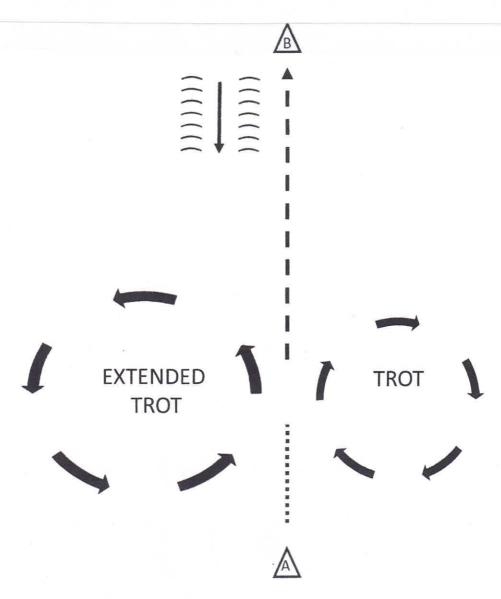
2023

FORT WORTH STOCK SHOW &RODEO

Pattern Book

Donkeys & Mules

SDMS – FWSSR JANUARY 21-22, 2023 CLASSES 2 & 5 – MULTI HITCH REINSMANSHIP



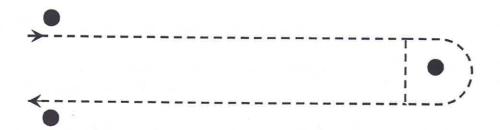
Ready at A

- 1. Walk from A to center of figure 8
- 2. Trot a slow trot to the right making a half figure 8
- 3. After crossing the midpoint begin an extended trot to the left left circle is larger than the right circle
- 4. After closing the figure 8, continue at a slow trot to B
- 5. Stop at B and back 3 steps
- 6. Exit at a walk

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Walk	
Trot	
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Marker	A

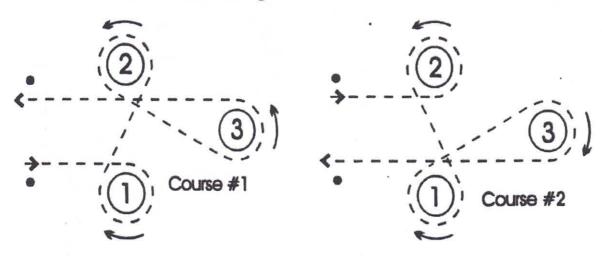
SDMS – FWSSR JANUARY 21-22, 2023 CLASSES 3 & 6 – MULTI HITCH STAKE RACE

- A. One single stake (pole) is placed approximately in the center of the arena, with two timing stakes or cones near entrance or end of the arena representing the timing line.
- B. This is a time event with the fastest Donkey and Competitor determined the winner. Knocking over the stake will constitute a five second penalty. Touching the stake 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 for the third time.
- D. The timing line stakes shall be twenty feet (20') apart. The distance from the timing line shall be one hundred feet (100') to the stake.
- E. Course shall be measured with a tape.
- F. The course shall be run as in diagram. Competitors shall cross between timing stakes, proceed to single stake, go around stake and return through timing stakes. The Competitors may turn either right or left around the stake.
- G. This class is run individually. Only one Donkey and Competitor on the course at a time.

