

FORT WORTH  
**STOCK SHOW  
& RODEO**



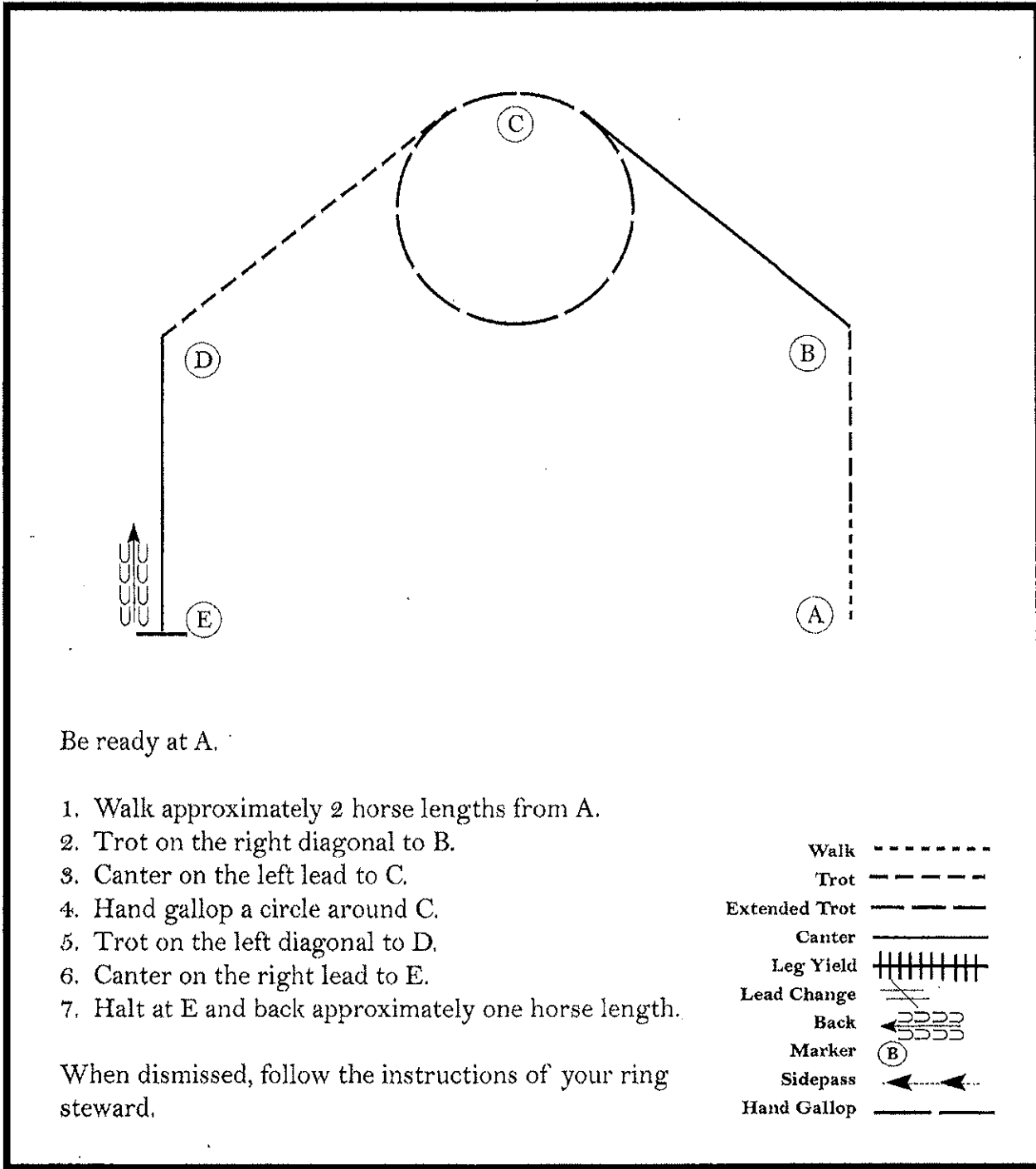
2025  
**DONKEY & MULE  
PATTERNS**



SDMS – FWSSR  
 JANUARY 25-26, 2025  
 CLASS 03 – ENGLISH EQUITATION – MULE – OPEN

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Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Trot on the right diagonal to B.
3. Canter on the left lead to C.
4. Hand gallop a circle around C.
5. Trot on the left diagonal to D.
6. Canter on the right lead to E.
7. Halt at E and back approximately one horse length.

