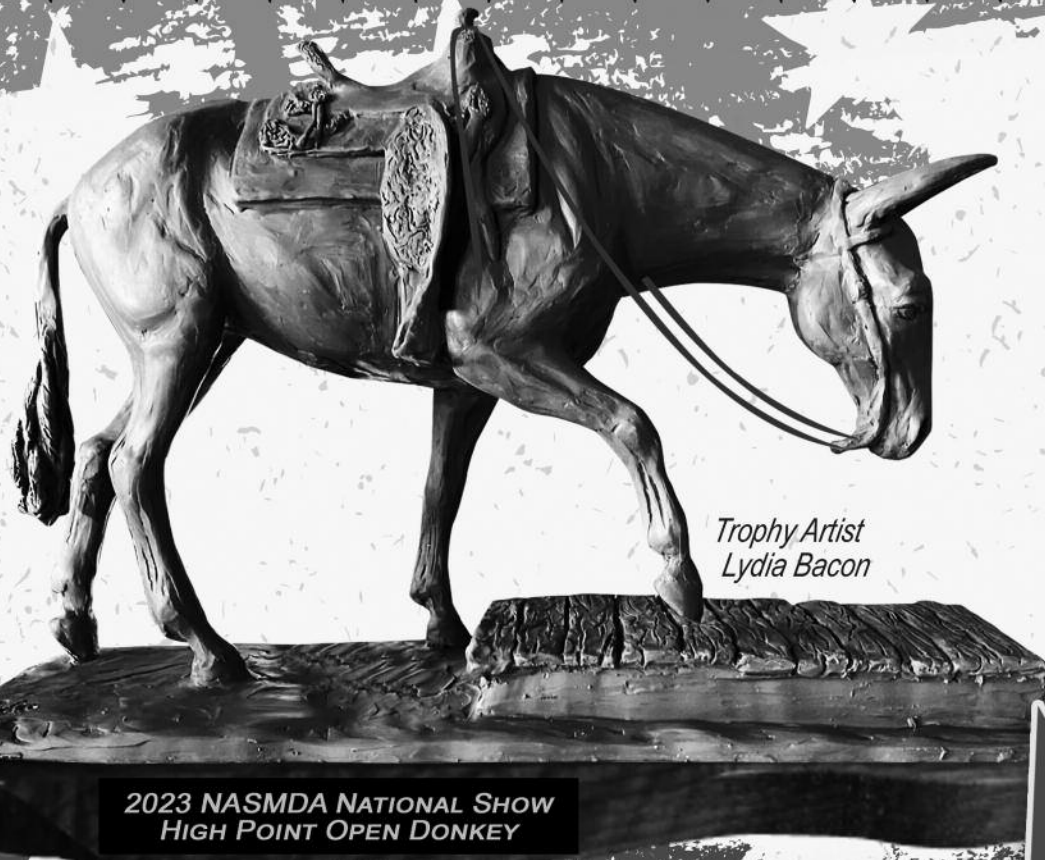


NASMDA NATIONAL SHOW

Roane State College - Harriman, Tennessee

JULY 20, 21, 22, 2023



*Trophy Artist
Lydia Bacon*

2023 NASMDA NATIONAL SHOW
HIGH POINT OPEN DONKEY

WWW.NASMA.NET



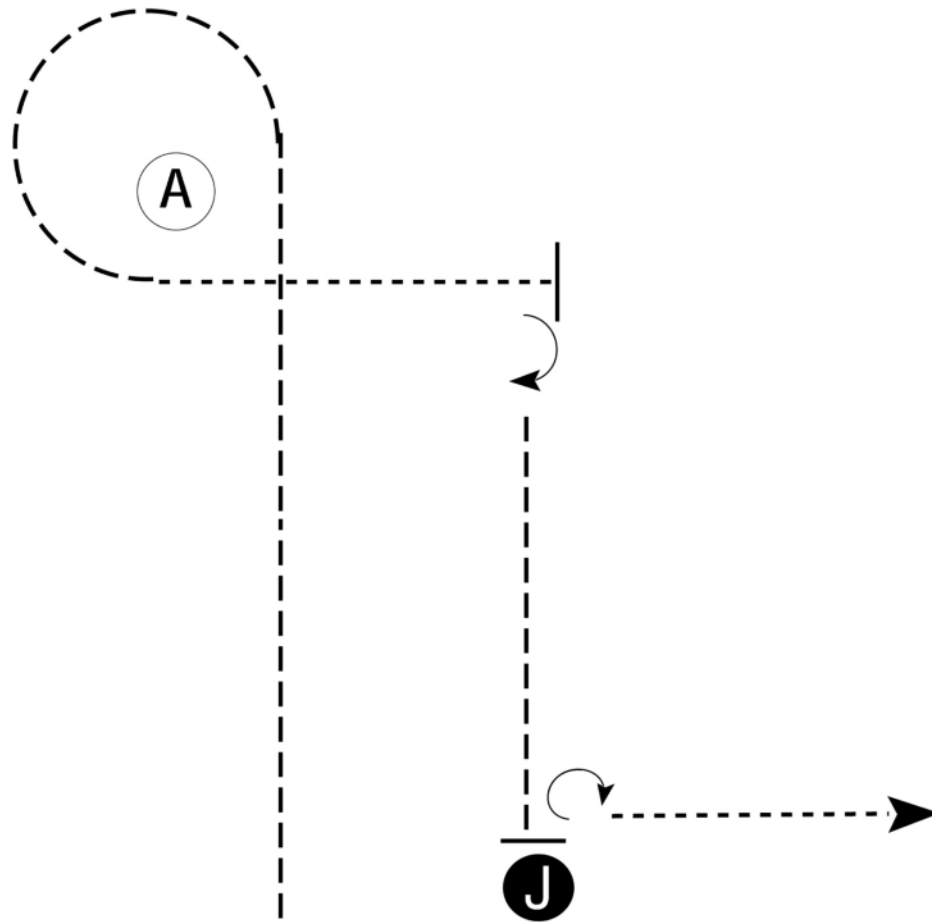
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PATTERN BOOK

