

RULES for the HIGH-LOW OLYMPIC JUDGING SYSTEM

1. Five Judges working independently of each other will place each class. Judge number one will be the Call Judge.
2. Points will be assigned to the placing on a one to ten basis with first receiving ten points, second place receiving nine points, third place receiving eight points, and so forth on down to one point for tenth place. The highest placing and the lowest placing are eliminated for each entry.
3. The remaining three placing are totaled and the entry receiving the most points wins the class. In case of a tie; then all five places are added. If still tied, then the first or Call Judge's Card shall determine first place.
4. If a mule receives four or less placing, the top score is eliminated.
5. The Ringmaster must inform the Announcer of the workout request. Whenever mules are being called for a workout, the Announcer must call for them in numerical order.
6. A workout requires agreement by three of the five judges, or the positions must be filled without a workout.
7. If a workout is agreed upon, the Ringmaster must ask the other Judges if they wish to add other mules to those being sent to the rail.
8. In order to be included in a workout, an entry must appear on two Judges' lists. If an entry does not receive two votes for the inclusion in the workout, that entry does not return to the rail.
9. If no entries receive two workout votes, there is no workout and the class is tied.