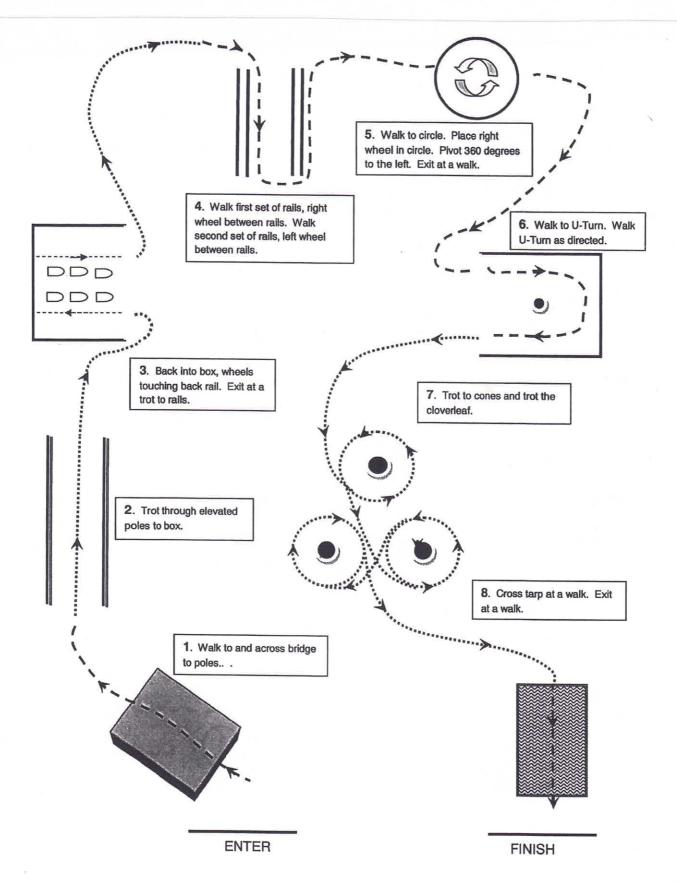


SDMS – FWSSR JANUARY 21-22, 2023 CLASSES 12, 13, 14, 15, 16 – CLOVERLEAF BARREL DRIVING

- 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 21-22, 2023 CLASSES 17, 18, 19, 20, 21 – OBSTACLE DRIVING



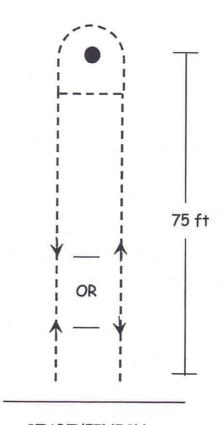
SDMS – FWSSR JANUARY 21-22, 2023 CLASSES 54, 55, 56, 57 – LEADLINE RACE

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.



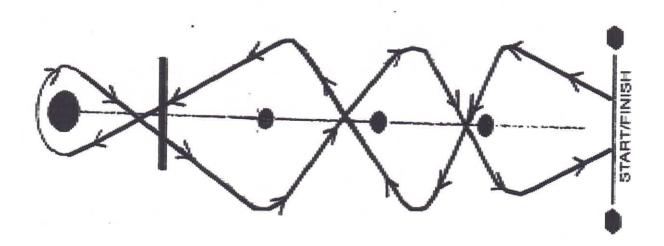
START/FINISH

SDMS – FWSSR JANUARY 21-22, 2023 CLASSES 58 & 59 - SCRAMBLE

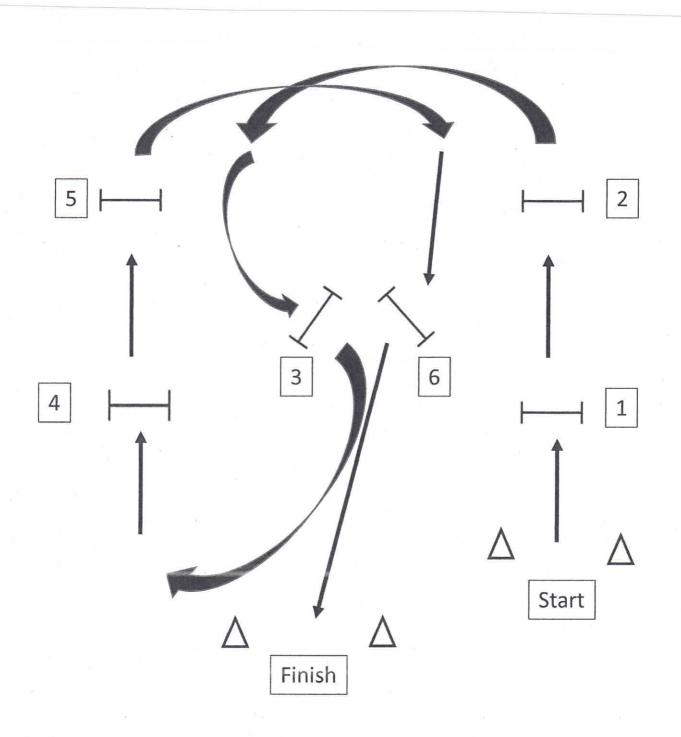
A. This is a timed event. For Donkeys under 3 years of age you must use ground poles only, no jumps.

