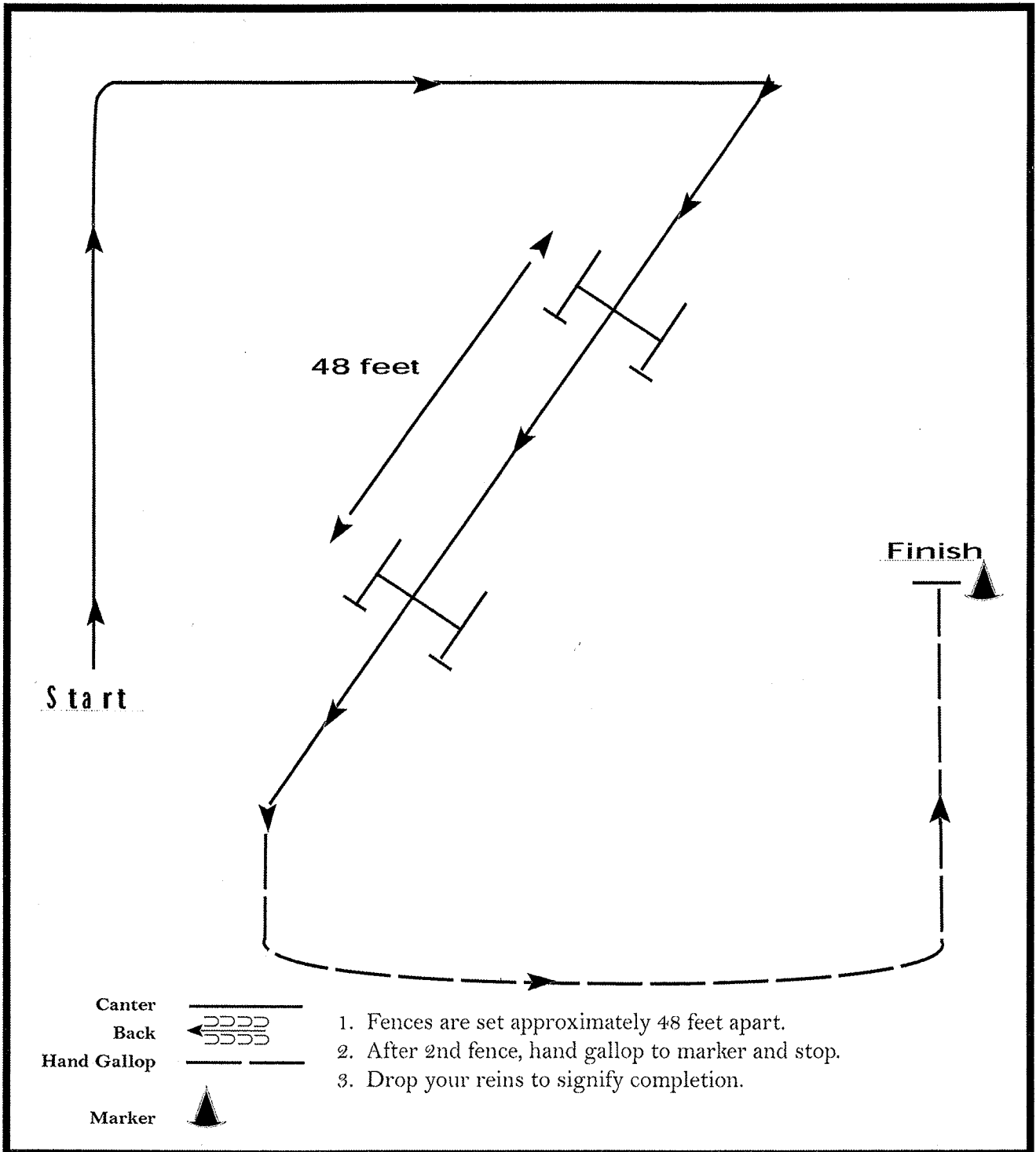


FORT WORTH
**STOCK SHOW
& RODEO**



2024
**DONKEY & MULE
PATTERNS**

SDMS – FWSSR
JANUARY 20-21, 2024
CLASS 01 – HUNTER HACK



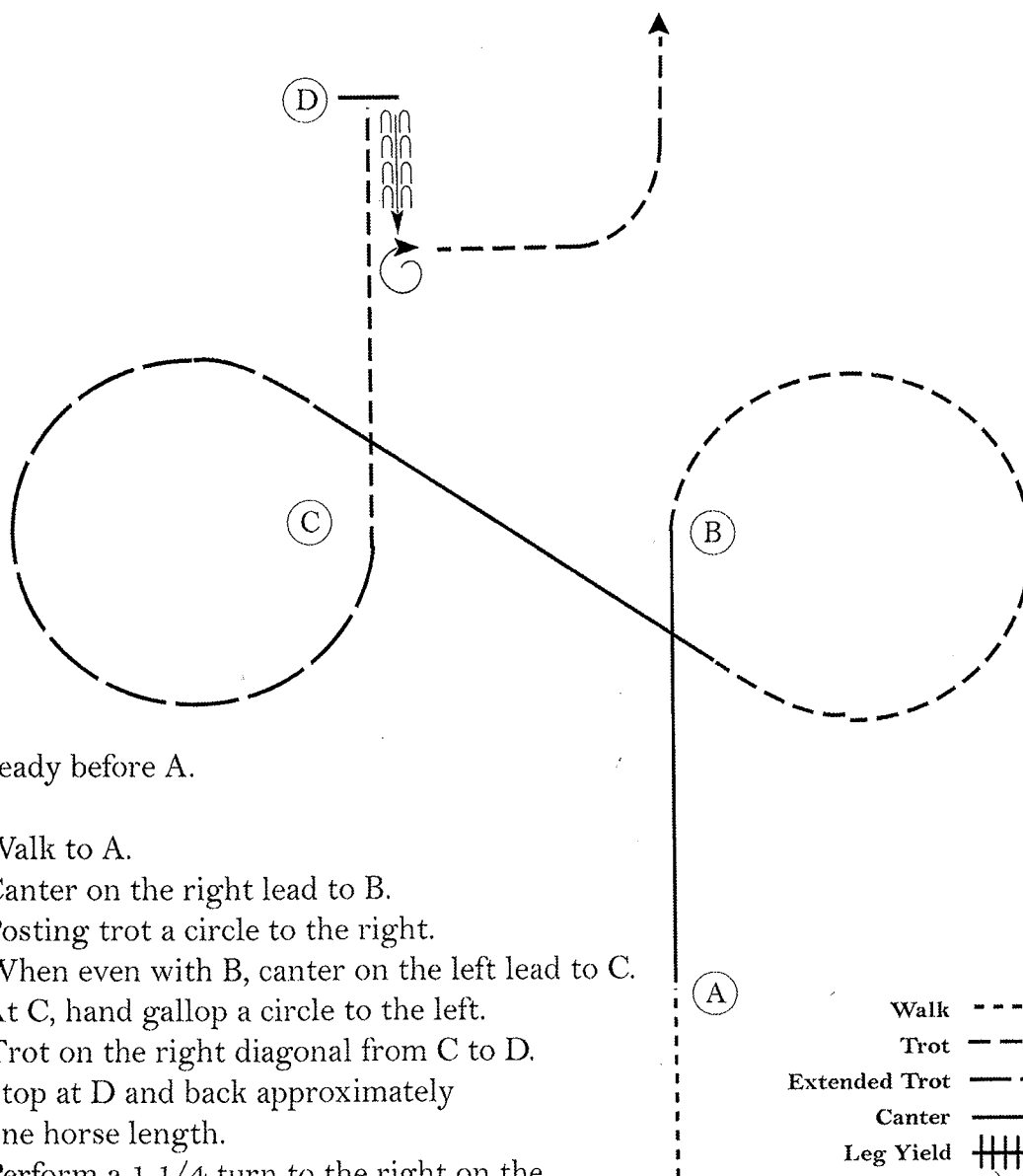
[HH/48-17]

Pattern Provided by:
Judges

SDMS – FWSSR
JANUARY 20-21, 2024
CLASS 03 – ENGLISH EQUITATION

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Canter on the right lead to B.
3. Posting trot a circle to the right.