NASMDA Judges

Paula Gatewood, Dry Ridge, KY . Ann Jones, Buford, GA . Stephanie McConnell, New Trenton, IN . Kerri Kyle, Rossville, IL


1. National Champion Amateur Mule Showmanship



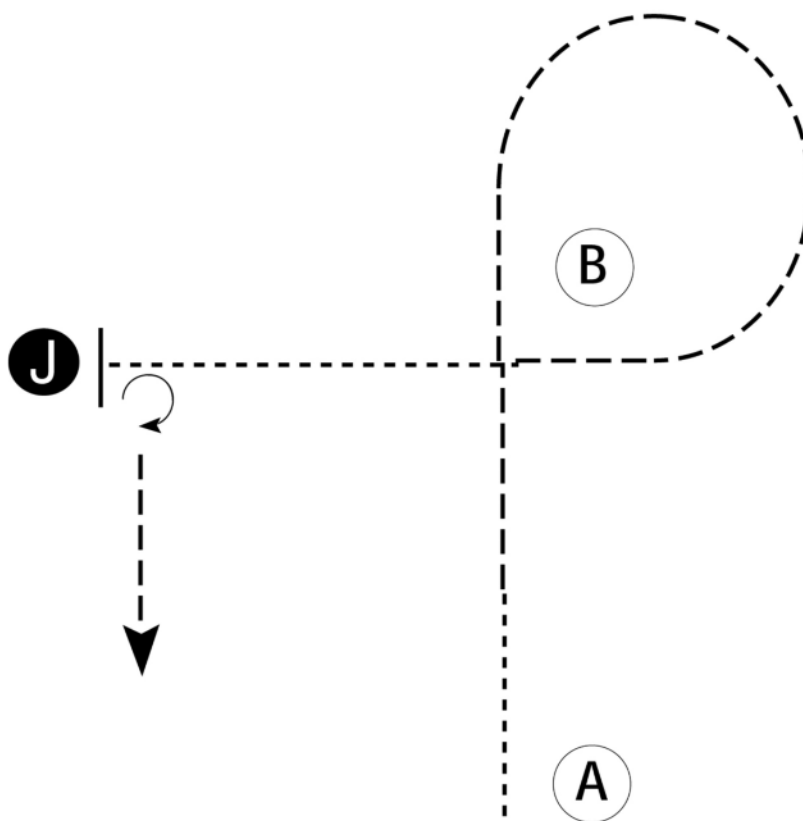
Be ready even with judge.

1. Trot to and around A.
2. Walk from A until even with judge.
3. Stop and perform a 90 degree turn.
4. Trot to judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 270 degree turn.
7. Walk straight away from judge.

Follow the instructions of your ring steward.

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

2. National Champion Youth Mule Showmanship, 18 & Under



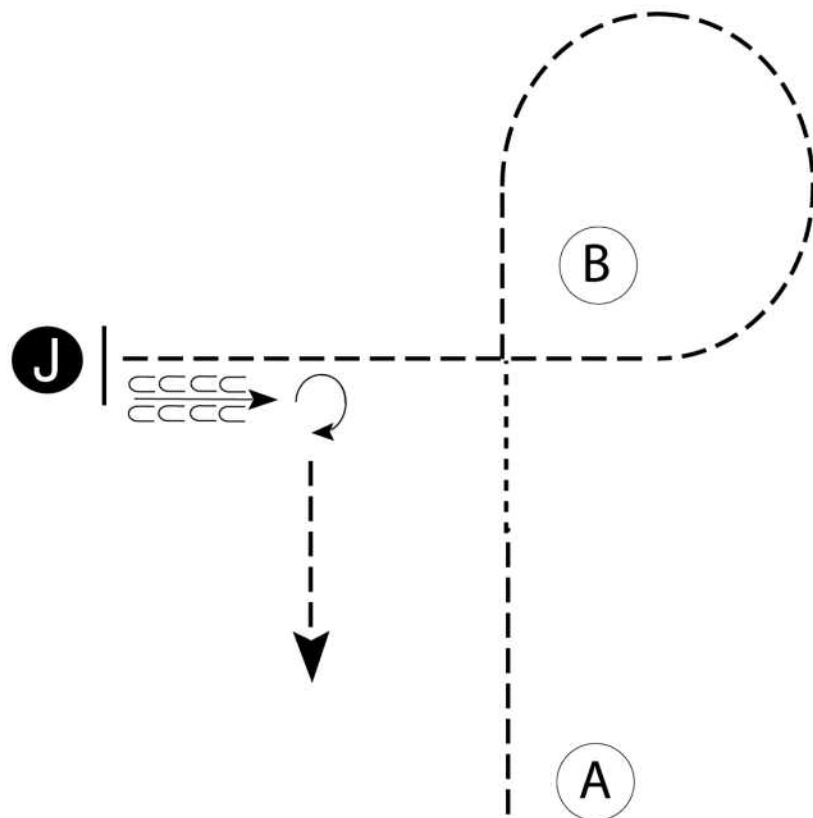
Be ready at A.