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/and or being off course resulting in elimination.



SDMS – FWSSR JANUARY 21-22, 2023 CLASSES 60, 61, 62, 63, 64, 65, 66 – IN HAND JUMPING



SDMS – FWSSR JANUARY 21-22, 2023 CLASS 67 – MINIATURES COON JUMPING

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.

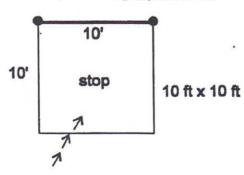
D. Jumps are to be of a breakaway type, either PVC piping or wood. If PVC is used it must not sway in the middle (1-1/2" or 2" Schedule 40 is recommended). PVC is preferred for the safety of the Donkey. Side poles (that hold the jump) should not be higher than 4 ft. tall.

E. Donkeys must be three (3) years or older actual age. (See 21-K.)

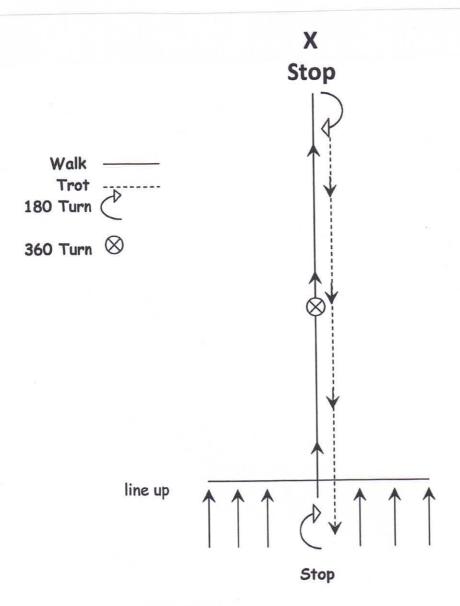
F. Both front and rear feet must come to a complete stop inside the 10' x 10' box before jumping. (There is no box on other side of jump.) The Donkey may not simply trot into the box and take the jump without stopping or they will be disqualified. Once completely stopped inside the box each Donkey will 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.

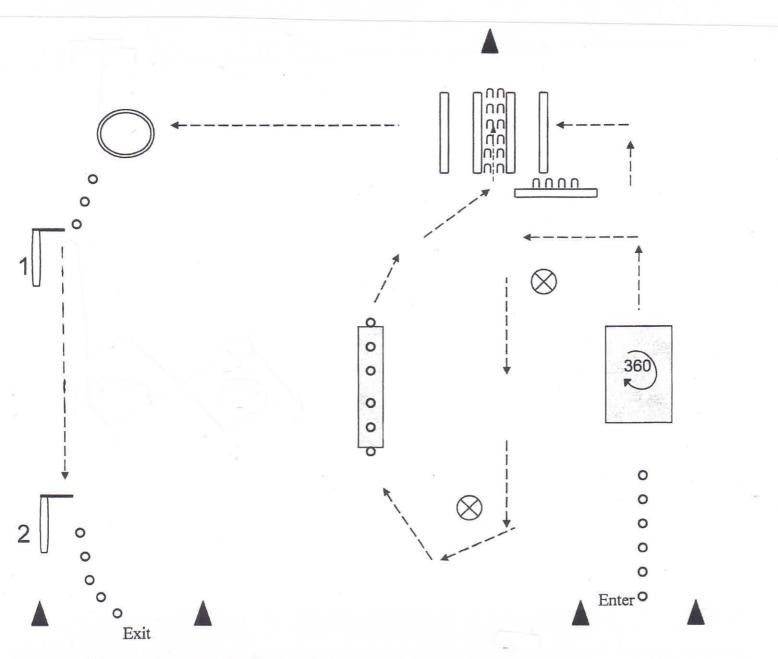


SDMS – FWSSR JANUARY 21-22, 2023 CLASSES 70, 71, 72, 73, 74, 75, 76 – SHOWMANSHIP AT HALTER



- 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 21-22, 2023 CLASSES 125, 126, 127, 128, 129, 130, 131 – IN HAND TRAIL



- 1. Enter at a walk to center of the bridge. Stop.
- 2. Perform a 360 on bridge, walk off bridge.
- 3. Trot on course as directed.
- 4. Walk over raised board.
- 5. Trot through center set of poles to cone. Stop.
- 6. Back as directed.
- 7. Side pass right, down pole. Stop.
- 8. Trot on course to and over all poles.
- 9. Stop with front feet in hoop, ground tie, circling animal.
- 10. Walk to barrel #1 and place saddle bags on animal.
- 11. Trot to barrel #2, stop and remove saddle bags.
- 12. Exit at a walk.