When dismissed, follow the instructions of your ring steward.

- Walk -----
- Trot - - - - -
- Extended Trot \_\_\_\_\_
- Canter \_\_\_\_\_
- Leg Yield |||||
- Lead Change / / / / /
- Back ← ← ← ← ←
- Marker (B)
- Sidepass ← - - - - -
- Hand Gallop \_\_\_\_\_

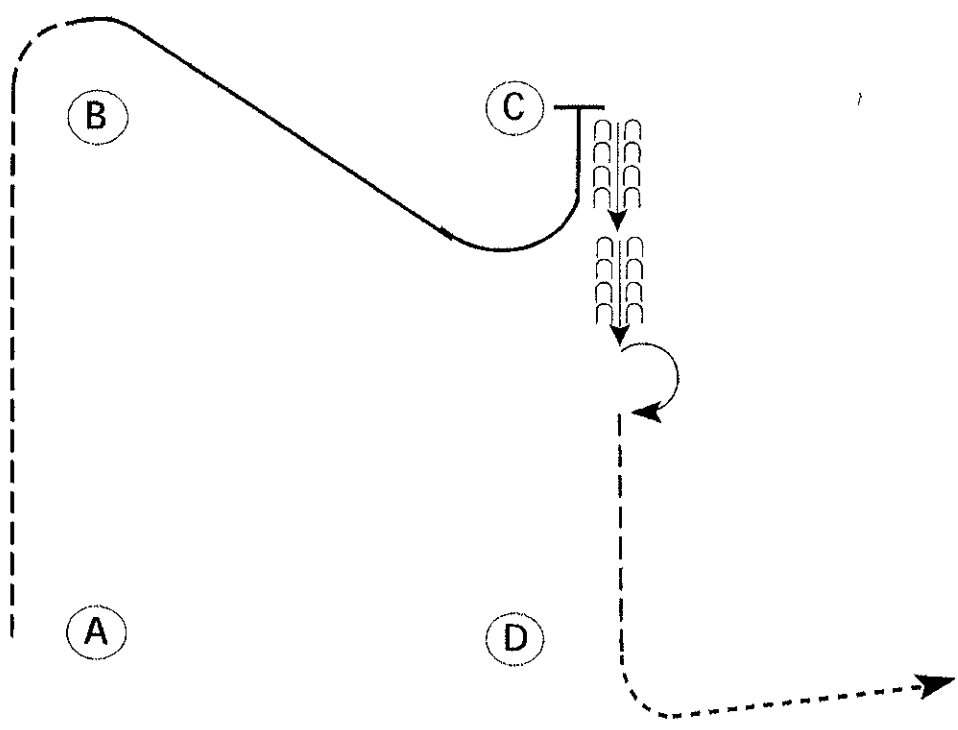
[HSE/3-37]

**Pattern Provided by:**  
*Judges*

SDMS – FWSSR  
 JANUARY 25-26, 2025  
 CLASSES 14 & 16 – NOVICE ADULT & YOUTH DONKEYMANSHIP  
 CLASS 17 – GREEN MULEMANSHIP

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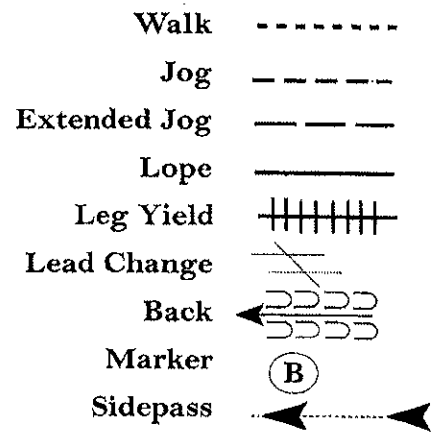
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Be ready at A.

1. Jog to B.
2. At the top of B, pick up the left lead.
3. Lope on the left lead to C.
4. Back approximately one horse length.
5. Turn 180 degrees to the right.
6. Jog to D.
7. Walk at D and turn to the left.

Follow the instructions of your ring steward.



