

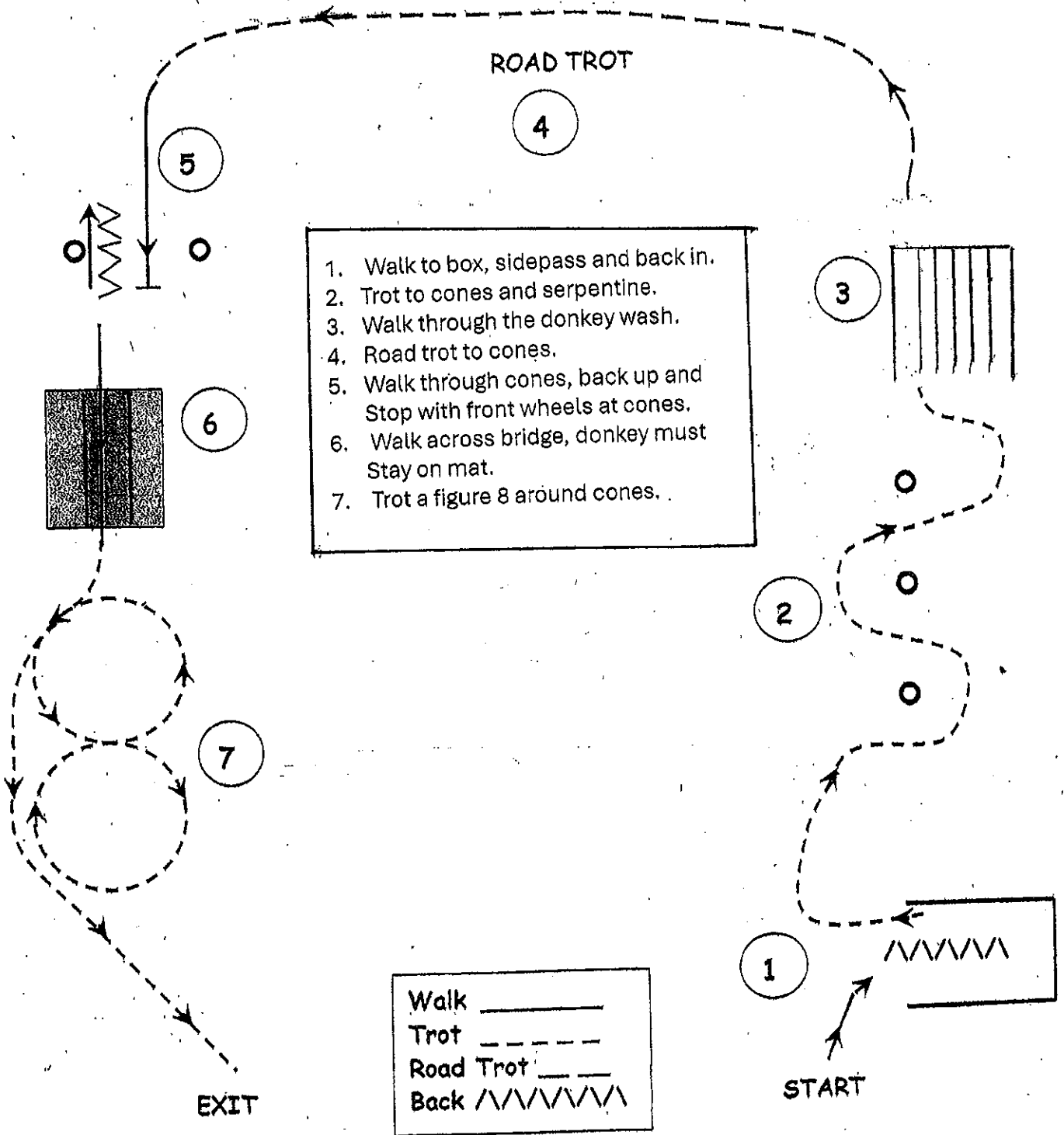
FORT WORTH
**STOCK SHOW
& RODEO**



2025

**MINIATURE DONKEY
& MULE PATTERNS.**

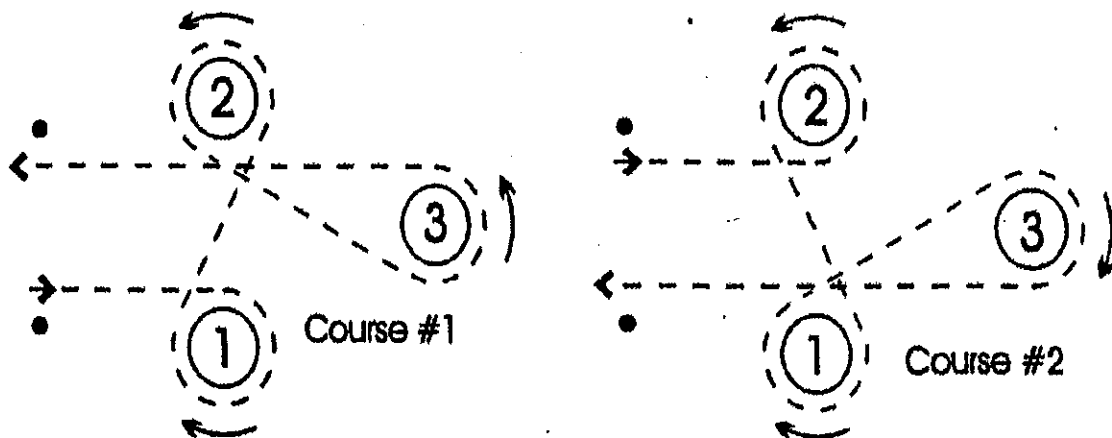
SDMS – FWSSR
 JANUARY 25-26, 2025
 SINGLE HITCH OBSTACLE DRIVING – MINIATURE DONKEYS & MINIATURE MULES
 CLASSES 27-28-29-30-31