SDMS – FWSSR JANUARY 21-22, 2023 CLASS 27 – HUNTER HACK

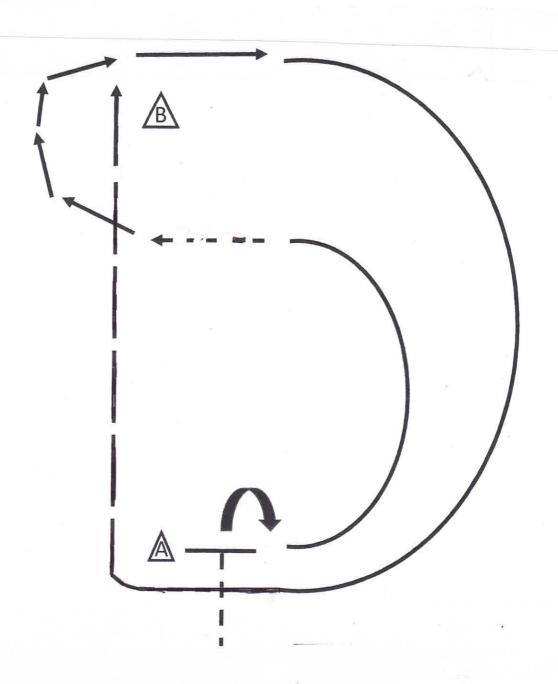
Finish

Start

Instructions

Take fences in order,1-2. Stop and back at cone to finish pattern.

SDMS – FWSSR JANUARY 21-22, 2023 CLASS 29 – ENGLISH EQUITATION



Ready at start

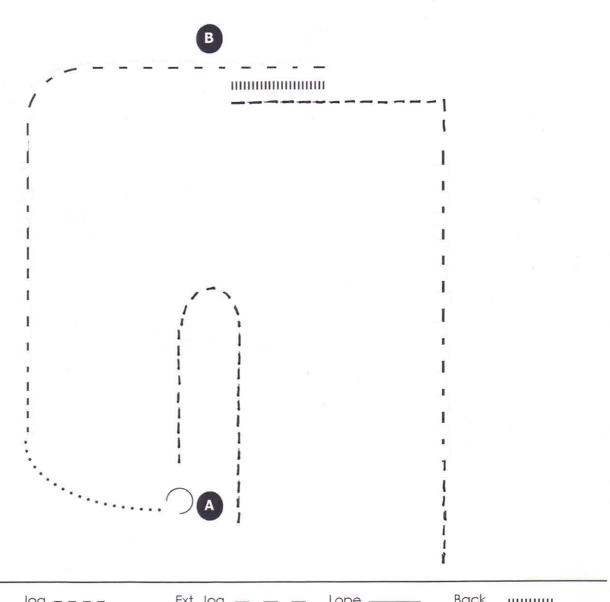
- 1. Walk to A
- 2. Perform a 90 degree forehand turn to the right.
- 3. Canter on the left lead in a half circle to center of pattern.
- 4. Walk 2-3 horse lengths.
- 5. Sitting trot in a half circle around B.
- 6. Canter on the right lead to and around A.
- 7. Trot on left diagonal to B-pattern is over after passing B.

SDMS – FWSSR JANUARY 21-22, 2023 CLASSES 38 - GREEN DONKEYMANSHIP

(JOG WHERE LOPE IS INDICATED)

Instructions

- Start at A. Jog.
 Stop at A. Execute ³/₄ turn left on the haunches.
 Walk.
- Lope, right lead, past B. Stop.
 Back to B.
- 6. Jog.
- 7. Lope, left lead, jog to exit.