4. When even with B, canter on the left lead to C.
5. At C, hand gallop a circle to the left.
6. Trot on the right diagonal from C to D.
7. Stop at D and back approximately one horse length.
8. Perform a 1 1/4 turn to the right on the forehand.

Exit at a sitting trot.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	
Leg Yield	
Lead Change	
Back	←←←←←
Marker	(B)
Sidepass	←-----→
Hand Gallop	=====

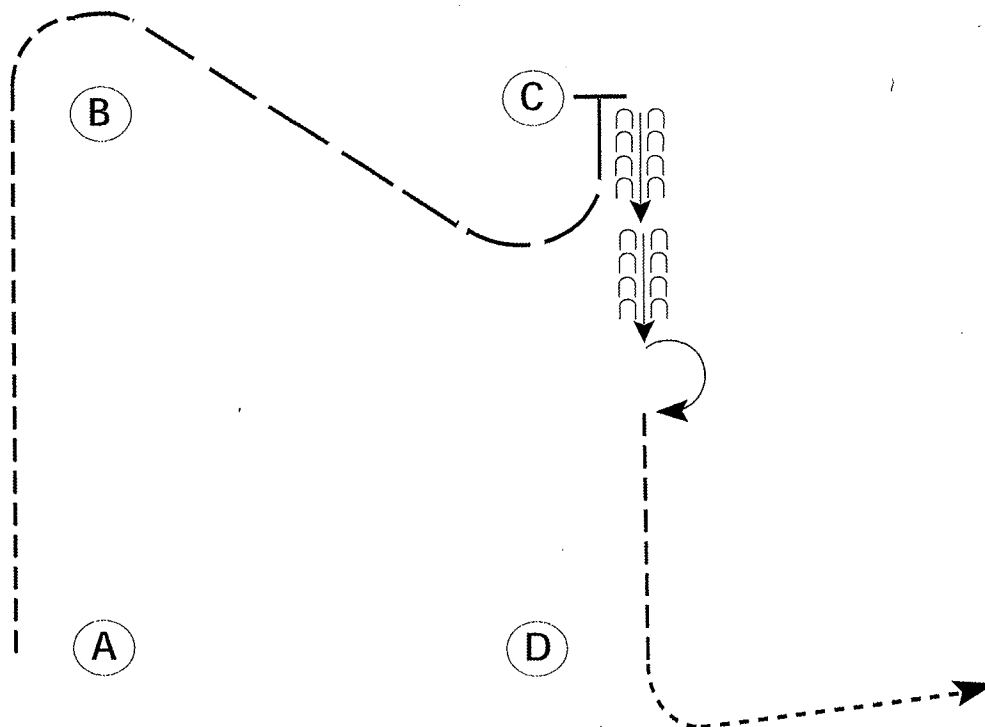
[HSE/3-41]