1. Walk halfway to B.
2. Trot to and around B as shown.
3. When just past B, walk to judge and set up for inspection.
4. When dismissed, perform a 270 degree turn and trot away.

Follow the instructions of your ring steward.

Walk	-----
Trot	-----
Back	← ⏞⏞⏞⏞ ⏞⏞⏞⏞
Marker	⊙ B
Judge	● J

3. National Champion Silver Amateur Mule Showmanship



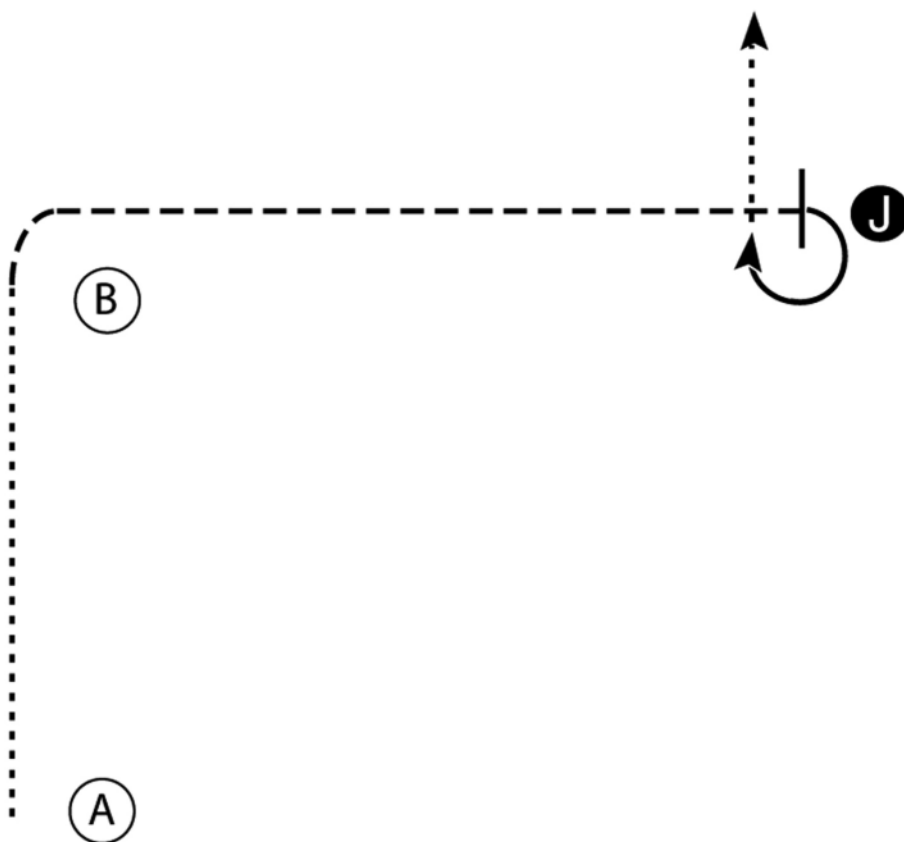
Be ready at A.

1. Trot halfway to B.
2. Walk two horse lengths.
3. Trot to and around B as shown.
4. Trot to the judge. Stop and set up for inspection.
5. When dismissed, back approximately 2 horse lengths.
6. Perform a 270 degree turn and trot straight away.

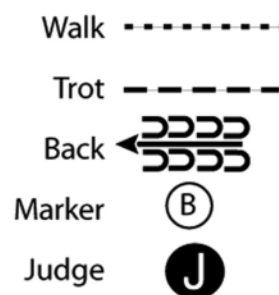
Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← C C C C C C C C
Marker	⊙ B
Judge	● J

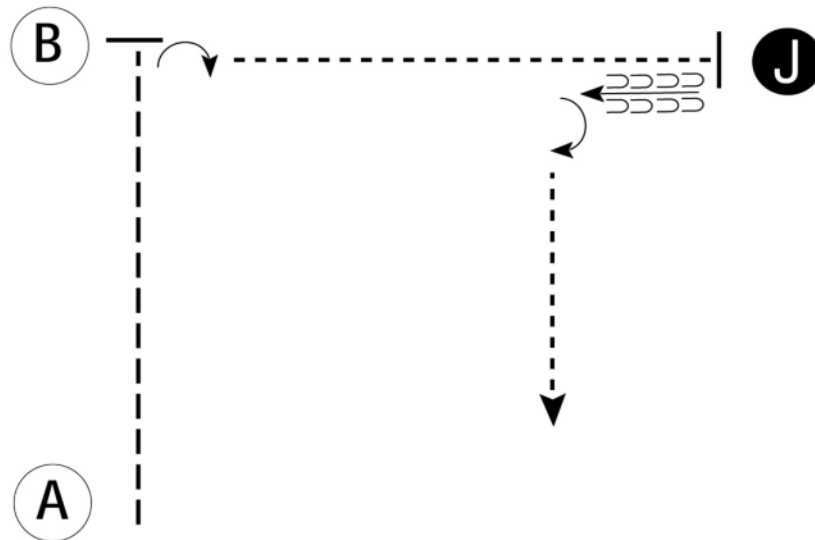
4. Youth Showmanship, 10 & Under



1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.



