junior, Senior, Open**) will receive an award at the end of the show.

***Team Sorting** will receive 1st -3rd place prizes to the winner/winning team, the **Free Style Competition** will award a prize to the winner of the crowd's choice. * Classes **DO NOT** contribute points towards the **High Point Competitor Awards**.

Points System

Points Awarded for placing in class															
Contestants in class	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th
1-3	1														
4-7	2	1													
8-11	3	2	1												
12-15	4	3	2	1											
16-19	5	4	3	2	1										
20-24	6	5	4	3	2	1									
25-29	7	6	5	4	3	2	1								
30-34	8	7	6	5	4	3	2	1							
35-39	9	8	7	6	5	4	3	2	1						
40-44	10	9	8	7	6	5	4	3	2	1					
45-49	11	10	9	8	7	6	5	4	3	2	1				
50-54	12	11	10	9	8	7	6	5	4	3	2	1			
55-59	13	12	11	10	9	8	7	6	5	4	3	2	1		
60-64	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
65 & over	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1



Trail Class Obstacles (subject to change; lists are not all inclusive. Each obstacle is worth 5 points. Failure to complete an obstacle will result in a loss of points).

Youth (13 and Under)

- “L” shaped poles
- Pick-up a flag
- Cross a bridge
- Weave through cones
- Dismount

Junior Trail (14 to 17) and In-Hand Trail

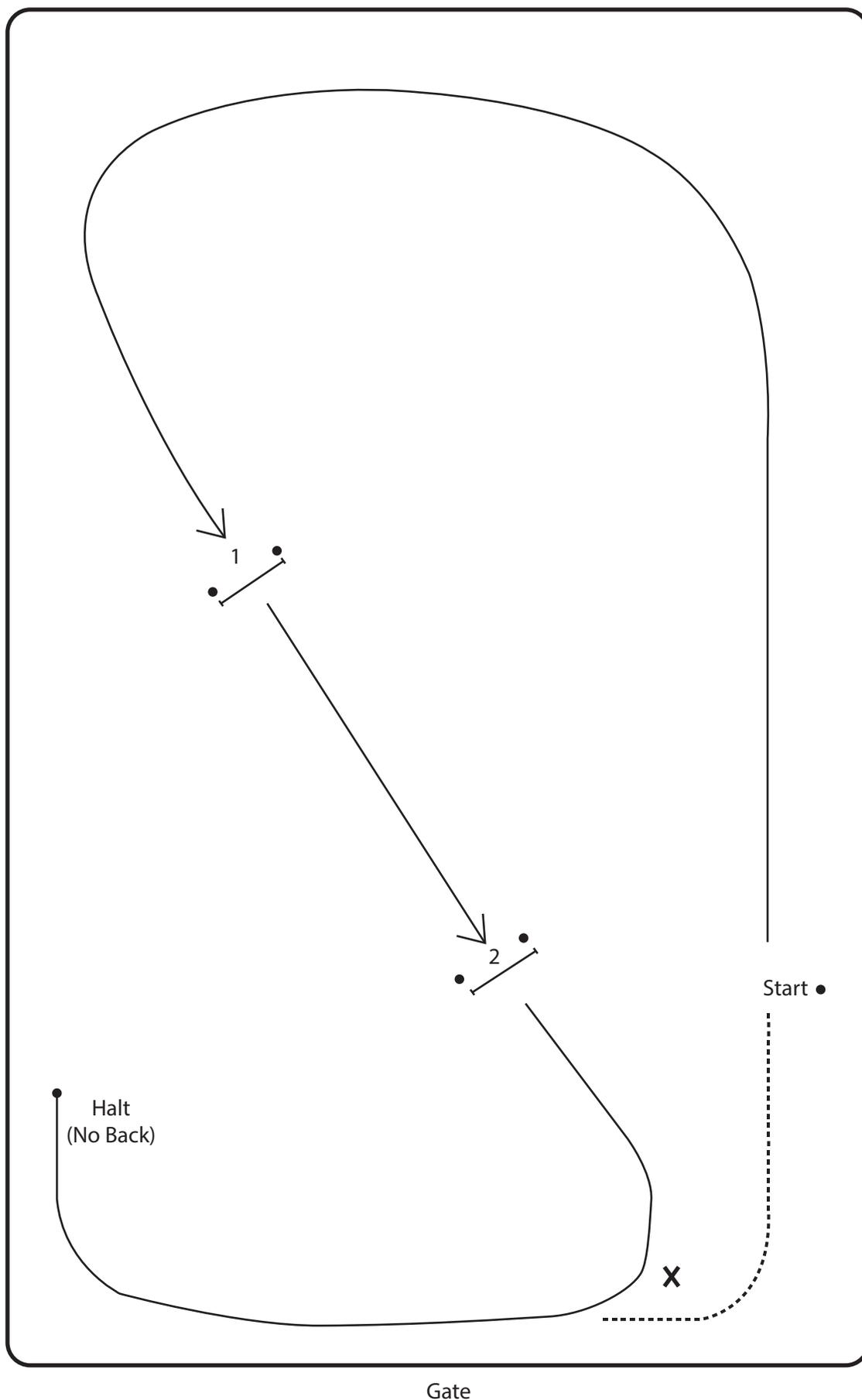
- Open a gate
- Cross through/over poles
- Cross a tarp
- Side-pass
- Mailbox work
- Cross a bridge
- Back-up
- Weave through cones
- Ride between panels
- Dismount