SDMS – FWSSR
JANUARY 25-26, 2025
CLOVERLEAF BARRELS – MINIATURE DONKEYS & MINIATURE MULES
CLASSES 32-33-34-35-36

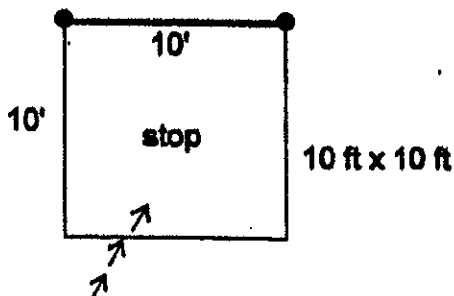
Cloverleaf Barrel Driving

- A. Three barrels shall be placed to form an equilateral triangle.
- B. This is a timed event with the fastest Donkey and Competitor determined the winner. Knocking over a barrel will constitute a five second penalty for each barrel knocked over. Touching a barrel is permitted.
- C. Competitors shall be disqualified for not following the pattern. Cantering is not permitted. There will be a five second penalty for each time a Donkey breaks into a canter with a disqualification on the third time.
- D. Course shall be measured with a tape.
- E. Timing line shall be 50 feet from both barrels #1 & #2.
- F. The distance from barrel #1 to barrel #2 shall be 50 feet.
- G. The distance from barrel #1 to barrel #3 shall be 50 feet; from barrel #2 to barrel #3 shall be 50 feet.
- H. The barrels shall be run as in the diagram using Course #1 or Course #2.
- I. Course #1 - Entry shall cross the starting line, circle barrel #1 clockwise; circle barrel #2 counter-clockwise; circle barrel #3 counter-clockwise and run back between #1 and #2, across the timing line.
- J. Course #2 (reverse order) - Entry shall cross the timing line, circle barrel #2 counter-clockwise; circle barrel #1 clockwise; circle barrel #3 clockwise and run back between #1 and #2, across timing line.