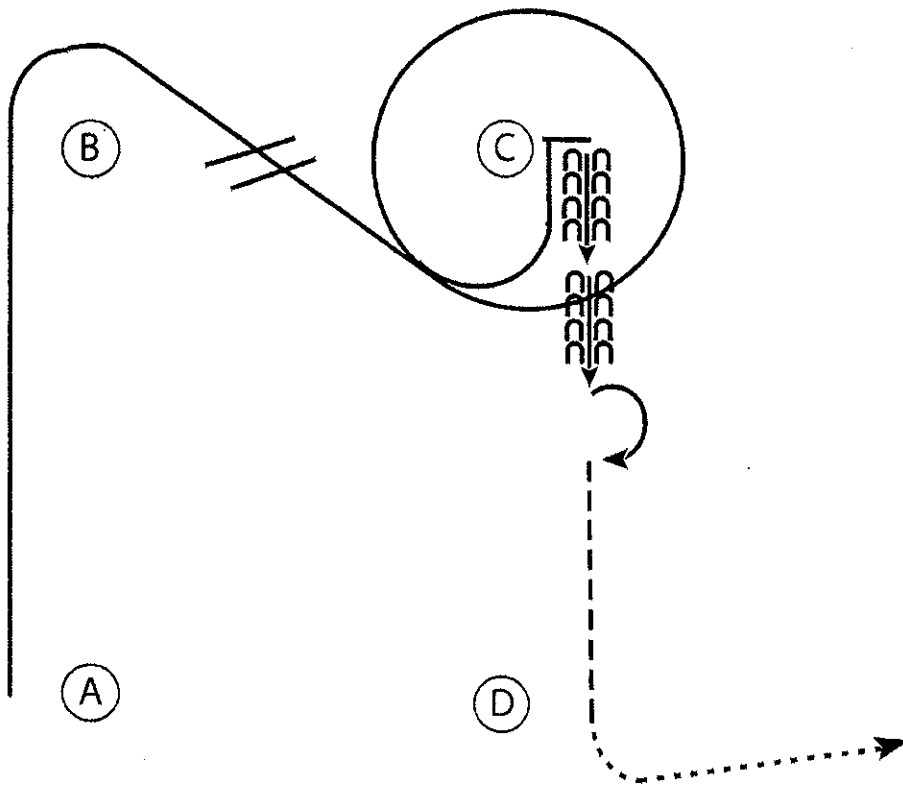
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[WH/1-52]

SDMS – FWSSR  
 JANUARY 25-26, 2025  
 CLASS 15 – ADULT DONKEYMANSHIP  
 CLASSES 18, 19 & 20 – NOVICE ADULT, ADULT & YOUTH MULEMANSHIP

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1. Start at A. Right lead lope around B.
2. Perform a simple or flying lead change to the left lead lope.
3. Lope a circle around C.
4. Stop when even with C.
5. Back five steps.
6. Perform a 180 degree turn to the right on the hindquarters.
7. Jog to D.
8. At D walk. Walk to the line-up.

- Walk
- Jog
- Extended Jog
- Lope
- Leg Yield
- Lead Change
- Back
- Marker
- Sidepass

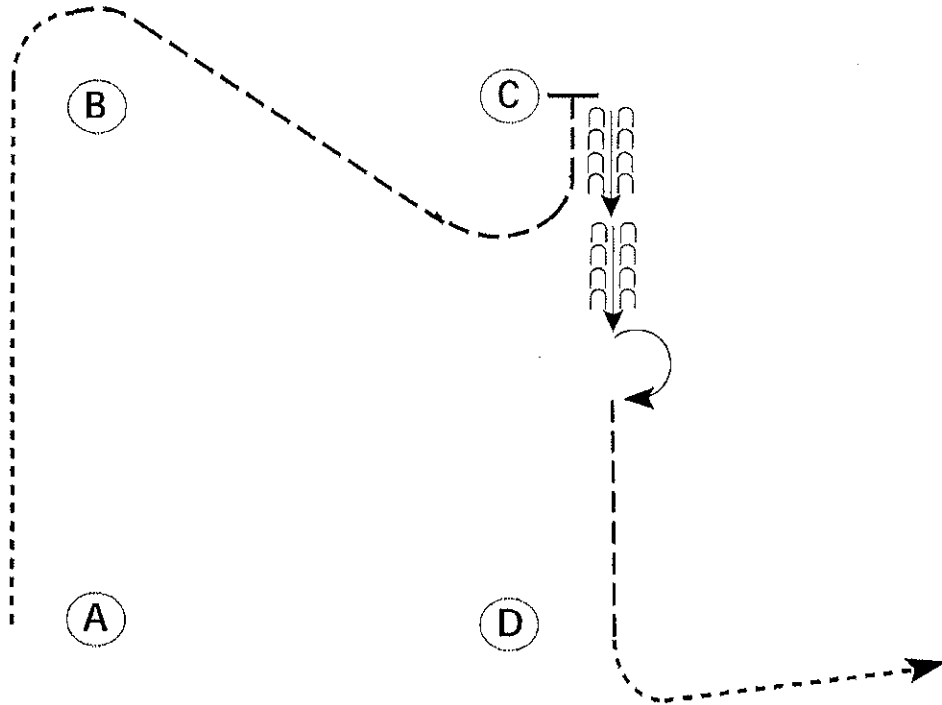
[WH/2-52]