5. Youth Donkey Showmanship, 18 & Under



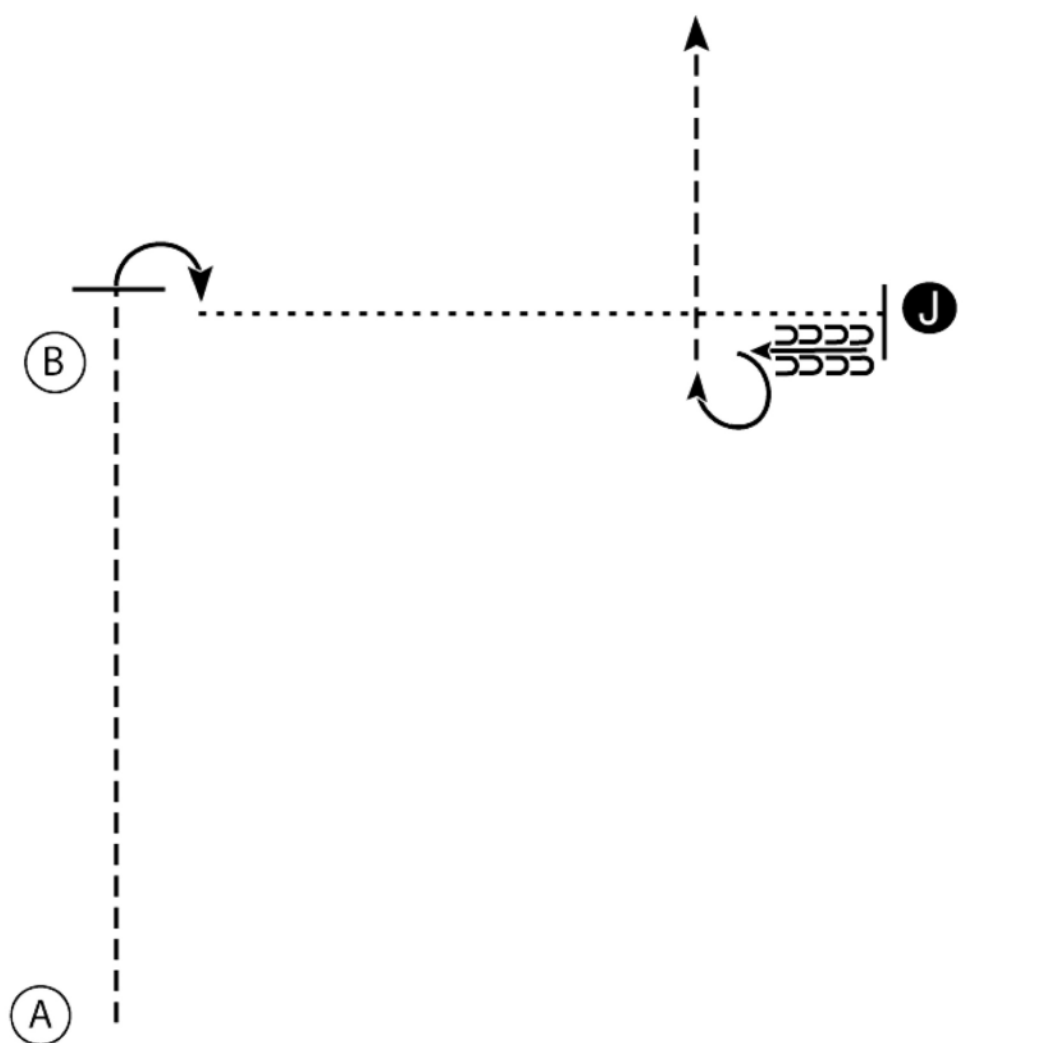
Be ready at A.

1. Trot from A to B.
2. Stop at B and perform a 90 degree turn.
3. Walk to judge.
4. Stop and set up for inspection.
5. When dismissed, back approximately one horse length.
6. Perform a 90 degree turn and walk away.