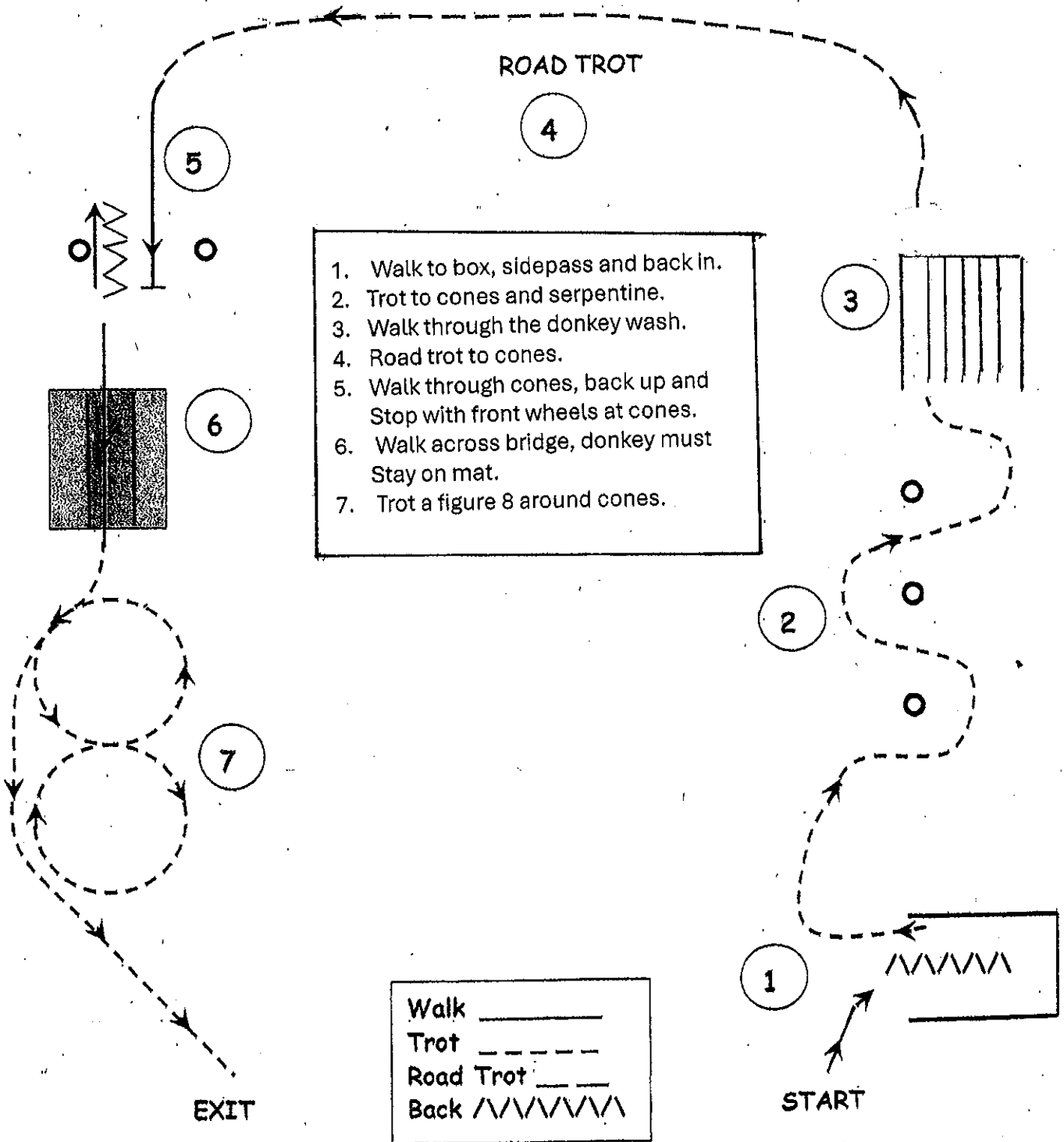


SDMS – FWSSR
JANUARY 25-26, 2025
CLASS 45 – ADULT COON JUMPING – MINIATURES

- A. All Donkeys must be handled by one person only. No Helper is allowed.
- B. Jump starts at 16" and is raised 2"- 3" after every Donkey in the class jumps (or attempts to).
- C. Donkeys may be jumped by handler leading their Donkey by their side. Competitor may go over the jump with their Donkey.
- D. Jumps are to be of a breakaway type, either PVC piping or wood. If PVC is used it must not sway in the middle (1-1/2" or 2" Schedule 40 is recommended). PVC is preferred for the safety of the Donkey. Side poles (that hold the jump) should not be higher than 4 ft. tall.
- E. Donkeys must be three (3) years or older actual age. (See 21-K.)
- F. Both front and rear feet must come to a complete stop inside the 10' x 10' box before jumping. (There is no box on other side of jump.) The Donkey may not simply trot into the box and take the jump without stopping or they will be disqualified. Once completely stopped inside the box each Donkey will have 45 seconds or 3 attempts - whichever comes first to take the jump. Stepping out of the box or knocking down the bar means the Donkey cannot advance in the competition but can still place.
- IN THE EVENT OF A TIE there will be a jump-off as follows:**
- The bar will be lowered to the previous height the tied Donkeys both completed.
 - The Donkeys will jump again at this height. If they are both successful then the bar will be raised in increments of 2"-3" in each round until one Donkey wins.
 - If neither Donkey is successful at the new height the Judge will place the Donkey that at least tried to take the jump, displayed the most willingness to jump or had the best form.
- G. Donkeys must make a clean jump. Donkeys may rub the jump with chest or belly as long as he/she does not knock the bar down. Donkeys must land in an upright position.
- H. Donkeys are to be jumped in halters. A rope or chain under the chin on halter is allowed and is required for 1 year old and over jacks. No choke ropes over the neck are allowed.
- I. No whipping or mistreatment is allowed or entry will be disqualified.
- J. Competitor may provide their own blanket to place on the bar underneath the jump bar. The blanket cannot be put on the jump bar itself.



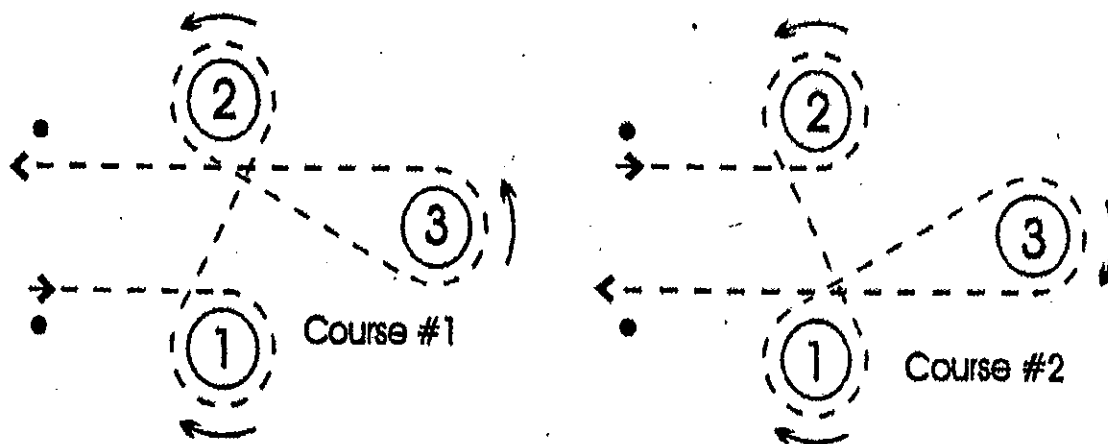
SDMS – FWSSR
 JANUARY 25-26, 2025
 TEAM OBSTACLE DRIVING – MINIATURE DONKEYS & MINIATURE MULES
 CLASS 48