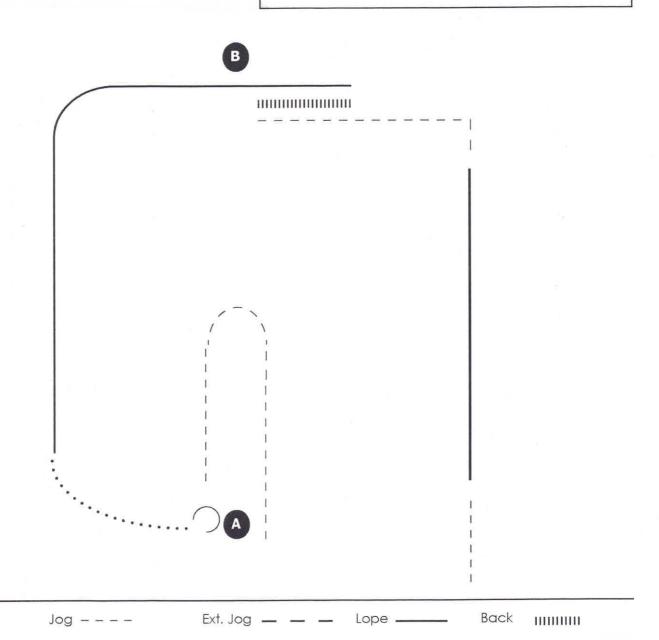


Back Walk Jog - - - -Ext. Jog . Lope ШШШШ

SDMS – FWSSR JANUARY 21-22, 2023 CLASSES 39, 40, 41, 42, 43, 44, 45 – DONKEYMANSHIP & MULEMANSHIP

Instructions

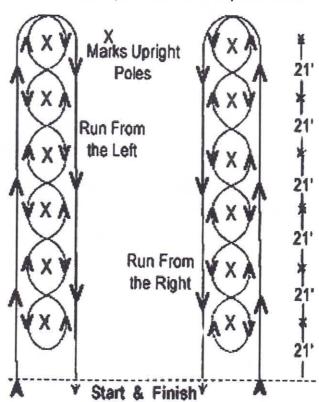
- 1. Start at A. Jog.
- 2. Stop at A. Execute 3/4 turn left on the haunches.
- 3. Walk.
- 4. Lope, right lead, past B. Stop.
- 5. Back to B.
- 6. Jog.
- 7. Lope, left lead, jog to exit.