Pattern Provided by:
Judges

SDMS – FWSSR
JANUARY 20-21, 2024
CLASS 13 – GREEN DONKEYMANSHIP (WALK/TROT)

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

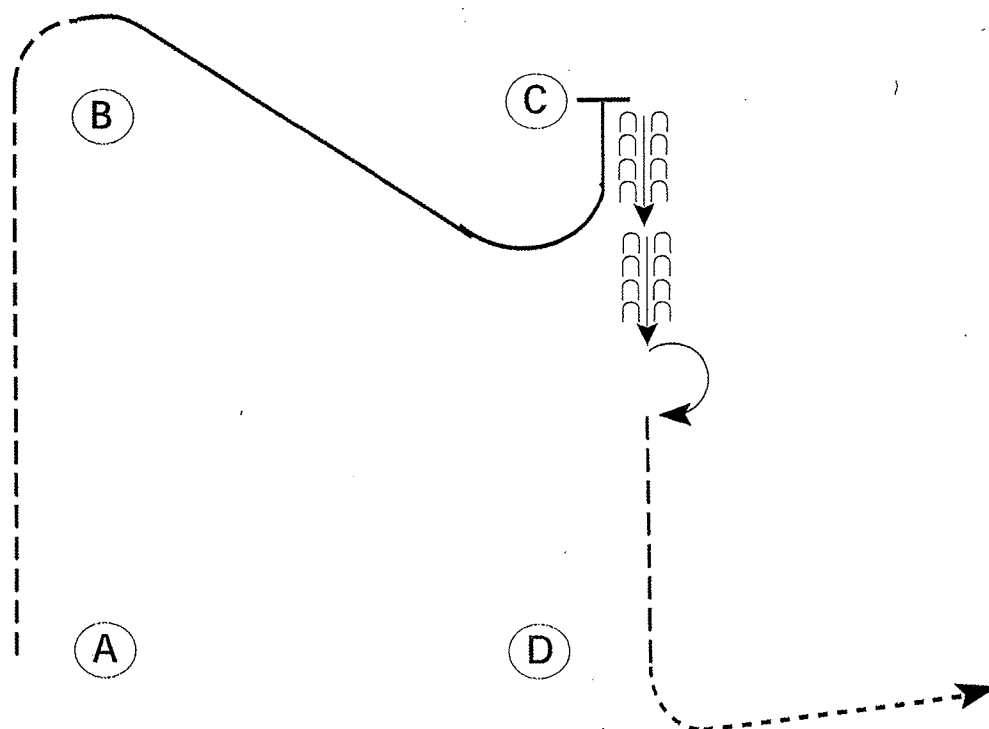
1. Jog to B.
2. Extend the jog from B to C.
3. Back approximately one horse length.
4. Turn 180 degrees to the right.
5. Jog to D.
6. Walk at D and turn to the left.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	=====
Leg Yield	
Lead Change	—/—
Back	⏏⏏⏏ ⏏⏏⏏
Marker	(B)
Sidepass	←-----→

[WH/1-52]

Pattern Provided by:
Judges

SDMS – FWSSR
JANUARY 20-21, 2024
CLASS 14 – NOVICE ADULT DONKEYMANSHIP
CLASS 16 – YOUTH DONKEYMANSHIP
CLASS 17 – GREEN MULEMANSHIP



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.

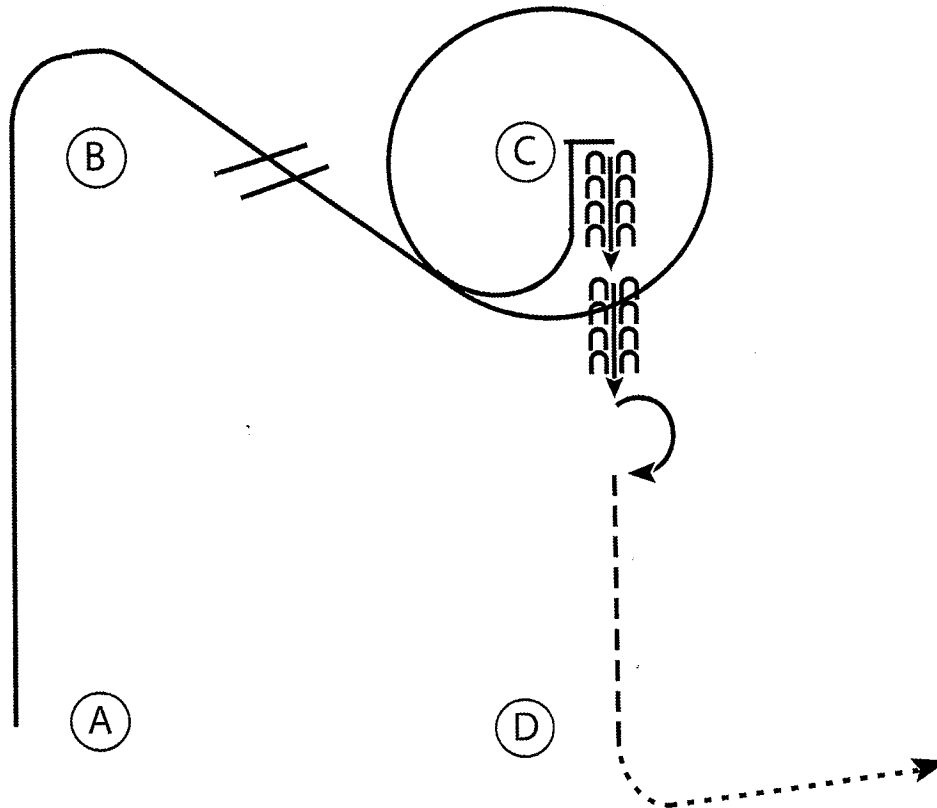
Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← C C C C
Marker	(B)
Sidepass	← — — — — →

