

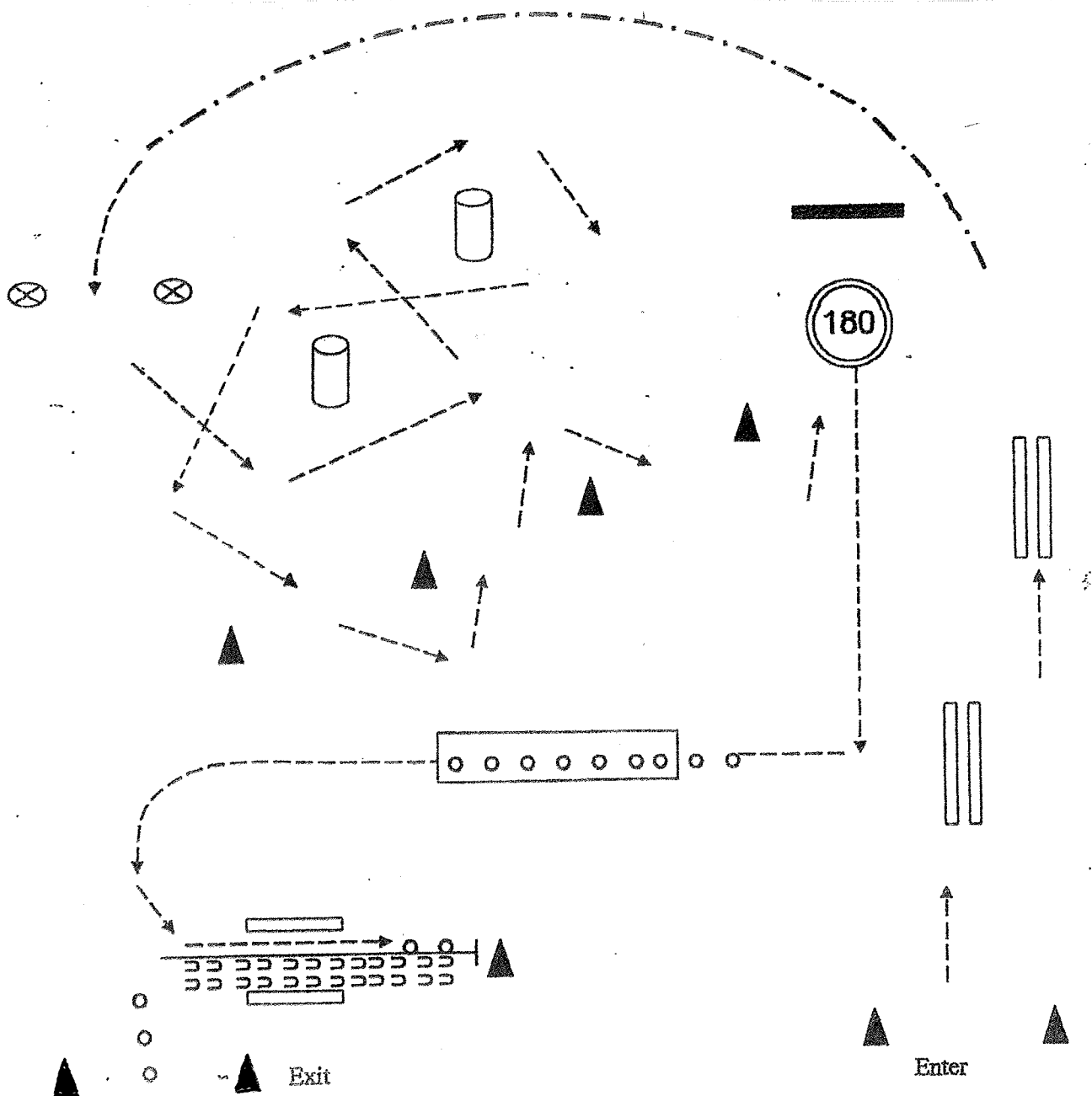
FORT WORTH  
**STOCK SHOW  
& RODEO**



2024

**MINIATURE DONKEY  
& MULE PATTERNS**

SDMS – FWSSR  
JANUARY 20-21, 2024  
CLASSES 26, 27, 28, 29, 30 – OBSTACLE DRIVING  
MINIATURE DONKEY & MINIATURE MULE

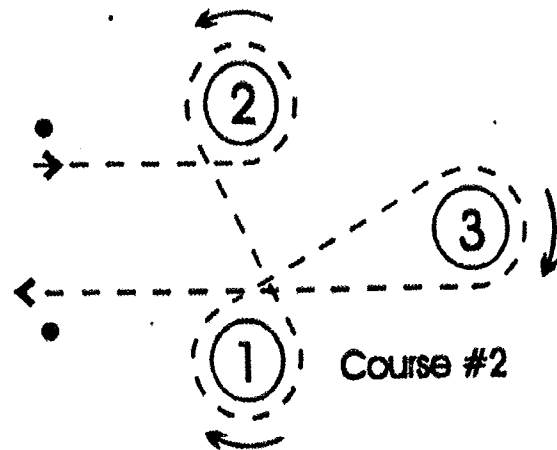
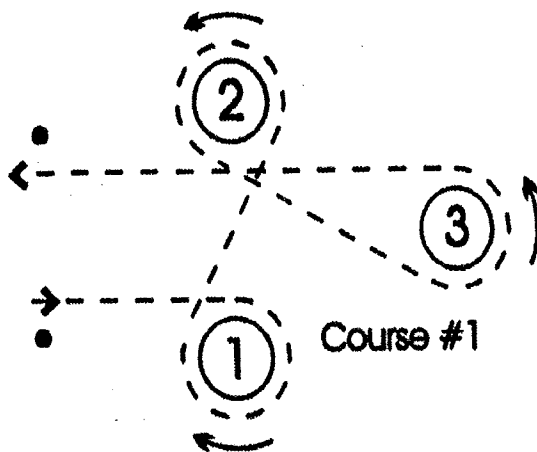


1. Enter at a Trot.
2. Trot thru poles, first left wheel between poles, then right wheel.
3. Extended Trot around course. Slow to Trot, go through columns.
4. Trot figure 8 around barrels as directed.
5. Trot on course and work cones as directed.
6. Stop facing dead-end with right wheel in circle and perform 180 degree turn.
7. Trot to plank, Walk over plank keeping animal on board.
8. Trot into chute and slow to a walk. Stop at cone.
9. Back through chute and exit at a Walk.

Key	
○ ○ ○	Walk
---	Trot
33	Back
- . -	Extended Trot

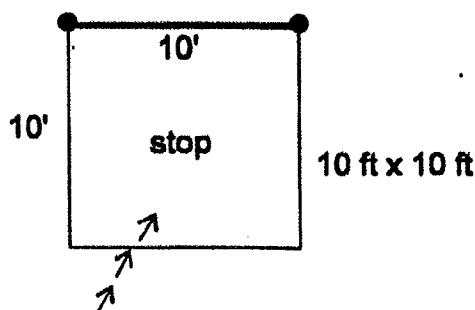
SDMS – FWSSR  
JANUARY 20-21, 2024  
CLASSES 31, 32, 33, 34, 35 – CLOVERLEAF BARREL DRIVING  
MINIATURE DONKEY & MINIATURE MULE

- 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.