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SDMS – FWSSR  
 JANUARY 25-26, 2025  
 CLASS 13 – GREEN DONKEYMANSHIP  
 CLASS 21 – SUB YOUTH DONKEYMANSHIP/MULEMANSHIP

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Be ready at A.

1. Walk to B.
2. At the top of B, begin to jog.
3. Jog to C.
4. Stop and back approximately one horse length.
5. Turn 180 degrees to the right.
6. Jog to D.
7. Walk at D and turn to the left.

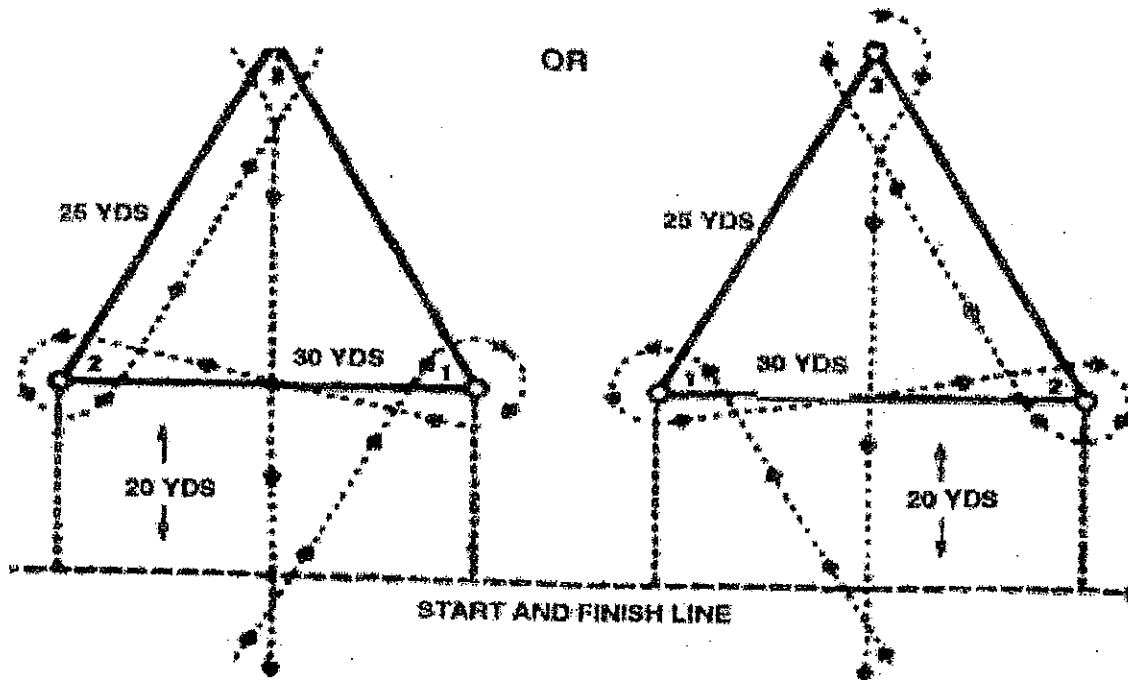
Follow the instructions of your ring steward.