SDMS – FWSSR
JANUARY 25-26, 2025
TEAM CLOVERLEAF BARRELS – MINIATURE DONKEYS & MINIATURE MULES
CLASS 49

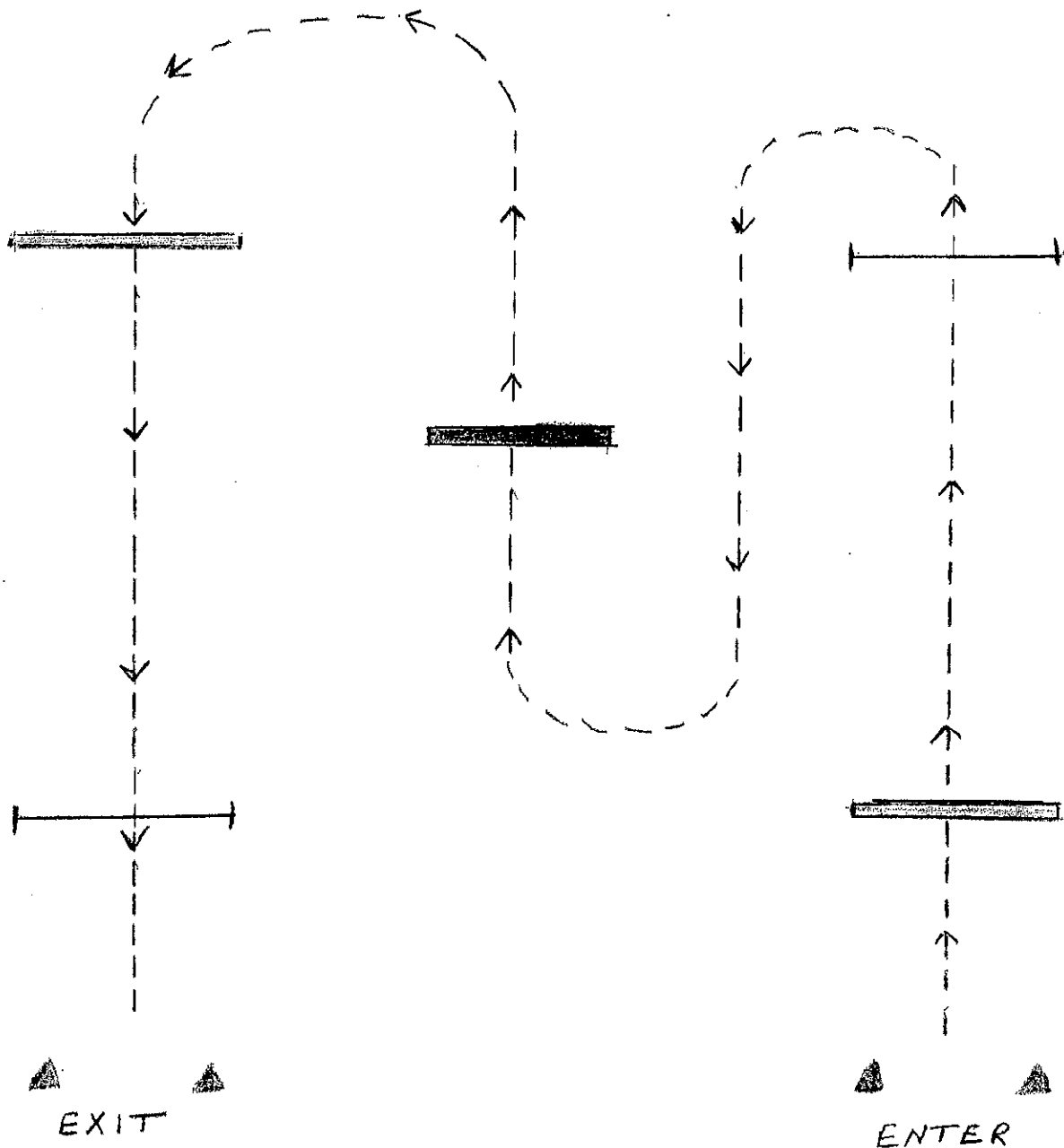
Cloverleaf Barrel Driving

- A. Three barrels shall be placed to form an equilateral triangle.
- B. This is a timed event with the fastest Donkey and Competitor determined the winner. Knocking over a barrel will constitute a five second penalty for each barrel knocked over. Touching a barrel is permitted.
- C. Competitors shall be disqualified for not following the pattern. Canter is not permitted. There will be a five second penalty for each time a Donkey breaks into a canter with a disqualification on the third time.
- D. Course shall be measured with a tape.
- E. Timing line shall be 50 feet from both barrels #1 & #2.
- F. The distance from barrel #1 to barrel #2 shall be 50 feet.
- G. The distance from barrel #1 to barrel #3 shall be 50 feet; from barrel #2 to barrel #3 shall be 50 feet.
- H. The barrels shall be run as in the diagram using Course #1 or Course #2.
- I. Course #1 - Entry shall cross the starting line, circle barrel #1 clockwise; circle barrel #2 counter-clockwise; circle barrel #3 counter-clockwise and run back between #1 and #2, across the timing line.
- J. Course #2 (reverse order) - Entry shall cross the timing line, circle barrel #2 counter-clockwise; circle barrel #1 clockwise; circle barrel #3 clockwise and run back between #1 and #2, across timing line.

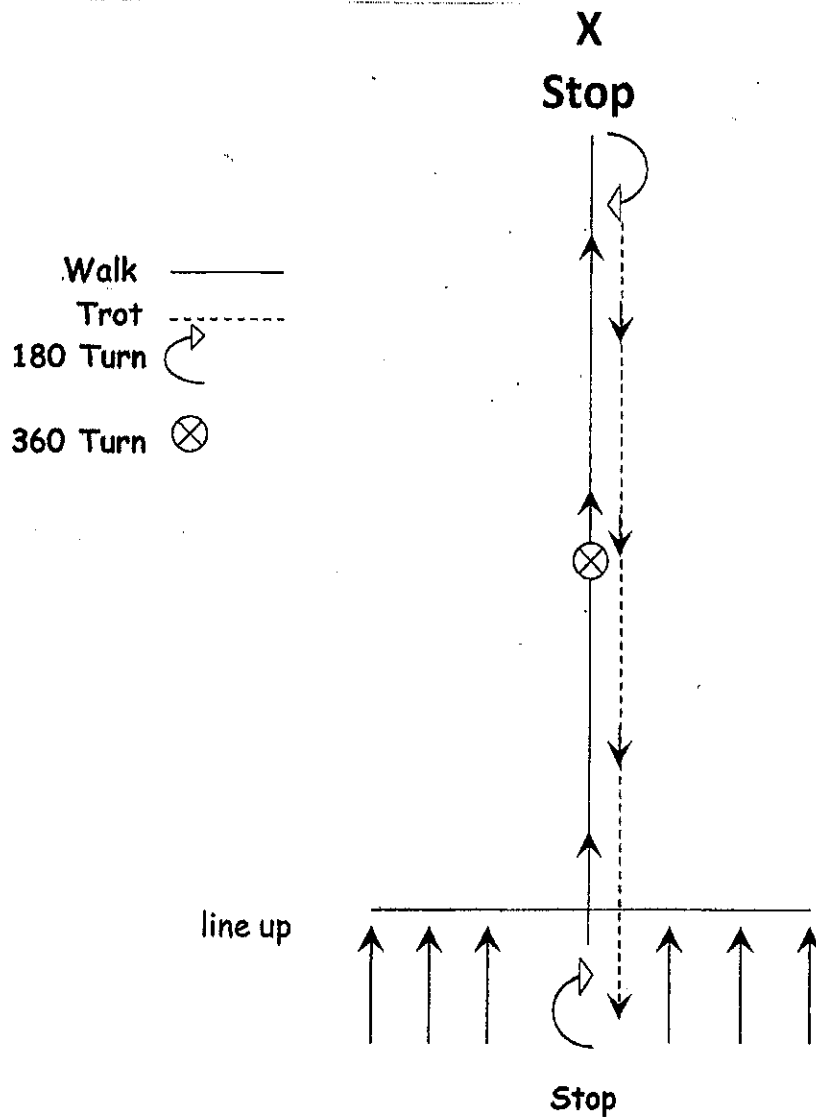


SDMS – FWSSR
JANUARY 25-26, 2025
HUNTER IN HAND – MINIATURE DONKEYS & MINIATURE MULES
CLASSES 50-51-52-53-54-55-56-57-58

(HEIGHTS WILL BE ADJUSTED FOR PEE CLASS & DONKEYS UNDER 3 YR)