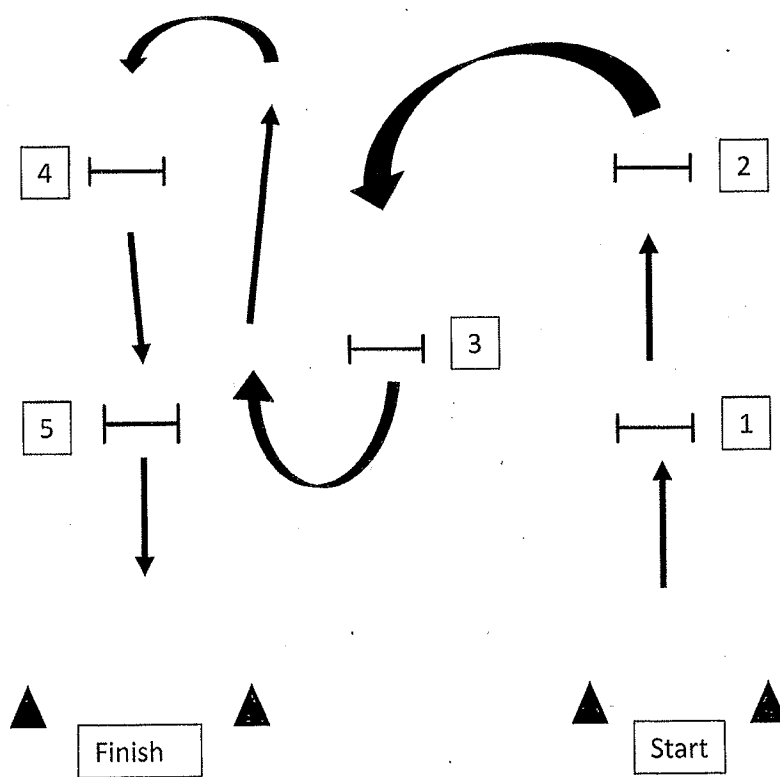


SDMS – FWSSR  
JANUARY 20-21, 2024  
CLASS 44 – ADULT COON HUNTERS JUMPING - MINIATURES

- 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.

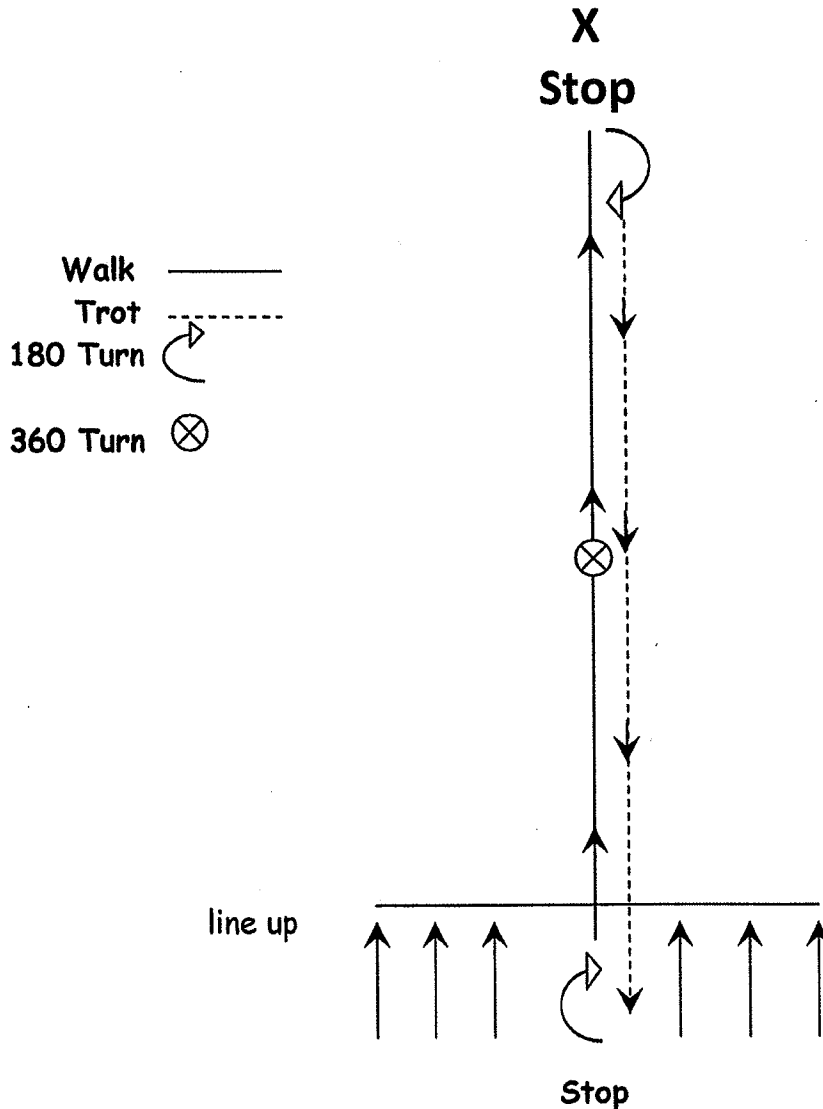


SDMS – FWSSR  
JANUARY 20-21, 2024  
CLASSES 47, 48, 49, 50, 51, 52, 53, 54 – IN HAND JUMPING  
MINIATURE DONKEY & MINIATURE MULE