- Walk -----
- Jog - - - - -
- Extended Jog - - - - -
- Lope \_\_\_\_\_
- Leg Yield |||||
- Lead Change / / / / /
- Back ← C C C C C
- Marker (B)
- Sidepass ← - - - - - →

[WH/WT-52]

**Pattern Provided by:**  
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SDMS – FWSSR  
JANUARY 25-26, 2025  
CLASSES 37, 38, 39, 40 – CLOVERLEAF BARRELS

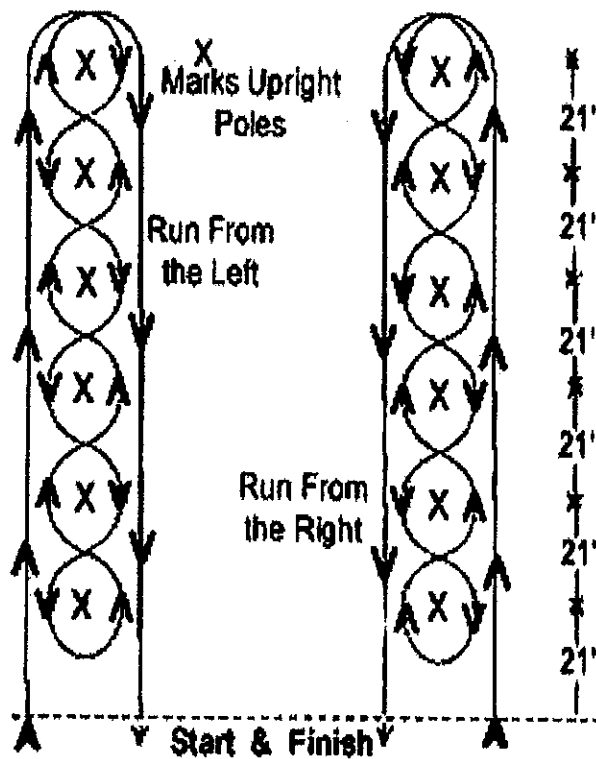


### 10.3 Cloverleaf Barrels

- A. Standard pattern shall consist of 3 barrels spaced in a triangle and sized to safely fit arena.
- B. Pattern may be run from left or right side.
- C. Contestant allowed a running start (within arena).
- D. No penalty for touching or resetting a barrel.
- E. A 5 second penalty will be added for each barrel knocked over.
- F. Breaking pattern a disqualification.

SDMS – FWSSR  
JANUARY 25-26, 2025  
CLASSES 41, 42, 43, 44 – POLE BENDING

- A. Pole bending is a timed event. Each contestant will begin from a running start, and time shall begin and end as the mule's nose crosses the line. (A clearly visible starting line shall be provided.) Electronic timer or at least two stop watches shall be used, with the time indicated by the electric timer or the average time of the watches used by official timers to be the official time.
- B. When measuring the area for the poles, it is recommended that there is ample room for the mules to complete their turns and stop at the finish and to have a 45' foot running start as outlined in General Rules.
- C. The pole bending pattern is to be run around six poles. Each pole is to be 21' feet apart, and the first pole is to be 21' feet from the starting line. Poles shall be set on top of the ground, six (6') feet in height, with no base more than fourteen (14") inches in diameter.
- D. A mule may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly. (see pattern).
- E. Knocking over a pole shall carry a five (5) second penalty. Failure to follow the course shall cause disqualification. A contestant may touch a pole with his or her hand in pole bending without penalty. Breaking the time line on the return pass shall be a disqualification.