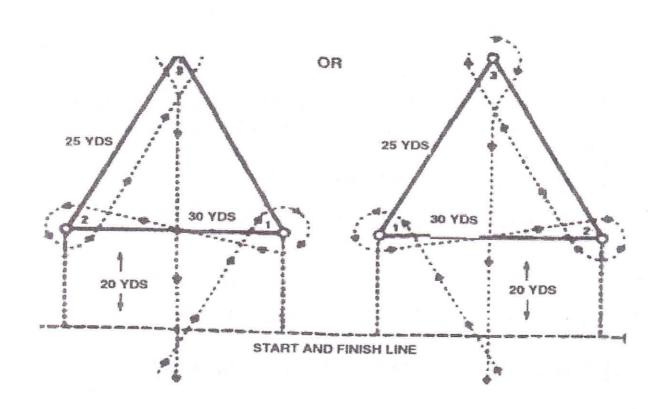
Walk

SDMS – FWSSR JANUARY 21-22, 2023 CLASSES 46, 47, 48, 49 – POLE BENDING

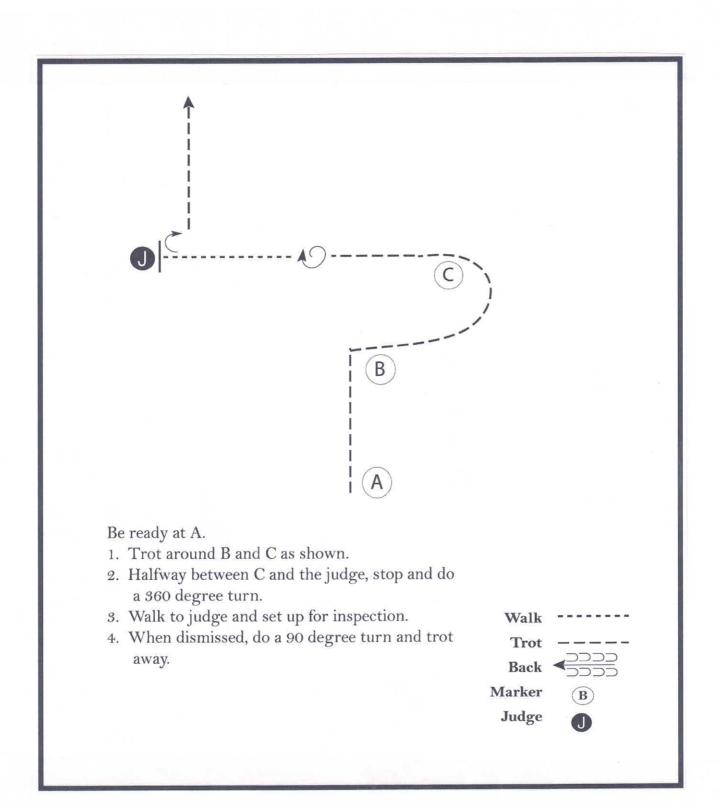
- A. Pole bending is a timed event. Each contestant will begin from arunning start, and time shall begin and end as the mule's nose crosses the line. (A clearly visible starting line shall be provided.) Electronic timer or at least two stop watches shall be used, with the time indicated by the electric 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.



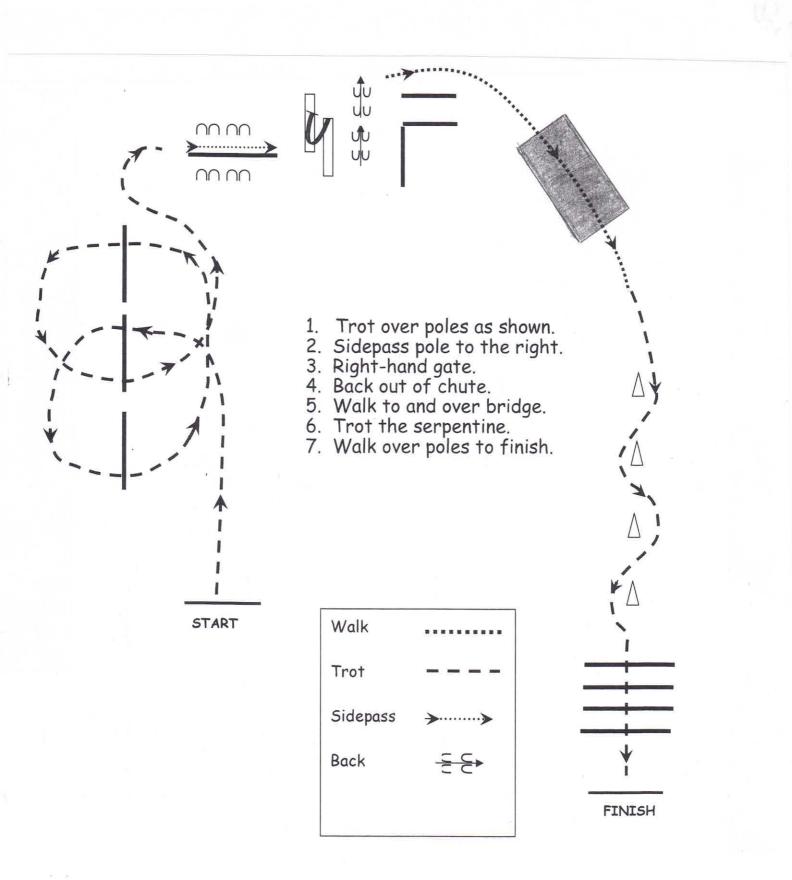
SDMS – FWSSR JANUARY 21-22, 2023 CLASSES 50, 51, 52, 53 – CLOVERLEAF BARRELS



SDMS – FWSSR JANUARY 21-22, 2023 CLASSES 109, 110, 111, 112, 113, 114, 115, 116 – SHOWMANSHIP AT HALTER



SDMS – FWSSR JANUARY 21-22, 2023 CLASS 132 – GREEN DONKEY TRAIL (WALK/TROT)



SDMS – FWSSR JANUARY 21-22, 2023 CLASSES 133, 134, 135, 136, 137, 138, 139 - TRAIL