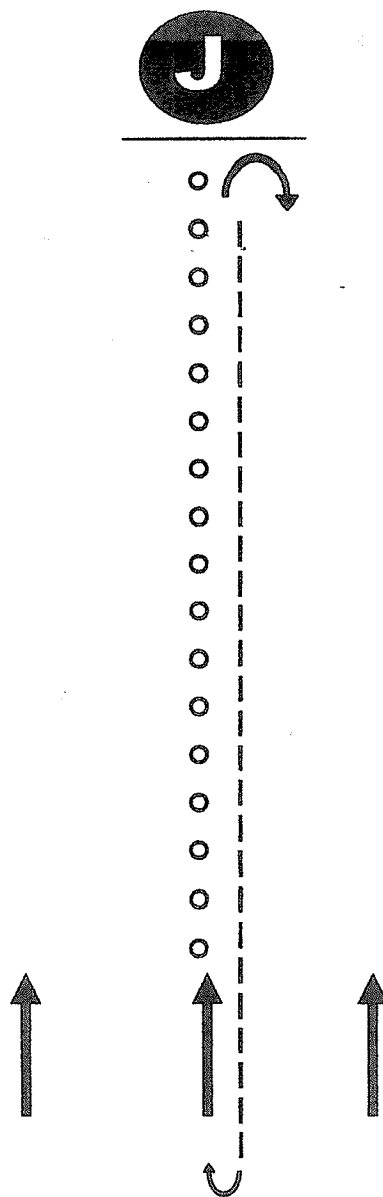
1. Follow jumping pattern as directed.
2. Heights will be appropriate for class.
3. Jump 3 will be removed for second round.

SDMS – FWSSR  
JANUARY 20-21, 2024  
CLASSES 62, 63, 64, 65, 66, 67, 68 - SHOWMANSHIP  
MINIATURE DONKEY & MINIATURE MULE

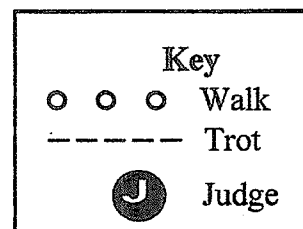


1. Walk toward the Judge in a straight line.
2. Stop half way between the lineup and Judge and turn 360 degrees or pivot stop.  
All turns are to be to the right.
3. Continue to walk toward the Judge in a straight line.
4. Stop and set up your Donkey.
5. Upon acknowledgement from the Judge, turn 180 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

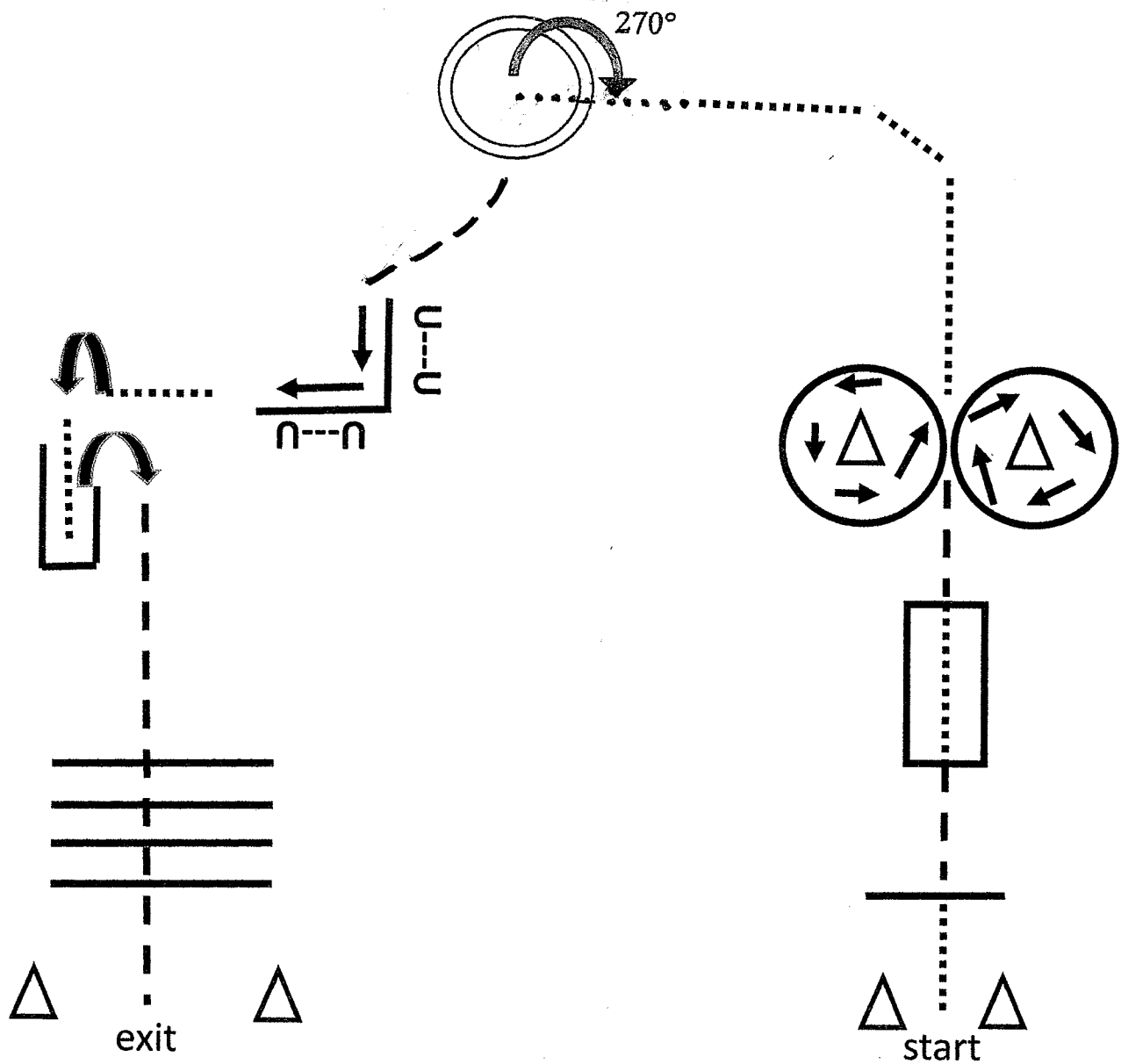
SDMS – FWSSR  
JANUARY 20-21, 2024  
CLASS 69 - PEE WEE SHOWMANSHIP  
MINIATURE DONKEY OR MINIATURE MULE