SDMS – FWSSR  
JANUARY 25-26, 2025  
CLASS 46 - ADULT COON HUNTERS JUMPING – MULES

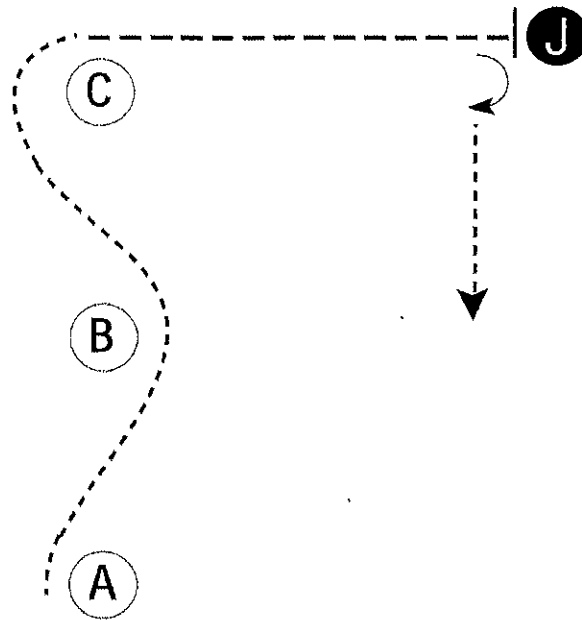
**9.2 Coon Hunters Jumping**

- A. Open to both donkeys and mules. Open to Adult and Youth age exhibitors but any Youth exhibitor must have a responsible adult assistant in the ring during the class. This sponsor may not physically assist except in cases of uncontrollable circumstances, and any assistance will terminate further competition from that Youth exhibitor. Youth will not be allowed to exhibit jacks.
- B. Attire: Western attire or anything that a real coon hunter might wear except no tennis shoes. Some type of hat or cap required.
- C. Equipment: (Recommended jump specifications.) Free standing jump will have a single, vertical freely sliding cross-bar which will be supported by wood dowel pins no more than 1/4" in diameter which will break and drop the crossbar if the animal fails to make the jump. Horizontal width of jump will be minimum of 8 feet. Holes for dowel pins can be at 2-inch increments with the bottom hole 30 inches from the ground, and the top hole at 72 inches.
- D. May have separate classes for animals up to 48" and 48.01" and over.
- E. Animals to 48" will jump from inside a 10-foot marked box. animals 48.01" and over will jump from inside a 12-foot marked box. The box can be marked with chalk, paint or a line drawn in dirt, but may NOT be marked with rope or string.
- F. Initial jump will be determined by the median chest height of the smallest and largest animals in the class.
- G. Initial jump must be cleared to qualify for placing.
- H. Each attempt to be timed by stopwatch, with a required backup stopwatch. Time starts when the first hoof touches ground in box.
  - 1. Two attempts may be made at each height in a maximum of 90 seconds. Time is stopped only to replace pins.
- I. After entering marked box area, animal must stop completely before jumping. "Stop" is defined as cessation of all forward motion, all four feet on ground at same time. Failure to stop will be counted as one attempt.
- J. If animal steps out of the marked box, it will be considered an attempt.
- K. Handler may stand to either side of box but must hold reins or lead rope in hands at all times.
- L. A blanket or cover may be used over the jump if the handler desires (and provides).
- M. No physical force or abuse will be allowed.
- N. Animal may lean against jump but may not push jump more than two feet or it is considered an attempt.
- O. Should two or more animals tie for a height, the animal which clears the jump in one attempt will be the winner, regardless of time. If both animals clear the jump on the same attempt (first or second), the animal with the fastest time will be the winner.

SDMS – FWSSR  
 JANUARY 25-26, 2025  
 CLASSES 114 – SHOWMANSHIP AT HALTER – GREEN DONKEY

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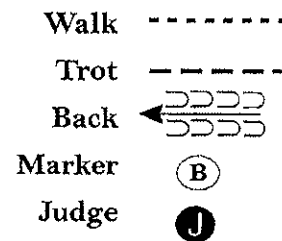
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Be ready at A.

1. When acknowledged, walk around B and around C.
2. Trot from C to judge.
3. Stop and set up for inspection.
4. When dismissed, perform a 90 degree turn and walk away from judge.

Follow the directions of the ring steward.



[S/WT-59]