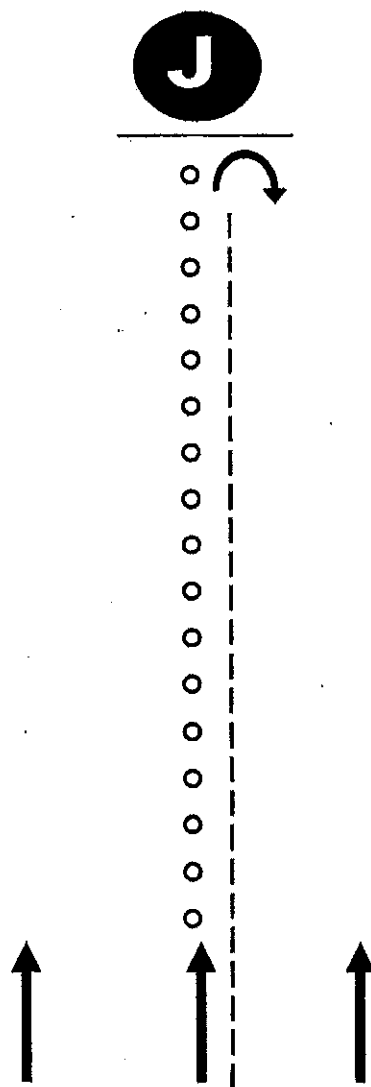


SDMS – FWSSR
JANUARY 25-26, 2025
SHOWMANSHIP AT HALTER – MINIATURE DONKEYS & MINIATURE MULES
CLASSES 66-67-68-69-70-71-72



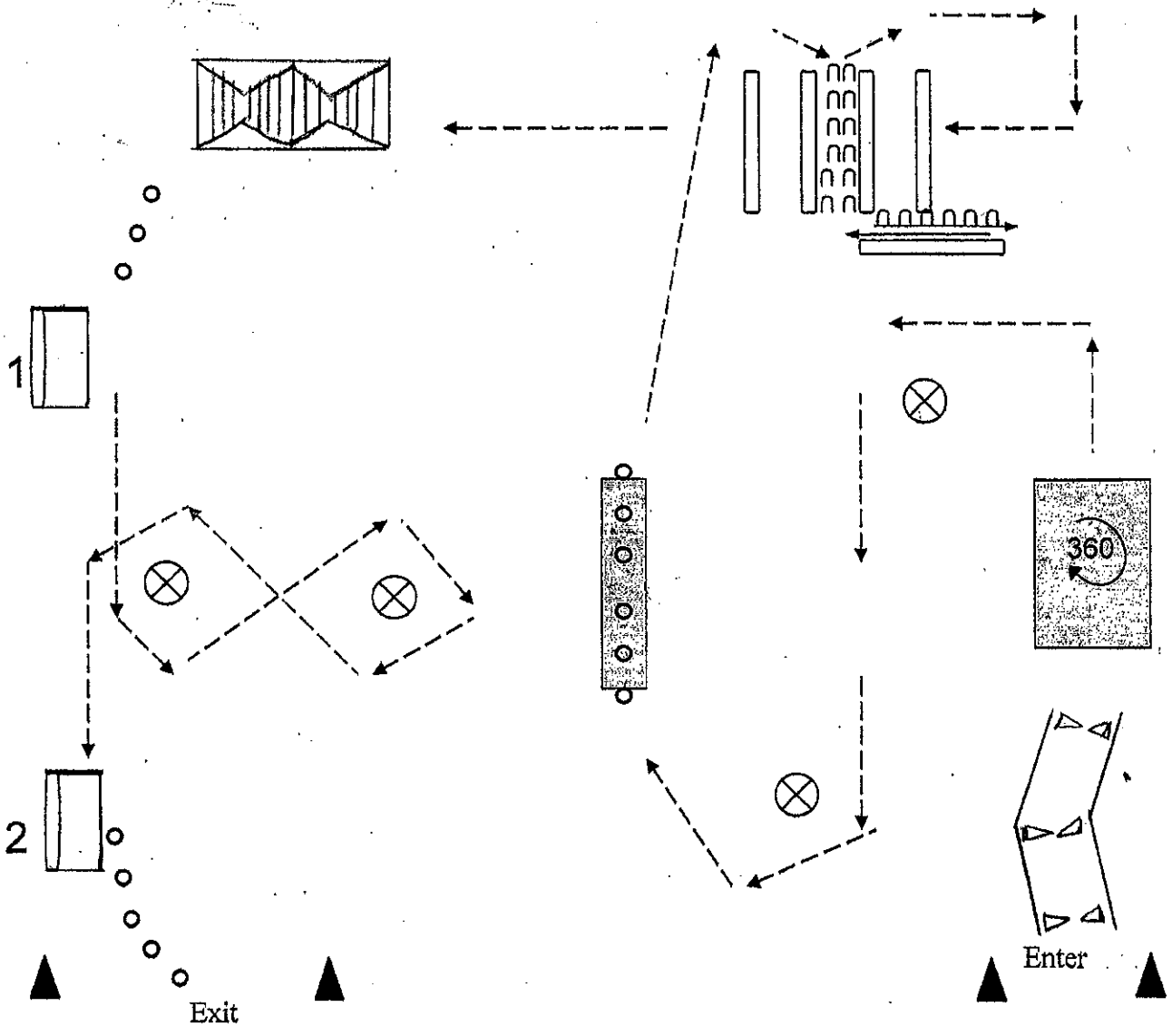
1. Walk toward the Judge in a straight line.
2. Stop half way between the lineup and Judge and turn 360 degrees or pivot stop. All turns are to be to the right.
3. Continue to walk toward the Judge in a straight line.
4. Stop and set up your Donkey.
5. Upon acknowledgement from the Judge, turn 180 degrees.
6. Trot in a straight line past the lineup and stop.
7. Turn 180 degrees.
8. Walk your Donkey forward to the exact spot in the lineup where you were when you started pattern and set up your Donkey