Senior/Open Trail (18 and Over)

- Open a gate
- Pick up a flag/bucket
- Walk over or under a tarp
- Mailbox work
- Load horse into a trailer
- Cross a bridge
- Weave through cones
- Cross through/over poles
- Back up
- Trot or lope
- Handle a slicker
- Drag a log
- Side-pass
- Dismount

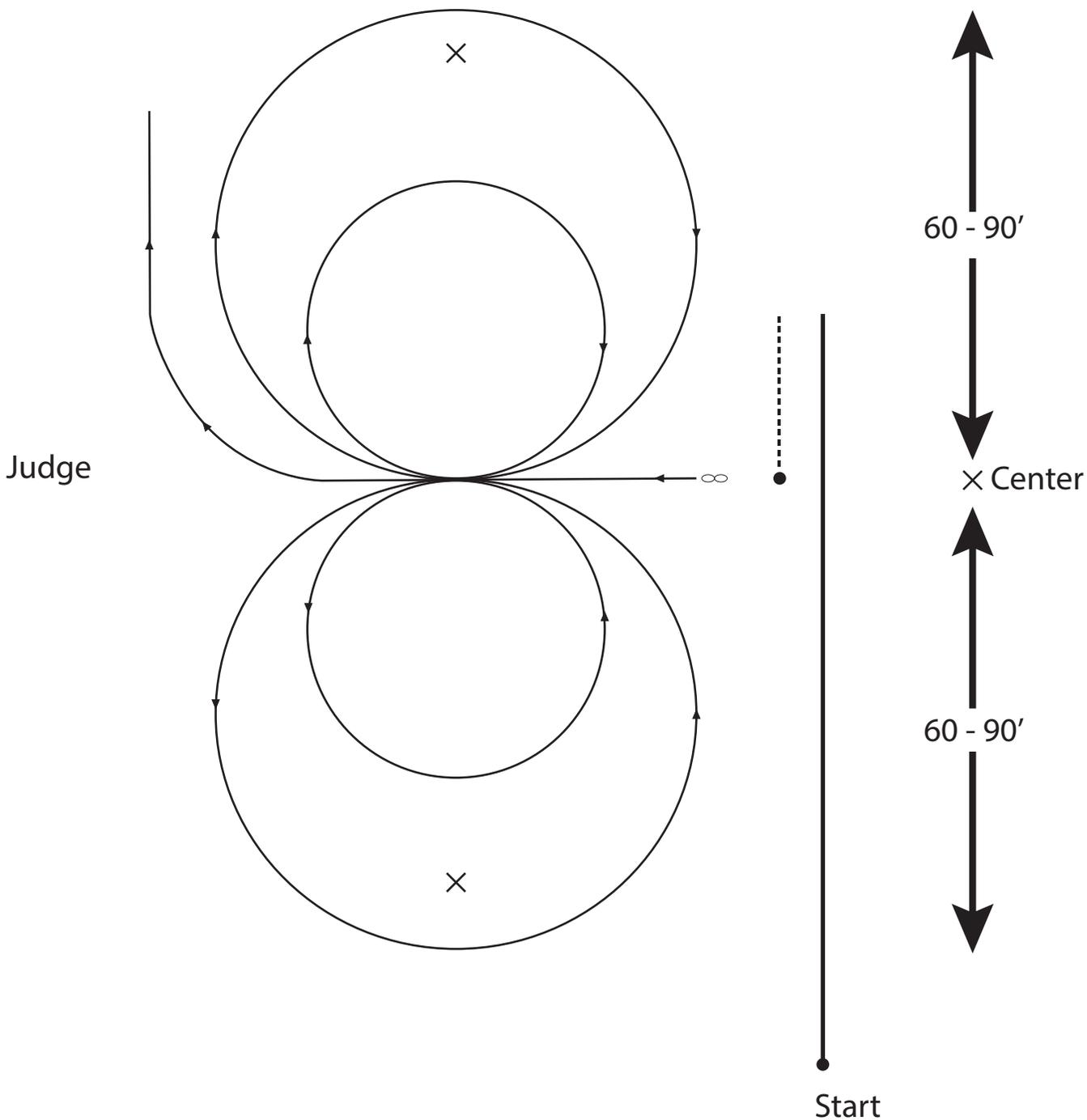


Hunter Hack X-Rail/2'



Trot from the gate to the first marker. Pick up a left lead canter. Canter fence 1 and 2. Perform a simple or flying lead change at the X marker if needed. Continue cantering on the right lead to the marker. Halt at marker with no back. Exit the arena at a walk.