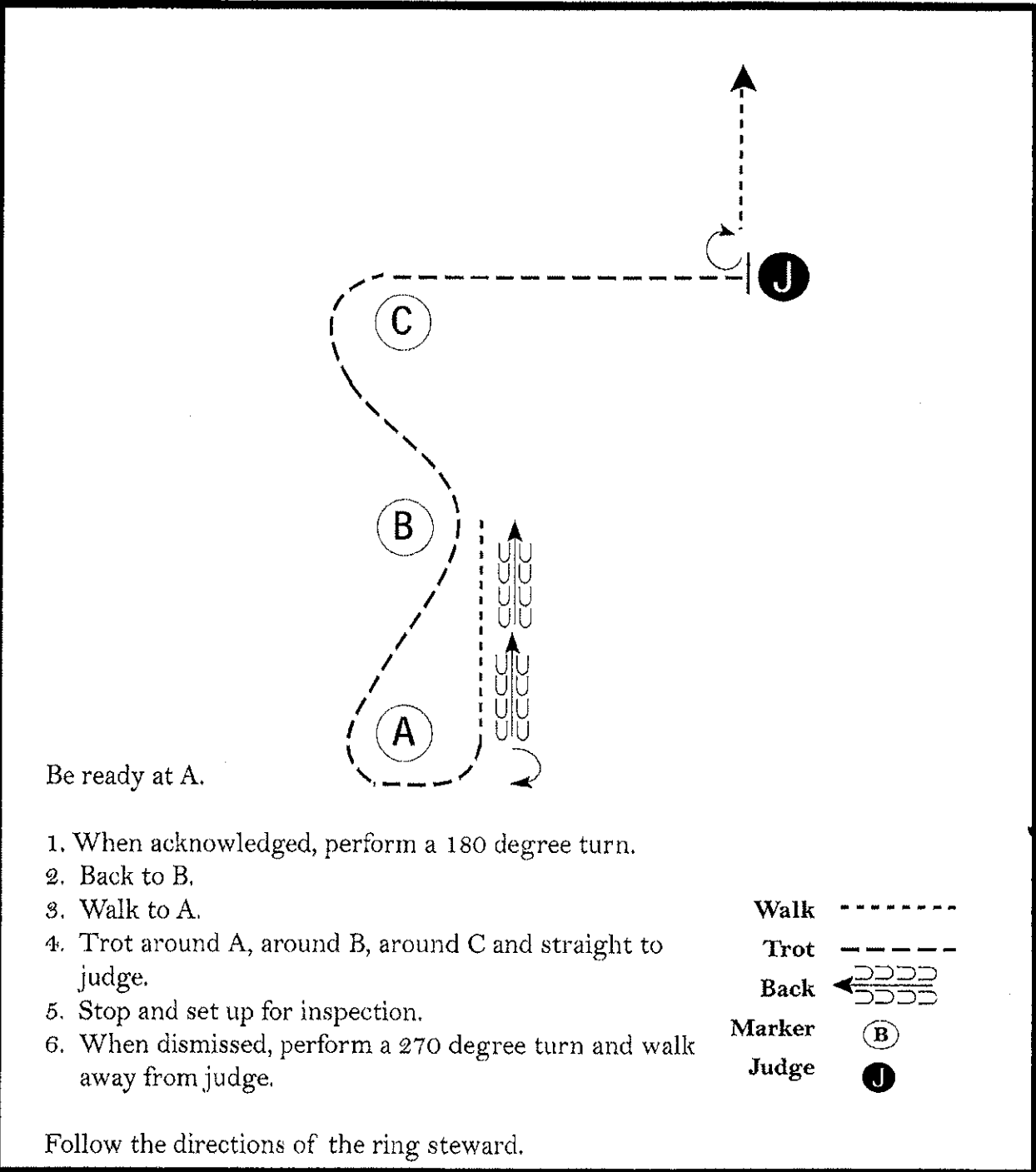
**Pattern Provided by:**

*Judges*

SDMS – FWSSR  
 JANUARY 25-26, 2025  
 CLASSES 115, 116, 117, 118, 119, 120, & 121  
 SHOWMANSHIP AT HALTER – DONKEYS AND MULES

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Be ready at A.

1. When acknowledged, perform a 180 degree turn.
2. Back to B.
3. Walk to A.
4. Trot around A, around B, around C and straight to judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 270 degree turn and walk away from judge.