1. Be ready in line up.
2. When acknowledged, Walk to the Judge in a straight line.
3. Set up for inspection.
4. When dismissed by the Judge, do a 180 degree turn.
5. Trot in a straight line, past the line up, stop.
6. Do a 180° turn.
7. Walk your animal forward to the exact spot in line where you started.
8. Set up your animal.



SDMS – FWSSR  
JANUARY 20-21, 2024  
CLASSES 95, 96, 97, 98, 99, 100, 101 – IN HAND TRAIL  
MINIATURE DONKEY & MINIATURE MULE

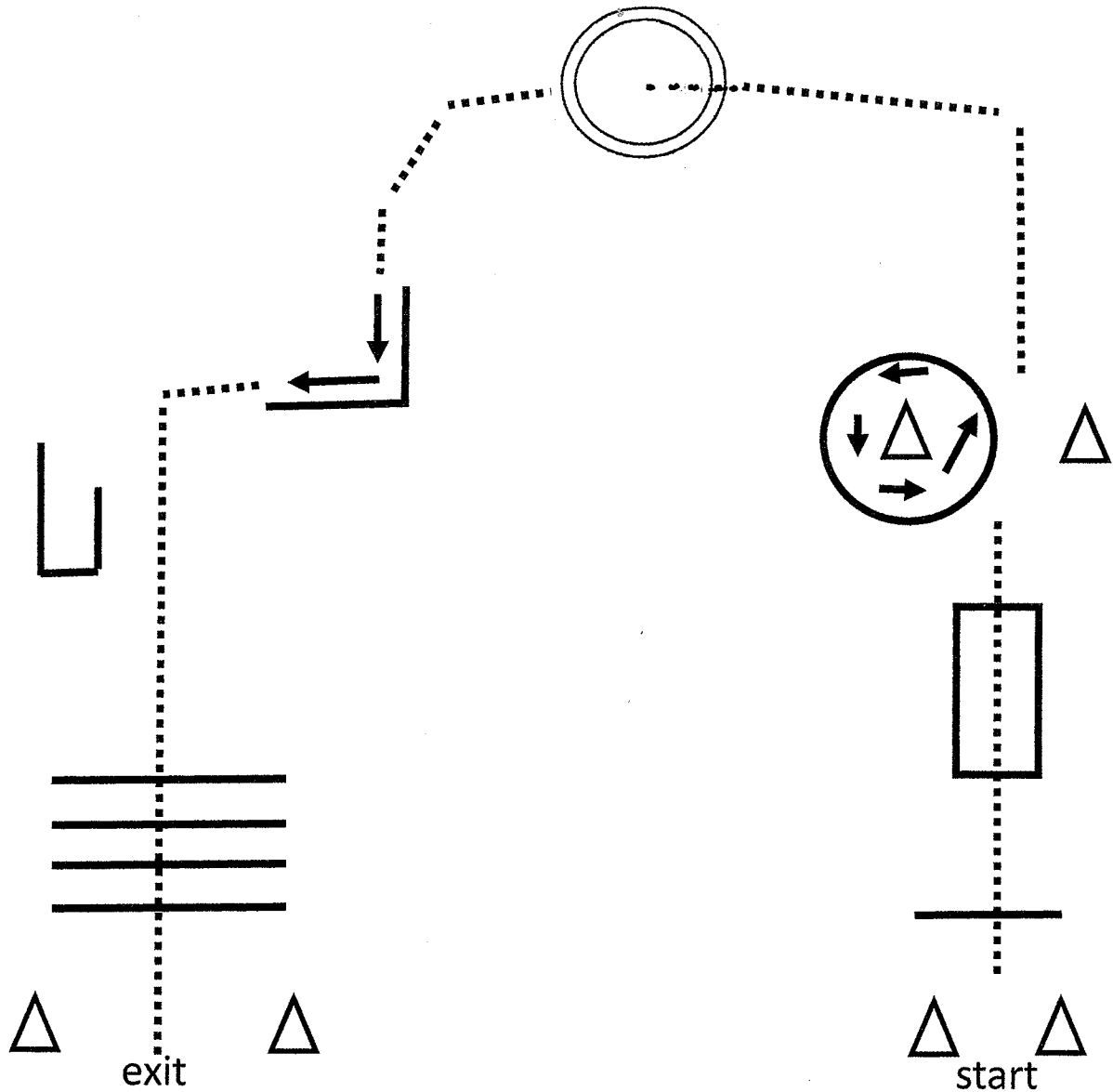


1. Enter and walk over pole.
2. Trot to bridge, walk over bridge.
3. Trot to and around cones, left cone first.
4. Walk into circle, stop with back feet in circle.
5. Pivot 270° clockwise.
6. Trot to "L", left side pass over "L".
7. Walk to "back through", back into, walk out.
8. Trot to and over poles.