SDMS – FWSSR
JANUARY 25-26, 2025
CLASS 73-SUB YOUTH SHOWMANSHIP-MINIATURE DONKEY OR MINIATURE MULE



1. Walk to the Judge in a straight line.
2. Stop & set up your animal.
3. Upon acknowledgement of the Judge, pivot 180 degrees.
4. Trot away in a straight line. Stop & wait for Judge to dismiss you.

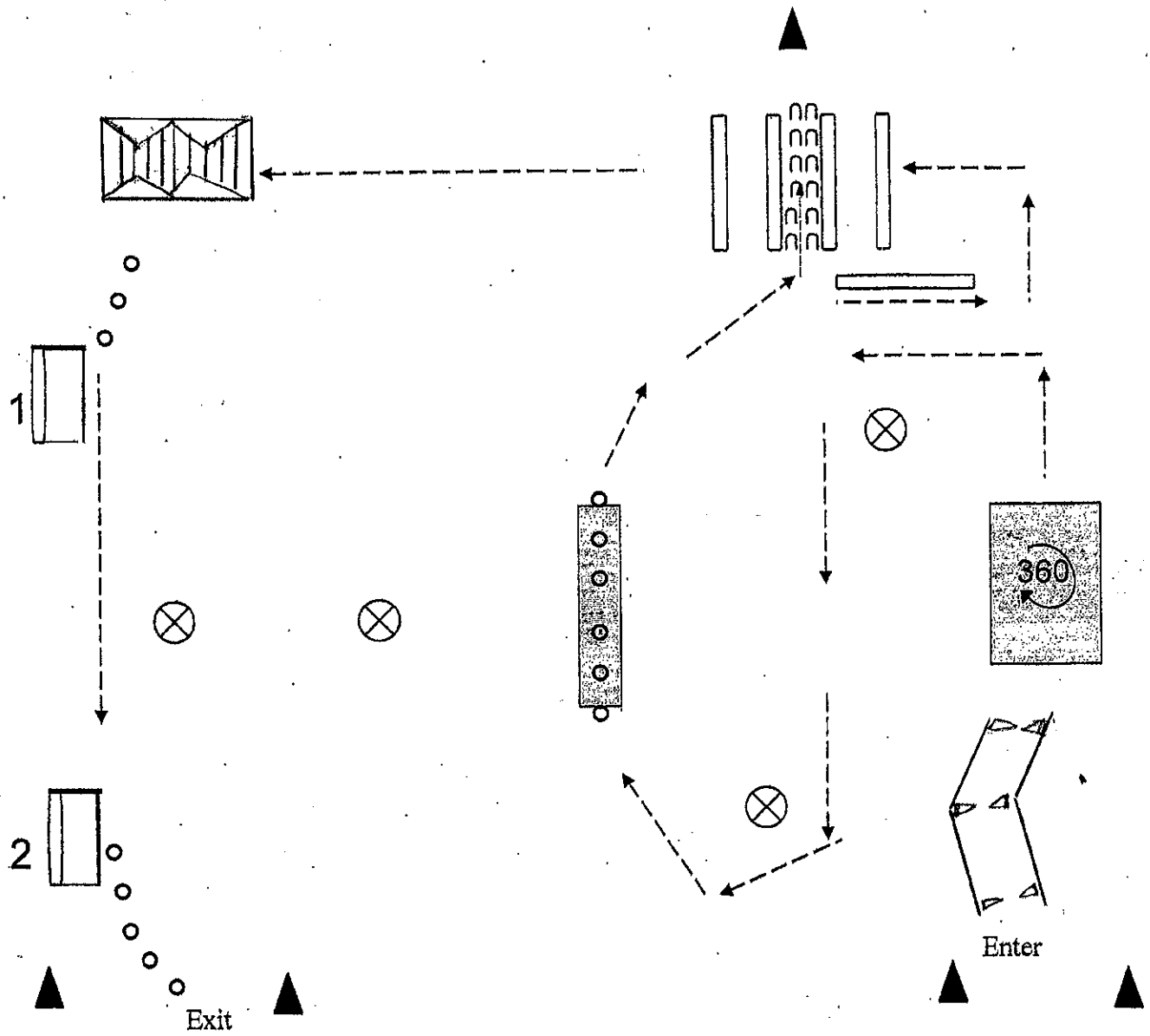
SDMS – FWSSR
 JANUARY 25-26, 2025
 IN HAND TRAIL – MINIATURE DONKEYS & MINIATURE MULES
 CLASSES 99-100-101-102-104-105



1. Walk the cone path to the box. Stop.
2. Perform 360 on box, walk off.
3. Trot on course as directed.
4. Walk over raised board.
5. Trot to poles.
6. Back between center set of poles.
7. Side pass to the right down pole and offside side pass to return.
8. Trot through center set of poles and trot over all poles.
9. Walk over the Teeter Totter.
10. Walk to Barrel #1. Stop. Place saddle bags on animal
11. Trot figure 8. Trot to Barrel #2. Stop.
12. Remove saddle bags.
13. Exit at a walk.