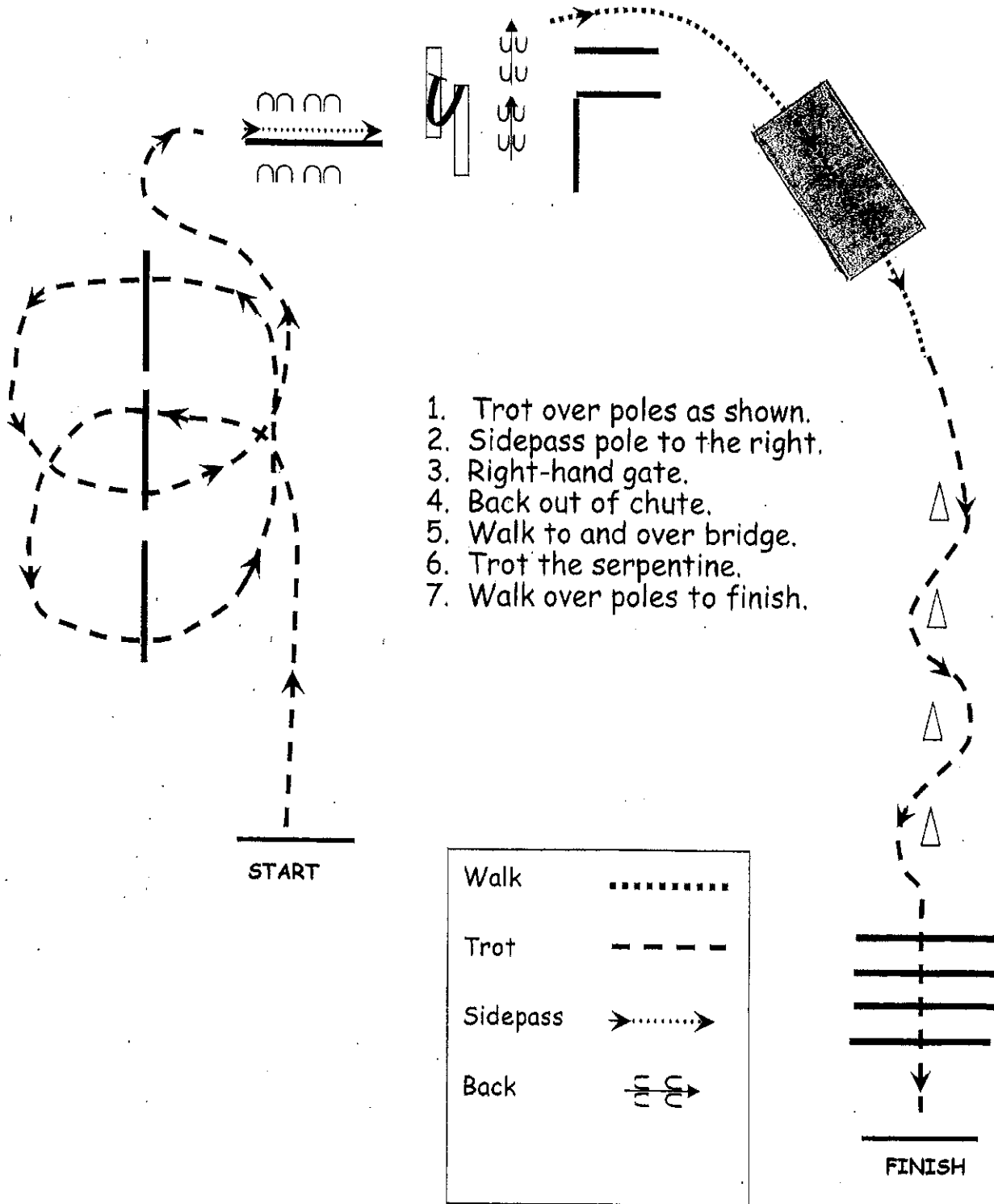
Walk	-----
Trot	----- 
Back	←←←←← -----
Marker	ⓑ
Judge	●

Follow the directions of the ring steward.

[S/3-59]

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SDMS – FWSSR  
 JANUARY 25-26, 2025  
 CLASSES 130 & 138 – TRAIL – WALK/TROT  
 GREEN DONKEY & SUB YOUTH DONKEY/MULE



1. Trot over poles as shown.
2. Sidepass pole to the right.
3. Right-hand gate.
4. Back out of chute.
5. Walk to and over bridge.
6. Trot the serpentine.
7. Walk over poles to finish.

Walk	.....
Trot	- - - -
Sidepass	→.....→
Back	←.....←

SDMS – FWSSR  
 JANUARY 25-26, 2025  
 CLASSES 131, 132, 133, 134, 135, 136 & 137 - TRAIL  
 ADULT & YOUTH DONKEYS & MULES