Follow the directions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← ⊃ ⊃ ⊃ ⊃
Marker	⊙ B
Judge	● J

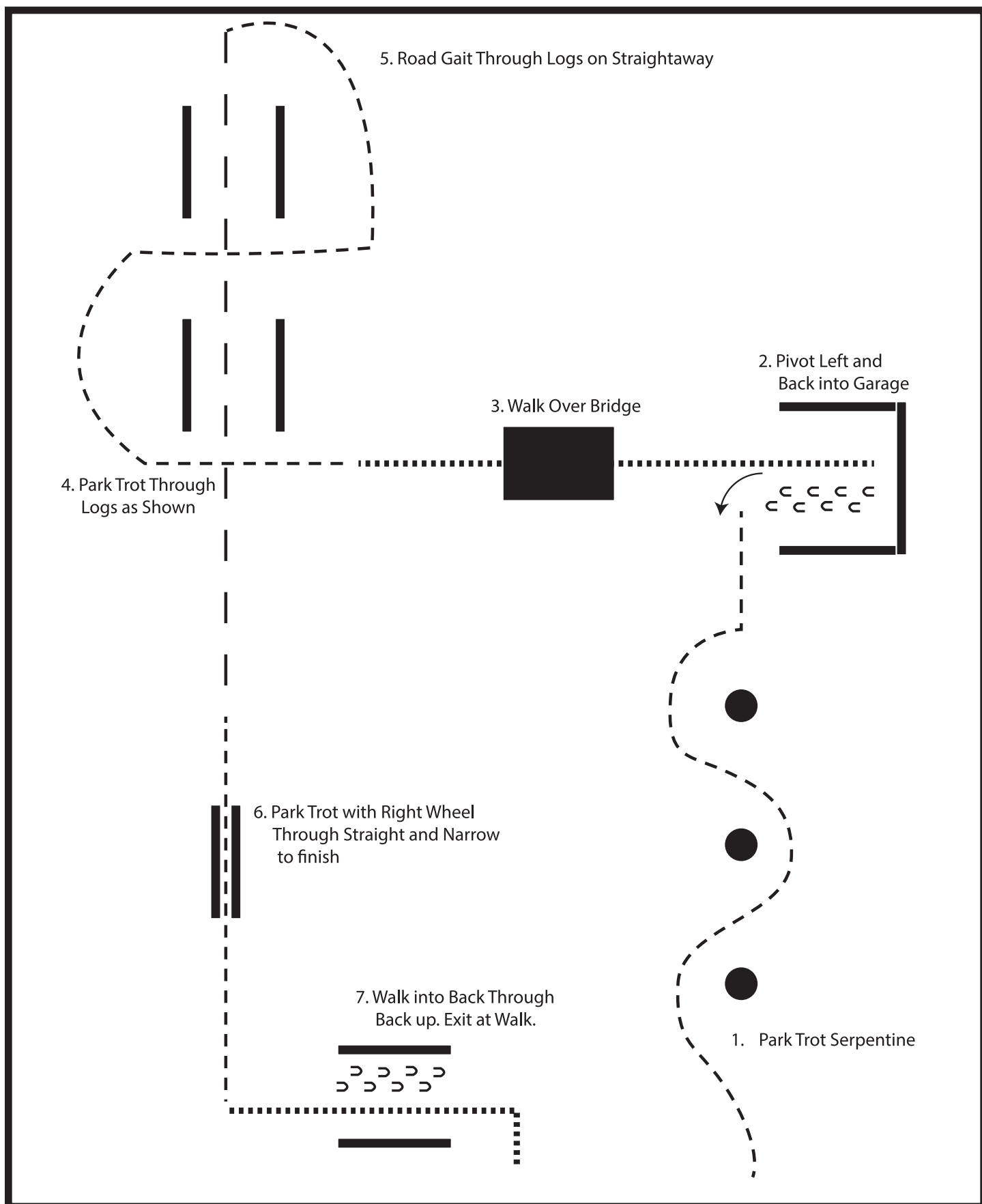
6. Amateur Donkey Showmanship



1. Begin at A. Trot from A past B
2. Stop and perform a 90 degree turn
3. Walk to the Judge, stop and set up for inspection
4. When dismissed back one horse length and perform a 270 degree turn
5. Trot to the line-up