[WH/1-52]

Pattern Provided by:

Judges

SDMS – FWSSR
JANUARY 20-21, 2024
CLASS 15 – ADULT DONKEYMANSHIP
CLASS 18 – NOVICE ADULT MULEMANSHIP
CLASS 19 – ADULT MULEMANSHIP
CLASS 20 – YOUTH MULEMANSHIP



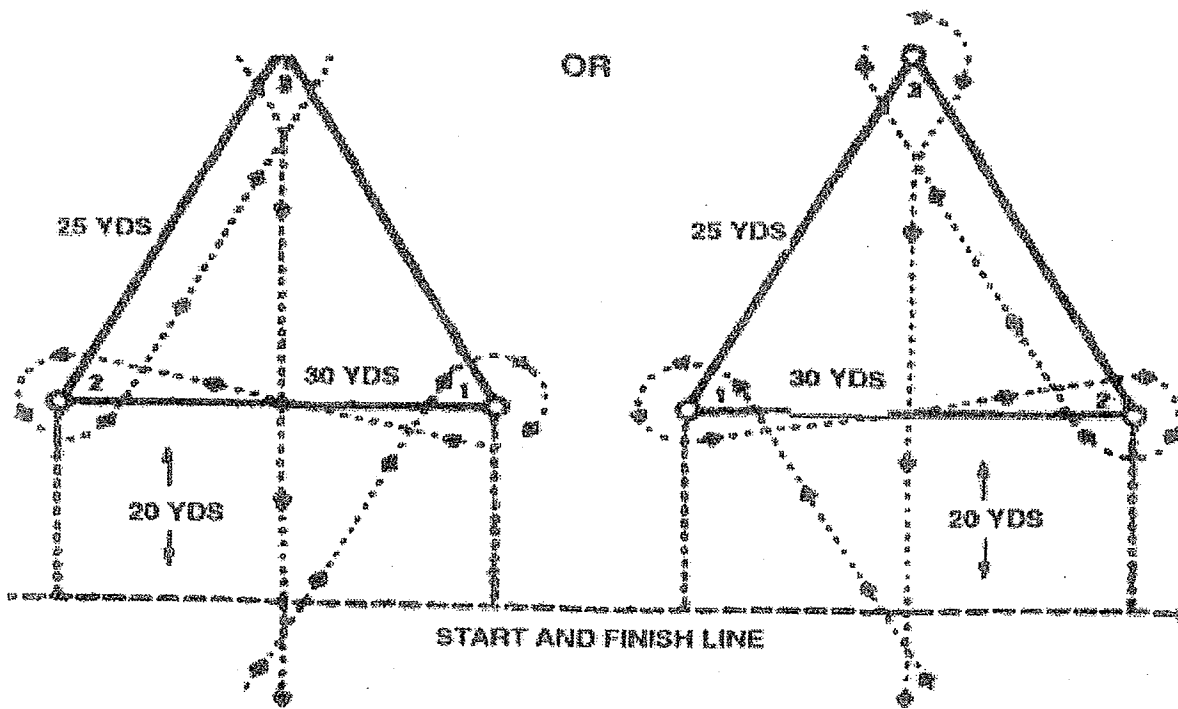
1. Start at A. Right lead lope around B.
2. Perform a simple or flying lead change to the left lead lope.
3. Lope a circle around C.
4. Stop when even with C.
5. Back five steps.
6. Perform a 180 degree turn to the right on the hindquarters.
7. Jog to D.
8. At D walk. Walk to the line-up.

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	

[WH/2-52]