9. Trot to exit.

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



SDMS – FWSSR  
JANUARY 20-21, 2024  
CLASS 102 – PEE WEE IN HAND TRAIL  
MINIATURE DONKEY OR MINIATURE MULE

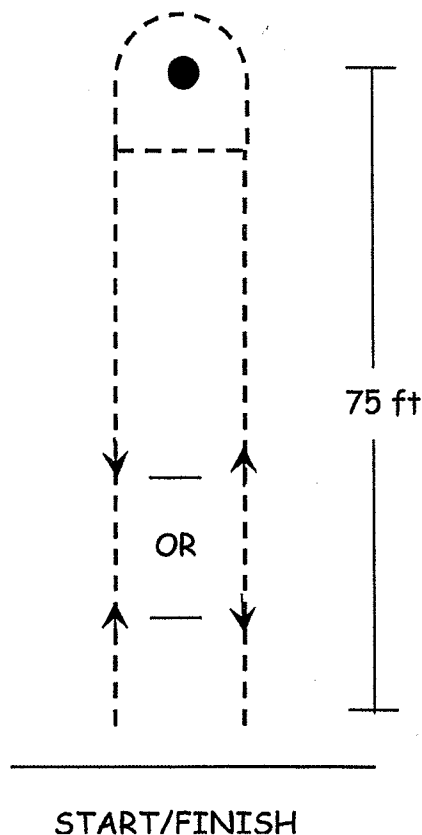


1. Enter and walk over pole.
2. Walk over bridge.
3. Walk to and around the left cone.
4. Walk into circle, stop with front feet in circle.
5. Walk through the "L".
6. Walk to and over poles.
7. Walk to exit.

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

SDMS – FWSSR  
JANUARY 20-21, 2024  
CLASSES 103, 104, 105, 106 – LEADLINE RACE  
MINIATURE DONKEY & MINIATURE MULE

- 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 20-21, 2024  
CLASSES 107, 108 - SCRAMBLE  
MINIATURE DONKEY & MINIATURE MULE

**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.