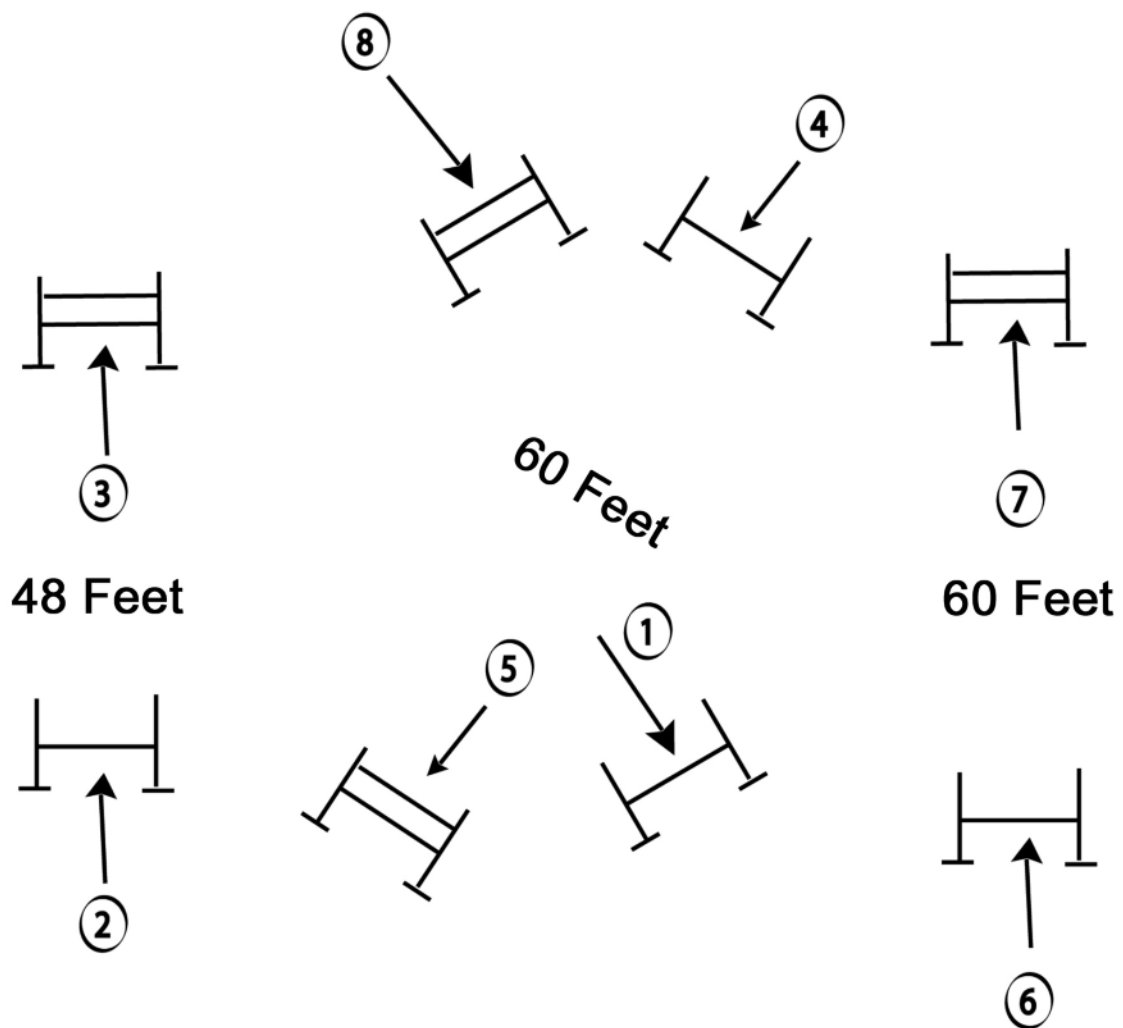
Walk
Trot - - - - -
Back 
Marker (B)
Judge (J)

17. National Champion Open Donkey Obstacle Driving
18. National Champion Open Mule Obstacle Driving



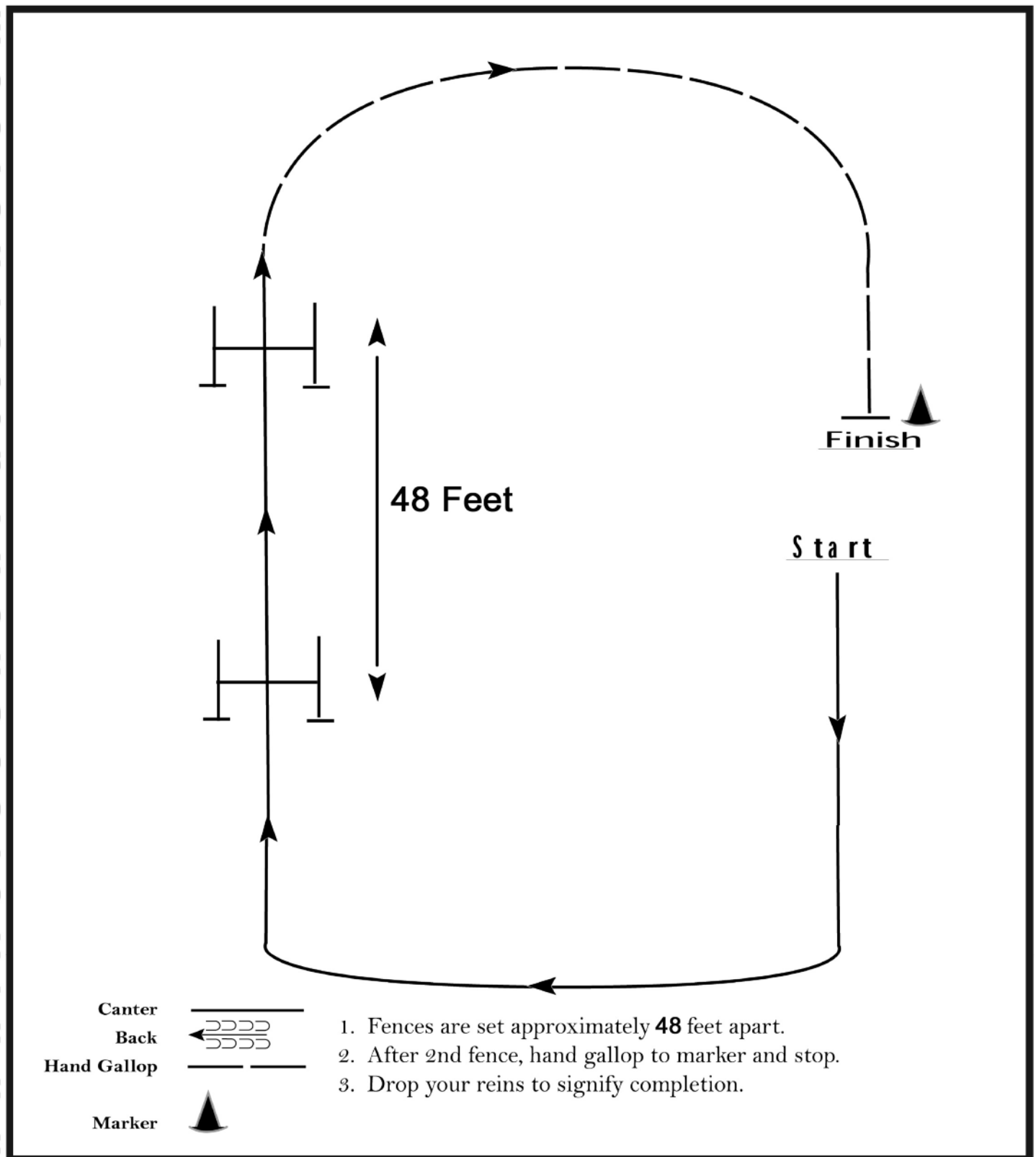
47. National Champion Open Mule Working Hunter