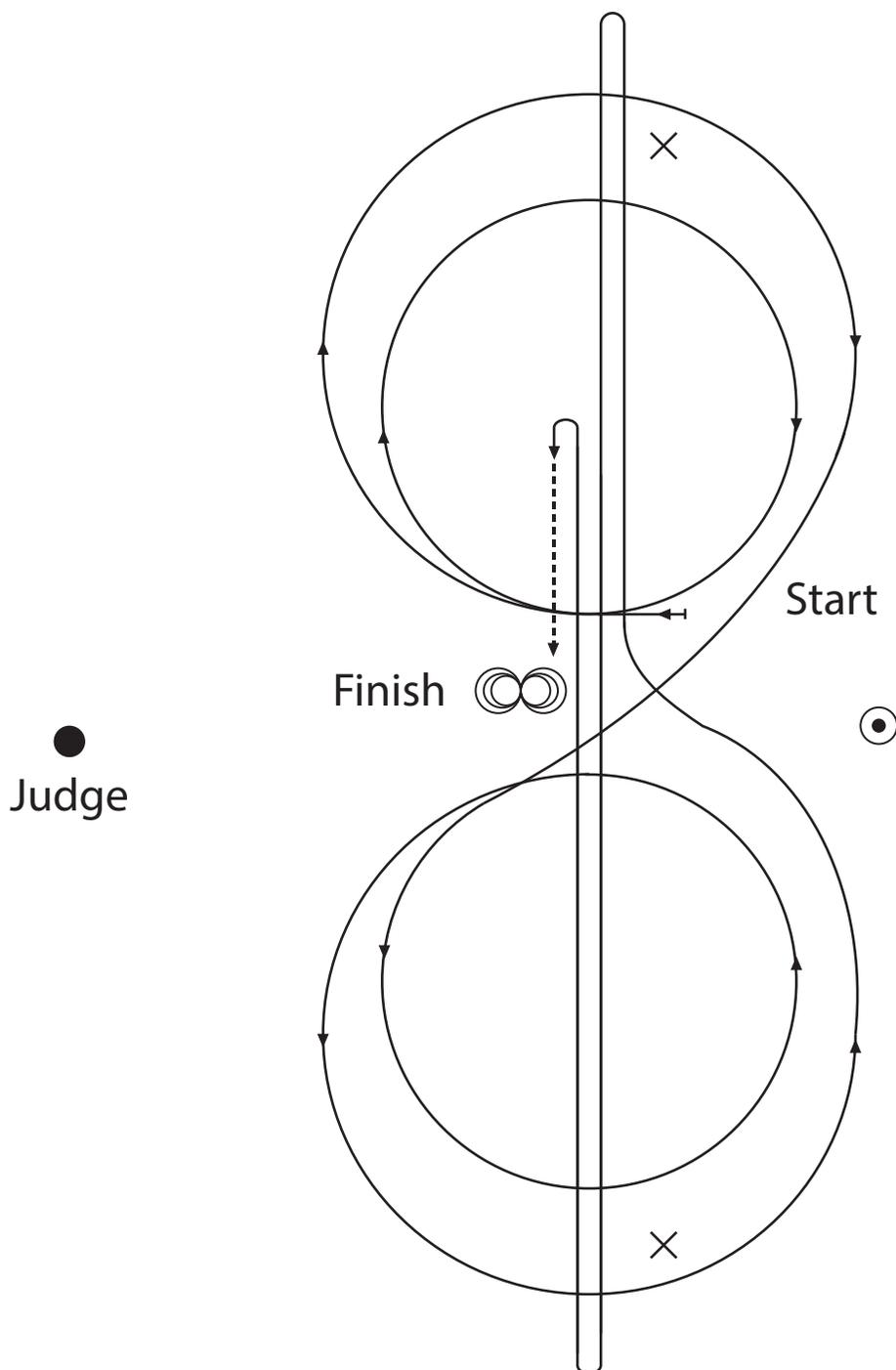
Youth/Junior Reining



Ride Pattern:

1. Lope in a straight line at least 20 feet away from fence. Stop and back to center of arena. Settle horse for 10 seconds.
2. Do 1 spin to right, 1-1/4 spins to the left.
3. Ride a large fast circle to the right, outside markers. Ride a small slow circle to the right, insider markers. Execute simple change of leads (break to walk or jog).
4. Ride a large fast circle to the left, outside markers. Ride a small slow circle to the left, inside markers. Execute simple change of leads, lope off on right lead.
5. Stop. Settle horse for 5 seconds. Exit the arena at a walk.