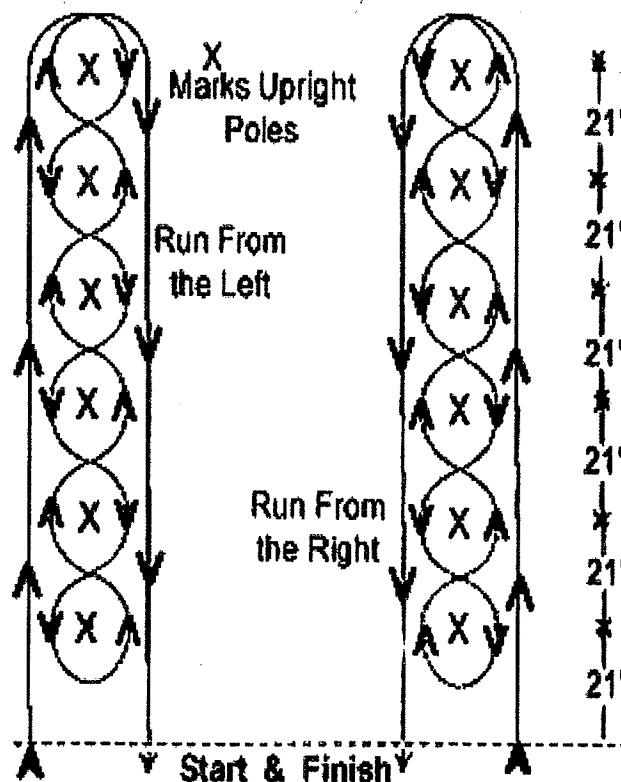
Pattern Provided by:
Judges

SDMS – FWSSR
JANUARY 20-21, 2024
CLASSES – 36, 37, 38, 39 – CLOVERLEAF BARRELS



SDMS – FWSSR
JANUARY 20-21, 2024
CLASSES – 40, 41, 42, 43 – POLE BENDING

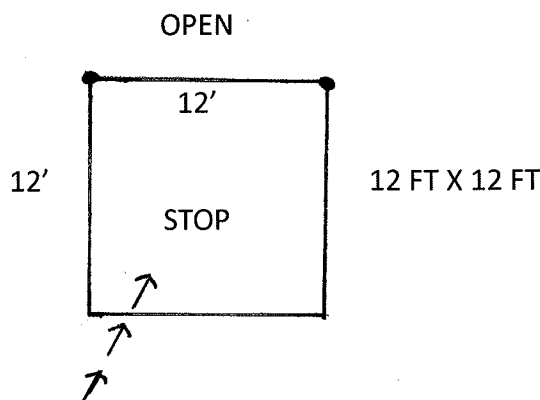
- A.** Pole bending is a timed event. Each contestant will begin from a running start, and time shall begin and end as the mule's nose crosses the line. (A clearly visible starting line shall be provided.) Electronic timer or at least two stop watches shall be used, with the time indicated by the electric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



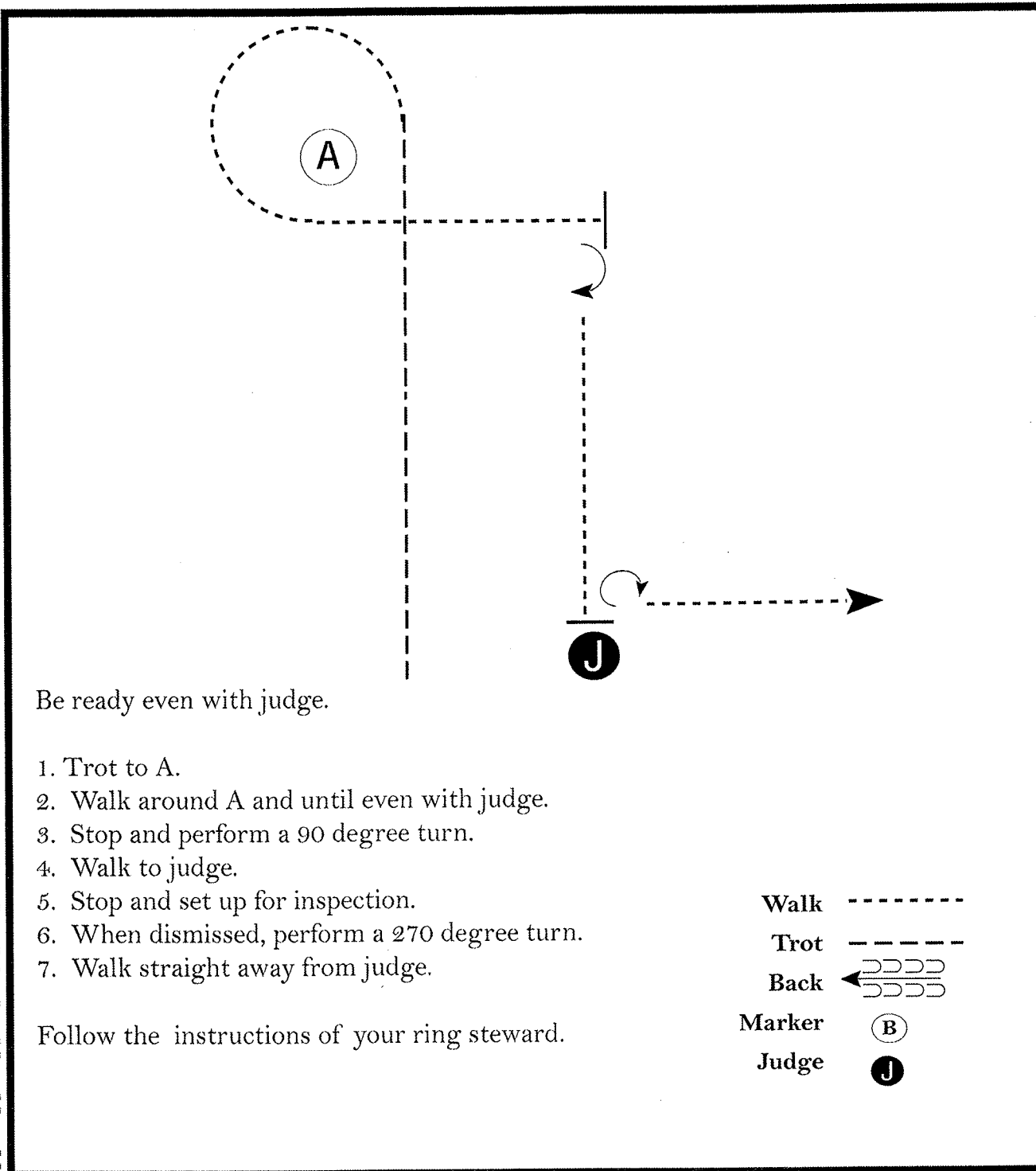
SDMS – FWSSR
JANUARY 20-21, 2024
CLASS 45 - ADULT COON HUNTERS JUMPING – MULES

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.