(All Jumps set at 2')

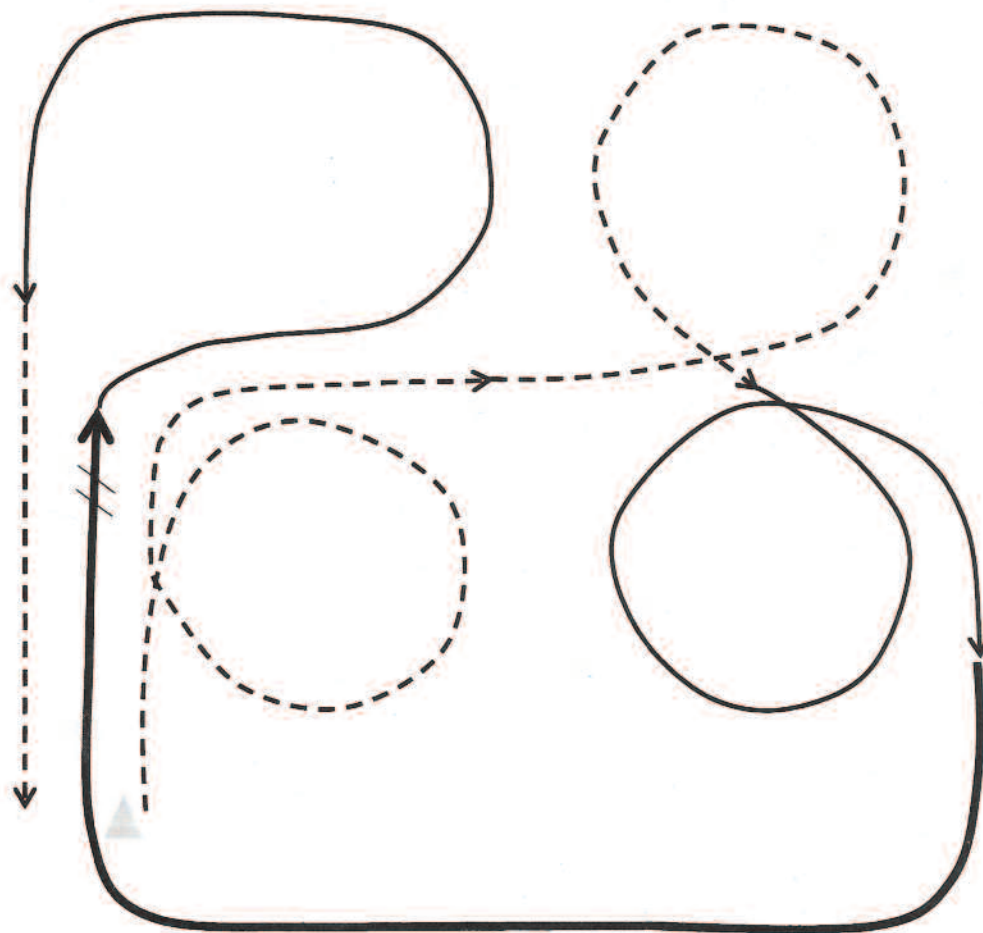


48. National Champion Senior Mule Hunter Hack (Jumps Set AT 2'6")

49. National Champion Junior Mule Hunter Hack (Jumps Set at 2')



60. National Champion Amateur Mule English Equitation
61. Youth Mule English Equitation, 18 & Under
62. Silver Amateur Mule English Equitation



Be ready at the cone.