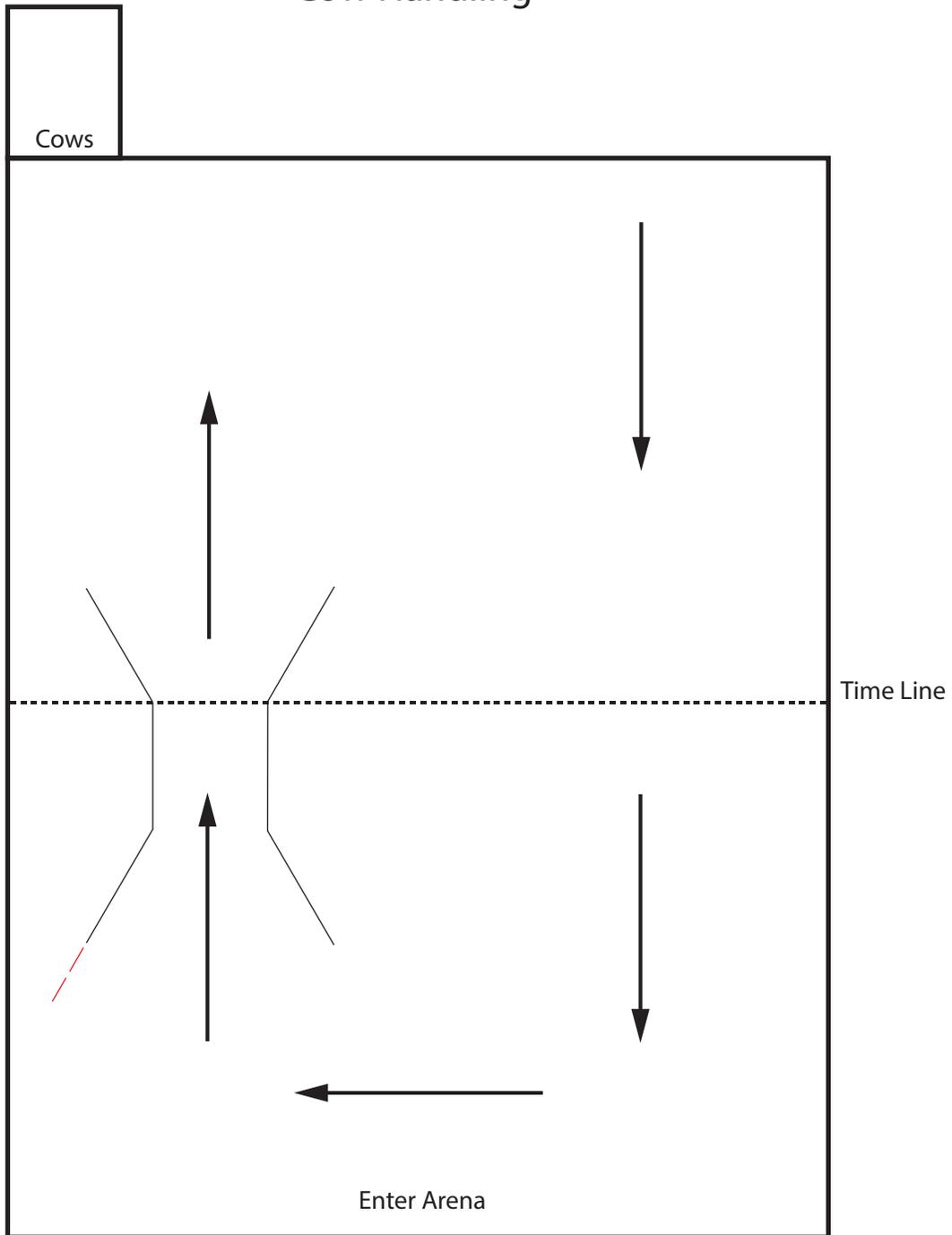
Senior/Open Reining



Ride Pattern:

1. Begin pattern at center of arena. Complete 2 circles to the right, the first circle small and slow inside the marker. Flying change of leads at center of arena.
2. Complete 2 circles to the left, the first circle small and slow inside the marker, the second circle large and fast outside the marker. Flying change of leads at center of the arena.
3. Run to the far end of the arena, past end marker and do a left rollback, no hesitation.
4. Run to opposite end of arena, past end marker and do a right rollback, no hesitation.
5. Run past center of arena and do a sliding stop. Back straight to center of arena. Hesitate.
6. Complete 3 spins to the right.
7. Complete 3 spins to the left. Hesitate to demonstrate completion of the pattern. Exit the arena at a walk.

Cow Handling



The rider is to get the cow down the arena and back through the panel alley within the allowed time limit (see time limits for age divisions listed below). Once the cow is in the arena and the gate is closed the time begins. The time ends when the cow crosses the timer line in the alley. If the cow enters the alley from the incorrect direction the rider is disqualified. The extra wing dotted line applies to youth division only.

Time Limits

Open: 2 minutes

Senior: (18 and Over) 2 minutes

Junior: (14 to 17) 2.5 minutes

Youth: (13 and Under) 3 minutes



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Entry Form

(Only one horse per entry form)

Class #	Horse Name	Freezemark	HMA*	Rider's/Owners Name	Division

*HMA – Herd Management Area the horse or burro was gathered from.

Contestants Name: _____ Age: _____

Parents/Guardians Signature if under 18: _____

Address: _____

Phone Number: _____

Horses Name: _____ Age: _____ Gender: _____

HMA: _____

Are you entering as a Professional? _____

A professional is an individual who receives remuneration for training horses, teaching students, or clinics, and/or is sponsored by a company to promote their products. Professionals are required to enter the **OPEN** Classes.

(Disclaimer:) Each contestant is responsible for his/her horse or burro. Horses or burros are not to be loose or unattended at any point. If a horse or burro has a tendency to kick, it is the owner's responsibility to flag said animal (preferably with a red ribbon) to warn other riders. Contestants ride at their own risk, and will not hold Bureau of Land Management or Wyoming State Fair responsible for any accident or injury involving themselves or their horses or burros. Entry into any of the classes shall constitute acceptance of this disclaimer. Classes are subject to change due to the circumstance beyond our control. Participants will be notified of any changes in advance. Wyoming State Fair General Rules and Horse Show Guidelines apply to these activities. See applicable date and fees for services.