Key	
○ ○ ○	Walk
- - - - -	Trot
≡ ≡	Back
U U U U	Sidepass

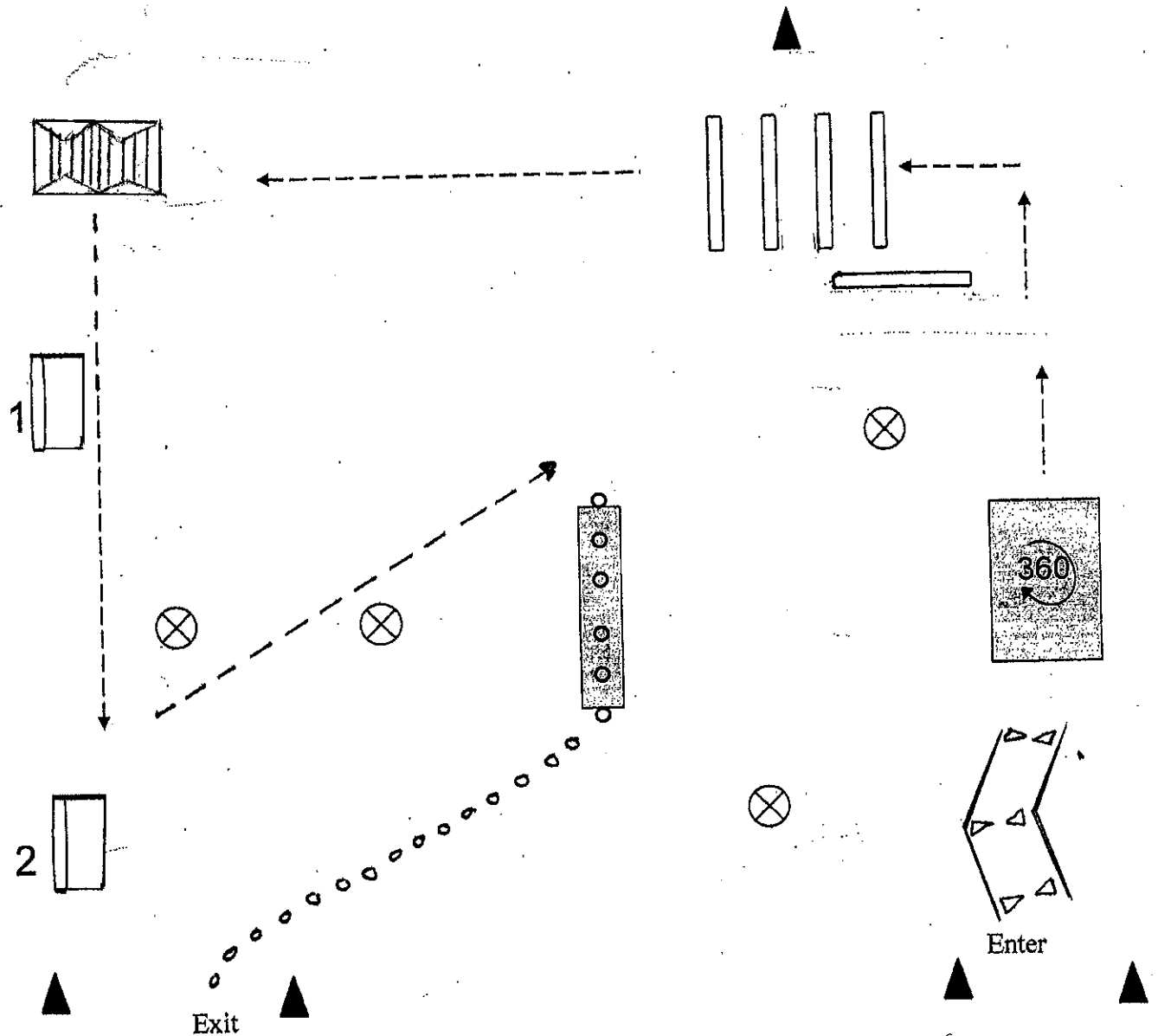
SDMS – FWSSR
 JANUARY 25-26, 2025
 IN HAND TRAIL – GREEN MINIATURE DONKEYS & SUB YOUTH MINIATURES
 CLASSES 103 & 106



1. Walk the cone path to the box. Stop.
2. Perform 360 on box, walk off.
3. Trot on course as directed.
4. Walk over raised board.
5. Trot to and into center set of poles to cone, stop, back as directed.
6. Trot on course over all poles.
7. Walk over the Teeter Totter.
8. Walk to Barrel #1, pick up and carry saddle bags to Barrel #2 at a walk.
9. Exit at a walk.

Key	
○ ○ ○	Walk
-----	Trot
≡ ≡	Back
UUUU	Sidepass

SDMS – FWSSR
 JANUARY 25-26, 2025
 IN HAND TRAIL – CLASS 107 – PEE WEE MINIATURES



1. Walk cone path to center of Box. Stop.
2. Perform a 360 degree turn. Walk off Box.
3. Trot on course as directed.
4. Walk over Teeter Totter.
5. Trot as directed to raised board. Walk Over.
6. Exit at a Walk.

Key	
○ ○ ○	Walk
-----	Trot
≡≡	Back
UUUU	Sidepass

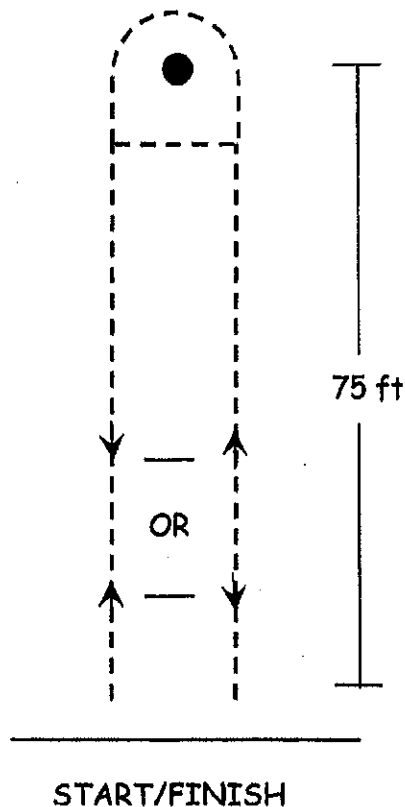
SDMS – FWSSR
JANUARY 25-26, 2025
NON DRIVING & YOUTH MINIATURE DONKEYS & MINIATURE MULES
LEADLINE RACE – CLASSES 108-109-110-111

A. This is a timed event where the Donkey is led across a starting line, down the center of the arena, around pole or cone and back across the starting line. Donkey shall be led with a halter. A chain or rope under chin of halter is required for jacks 1 year and over and is optional for all others. No crops or whips are allowed.