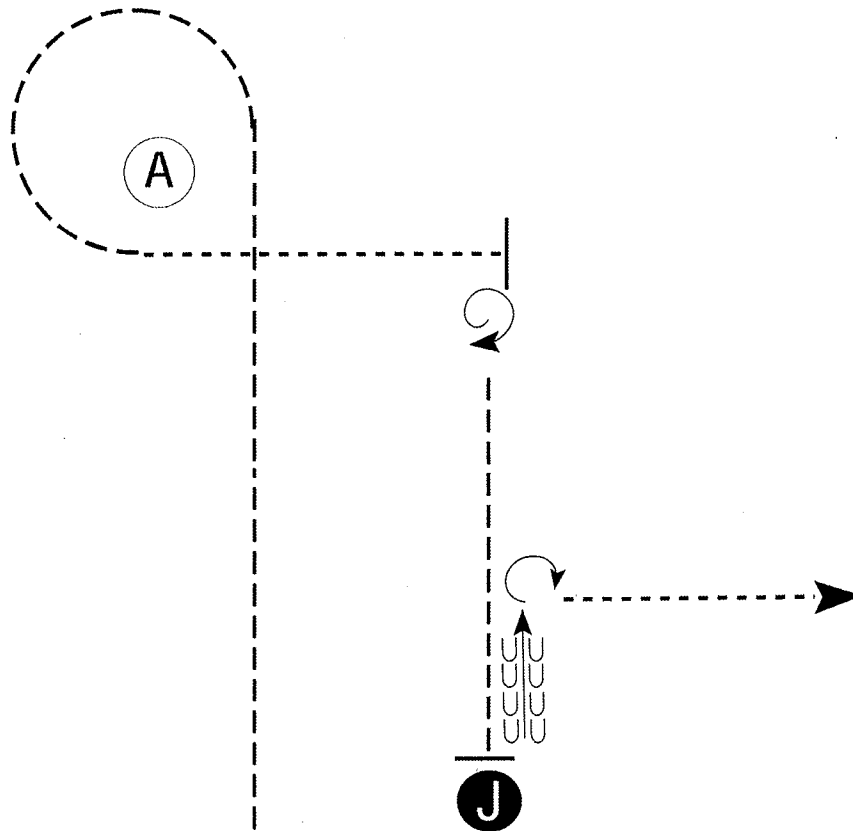
SDMS – FWSSR
JANUARY 20-21, 2024
CLASSES – 109, 110, 112, 113 – SHOWMANSHIP AT HALTER



Pattern Provided by:

Judges

SDMS – FWSSR
JANUARY 20-21, 2024
CLASSES – 111, 114, 115, 116 – SHOWMANSHIP AT HALTER



Be ready even with judge.

1. Trot to and around A.
2. Walk from A until even with judge.
3. Stop and perform a 450 degree turn.
4. Trot to judge.
5. Stop and set up for inspection.
6. When dismissed, back approximately 2 horse lengths.
7. Perform a 270 degree turn.
8. Walk straight away from judge.

Follow the instructions of your ring steward.

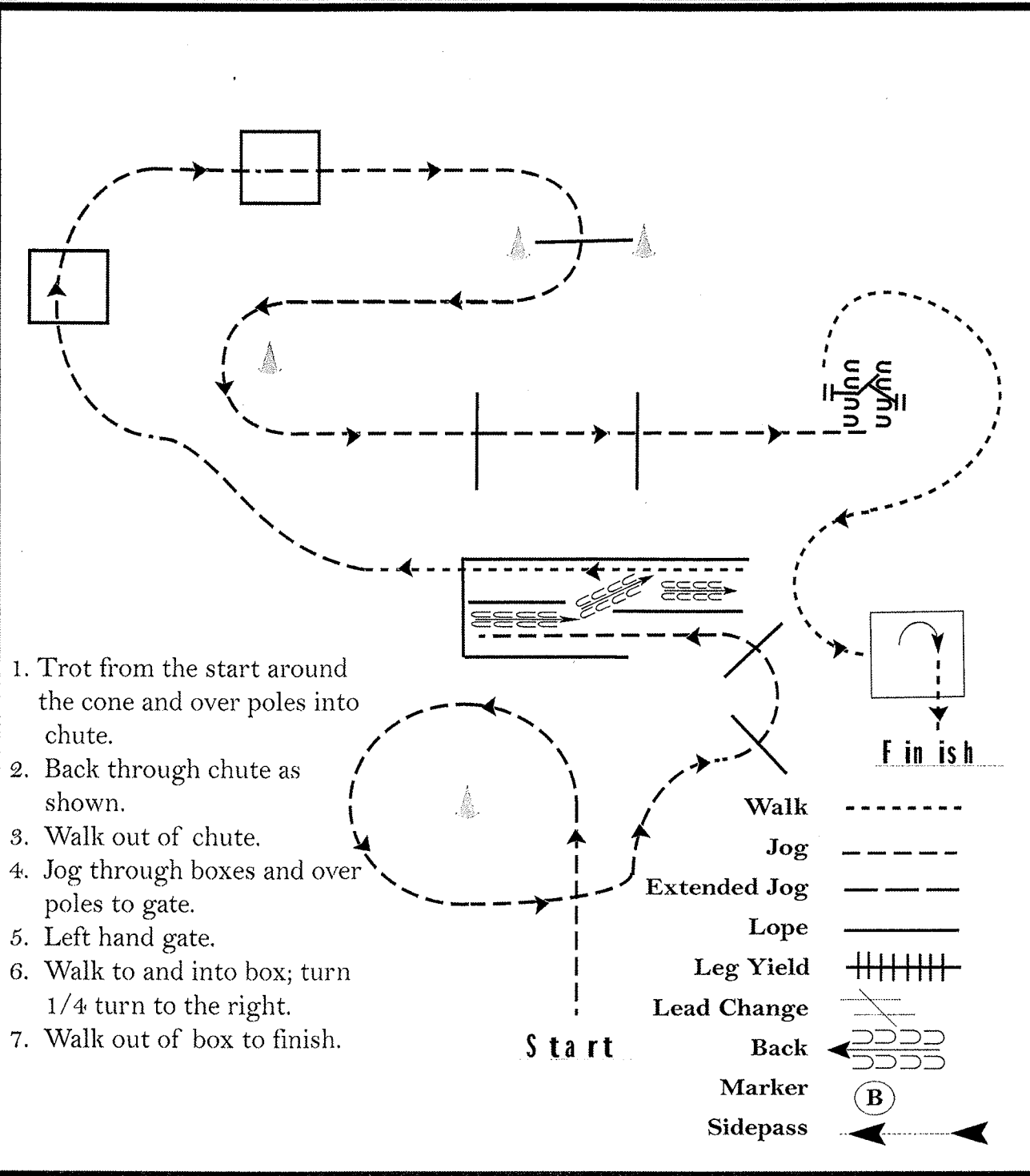
Walk	-----
Trot	- - - - -
Back	← U U U U
Marker	ⓑ
Judge	ⓐ