B. Donkeys shall be run individually; the fastest time will be the winner. Donkeys may walk, trot or lope. Competitor must come across the finish line with his/her Donkey or be disqualified.

C. The distance between the starting line and the pole or cone shall be 75 feet.

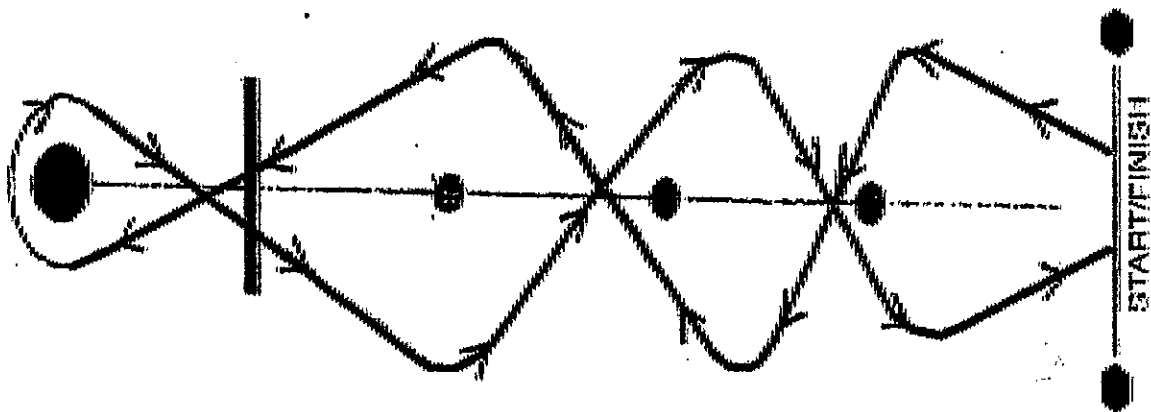
D. Competitors may wear any type of footwear *except* open-toed shoes.



SDMS – FWSSR
JANUARY 25-26, 2025
SCRAMBLE – NON DRIVING MINIATURE DONKEYS & MINIATURE MULES
CLASSES 112 & 113

Game Halter Class – Scramble

- A.** This is a timed event. For Donkeys under 3 years of age you must use ground poles only, no jumps.
- B.** There will be three poles/cones to go around, then a jump, around a barrel and return over jump, poles/cones finishing over the start/finish line. To begin, the Donkey is led across the start/finish line either down the right or left side of pattern with twelve feet (12') between the start/finish line and the first pole/cone - with twelve feet (12') - no more than eighteen feet (18') - between each cone and barrel thereafter. There will be three poles/cones to go around then a jump, a barrel, come back over jump, poles then start/finish line. The jump is twenty inches (20") with no more than three foot (3') side poles.
- C.** Fastest time wins. However, knockdowns and refusals (including stops) add 5 seconds to each infraction with three refusals and/or being off course resulting in elimination.



234. **Hunter In-Hand**

- A. The course for the Hunter In-Hand jumping must be posted at least two (2) hours prior to the scheduled time for the class. Course diagrams must show with arrows the directions in which each obstacle must be taken. A start and finish line must be established at least twelve (12) feet from the first and last obstacle indicated by two markers at least four(4) feet apart. Donkeys (Competitors optional) must cross the line in the proper direction to start and complete the course.
- B. Hunter In-Hand is judged on style, manners, and way of going with preference given to those Donkeys who cover the course at an even pace, with free-flowing strides, as in a brisk trot or canter, but must maintain the same gait throughout the course. **This is not a timed event.** Donkeys shall not be required to re-jump the course and there are no jump-offs. Circling upon entering the ring and once up leaving the ring is permissible. Hunters must demonstrate at least one, but no more than four (4) changes of direction
- C. Donkeys must be three years or older.
- D. Charging fences or not maintaining the same gait throughout the entire class should be penalized.
- E. A whip may not be carried.
- F. Course
 - 1. The course design for hunters should follow the same requirements as the course for jumpers.
 - 2. The judge may request a trot through for soundness before final placing.
- G. Jumps may be made of PVC piping or wood. PVC is preferred over wood for the safety of the Donkeys. All jumps must be at least five (5) feet wide, with a minimum of twenty (20) feet between jumps, with the exception of an in and out. All post and rail jumps must have a ground pole. Side poles (that hold the jump) are not to be higher than three (3) feet.
- H. Jumps may include brush, triple bar, water and similar jumps. Brush jump must have a visible bar on top. There will be a minimum of four obstacles, with a maximum of eight jumps.
- I. Competitors may wear tennis shoes/sneakers. No open - toed shoes or cleats.

J. Causes for Elimination:

- Three (3) refusals
 - Off course
 - Crossing your own path (as in circling between fences, not as in retaking a fence from a refusal or when following a course design).
 - Fall of Donkey or exhibitor.
 - Jumping of an obstacle by exhibitor
 - Carrying a whip
 - An unsound Donkey
 - Jumping of obstacle before reset
 - Failure to pass through the start and/or finish cones and/or knocking such cones over
- 11 Major faults to be scored:
- Knockdowns
 - Touches
 - Refusals
 - Bucking or kicking
 - Spooking or shying
 - Showing an obstacle to the Donkey
 - Not maintaining an even pace

Sample of Hunter In-Hand jumping Course