Pattern Provided by:
Judges

SDMS – FWSSR
JANUARY 20-21, 2024
CLASS 125 – TRAIL – GREEN DONKEY (WALK/TROT)

www.HorseShowPatterns.com

www.HorseShowPatterns.com



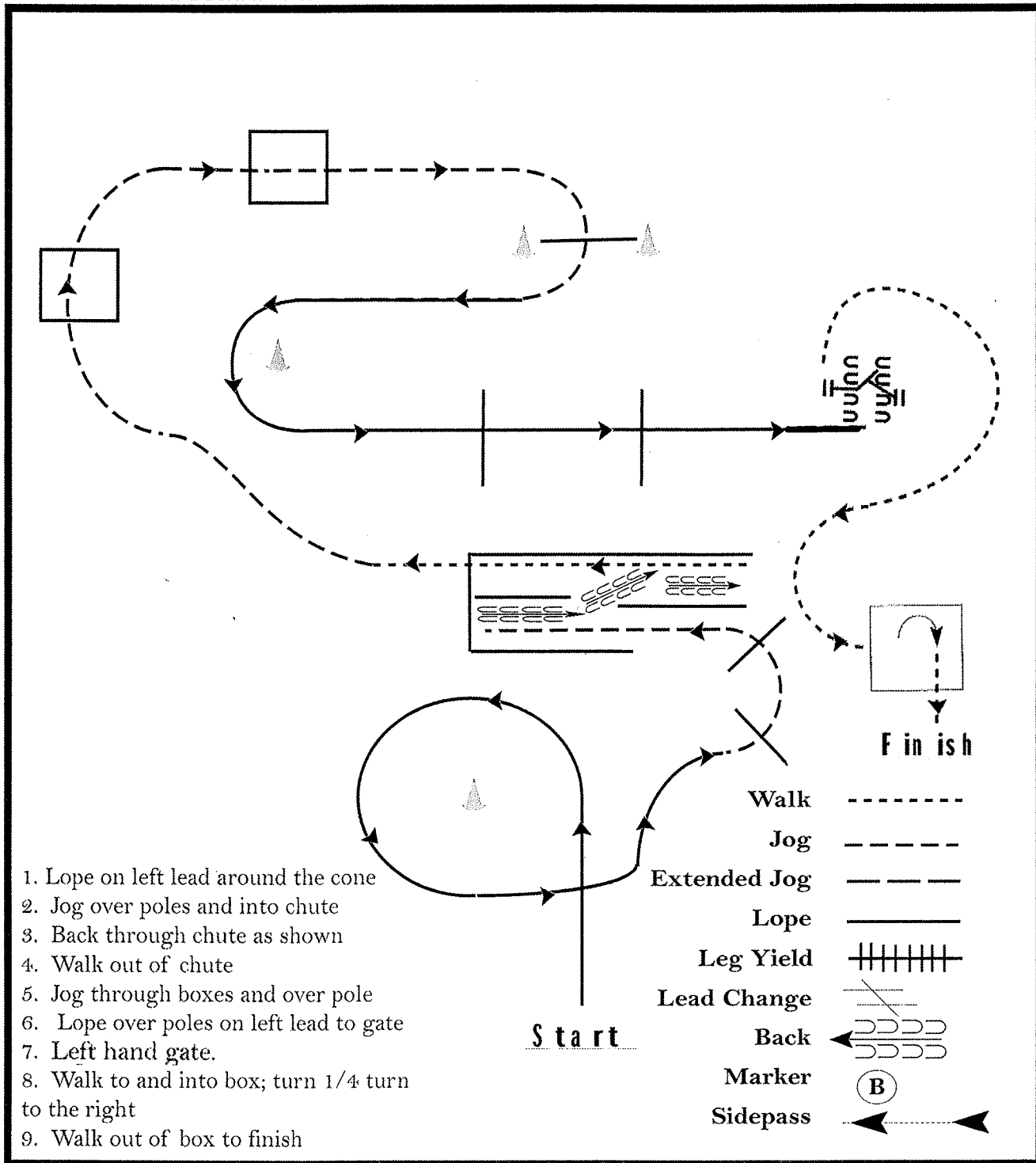
[T/1-8]

Pattern Provided by:
Judges

SDMS – FWSSR
JANUARY 20-21, 2024
CLASSES 126, 127, 128, 129, 130, 131, 132
TRAIL – DONKEY AND MULE

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Lope on left lead around the cone
2. Jog over poles and into chute
3. Back through chute as shown
4. Walk out of chute
5. Jog through boxes and over pole
6. Lope over poles on left lead to gate
7. Left hand gate.
8. Walk to and into box; turn 1/4 turn to the right
9. Walk out of box to finish

Pattern Provided by:
Judges

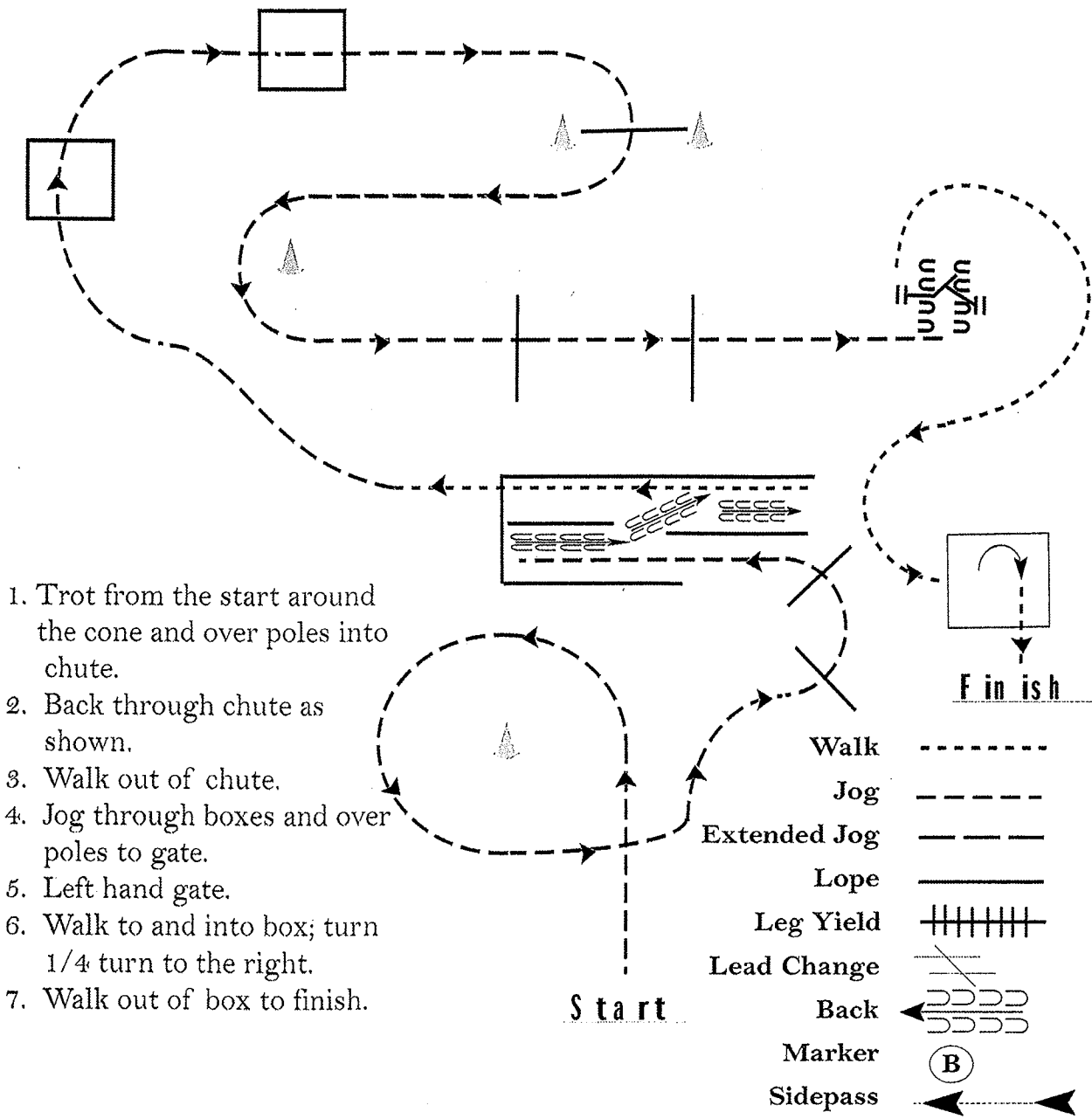
[T/1-10]

SDMS – FWSSR
JANUARY 20-21, 2024
CLASS 133 – PEE WEE TRAIL-DONKEY OR MULE

SPECIAL DIRECTIONS – WALK THE ENTIRE PATTERN, GATE WILL BE OPEN FOR A WALK THROUGH.

www.HorseShowPatterns.com

www.HorseShowPatterns.com



[T/1-8]

Pattern Provided by:
Judges