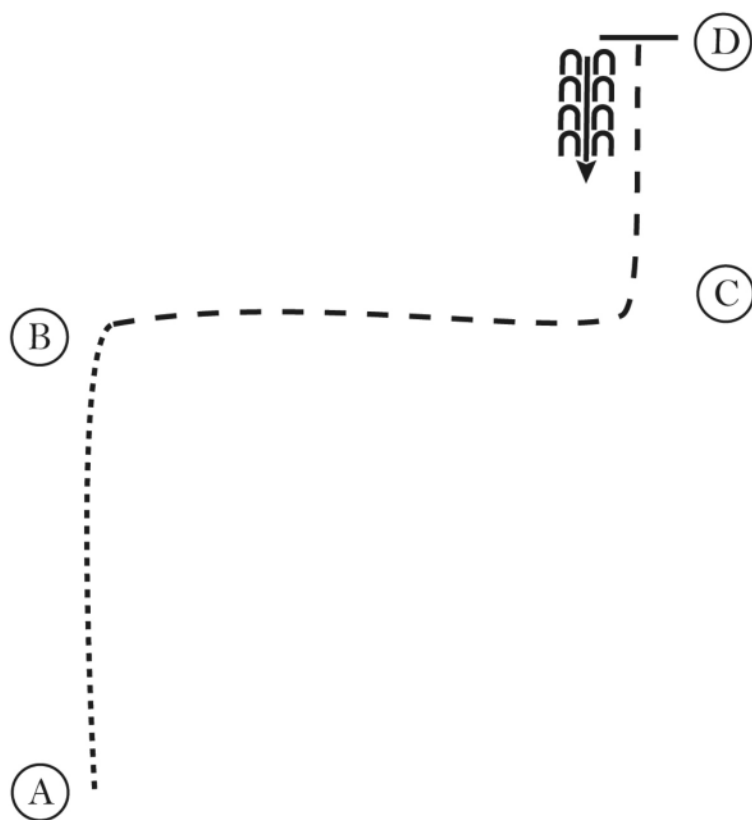
1. Posting trot right circle, continue riding across arena into left circle.
2. Canter right circle.
3. Hand gallop around end of arena.
4. Change leads and collect to canter.
5. Posting trot to exit.

Trot - - - - -
Canter —————
Hand Gallop ————
Lead Change //

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Contestants should utilize the arena space to best exhibit their horses.

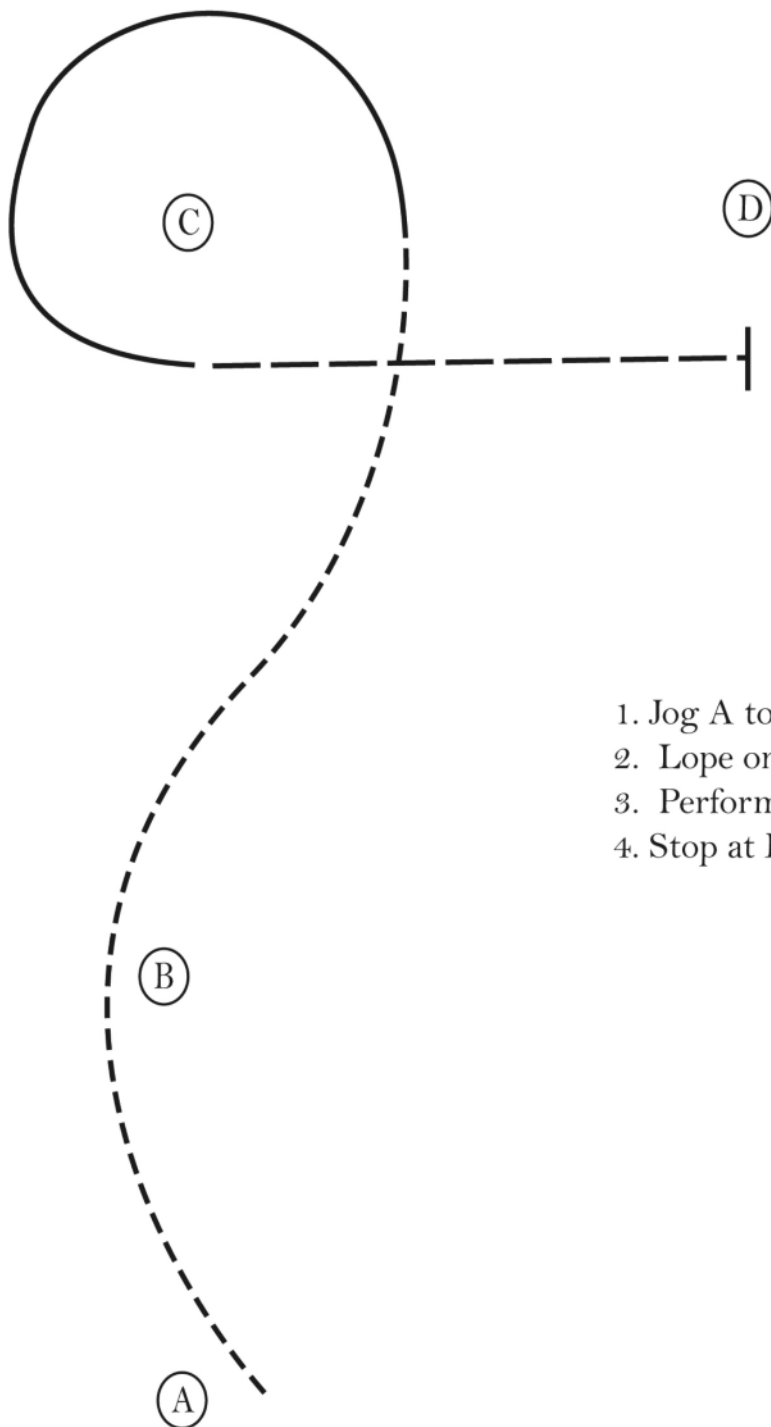
69. Youth Mule/Donkeymanship, 10 & Under

1. Walk A to B
2. At B jog to D
3. At D stop and back 4 steps.



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

70. Youth Donkeymanship, 18 & Under

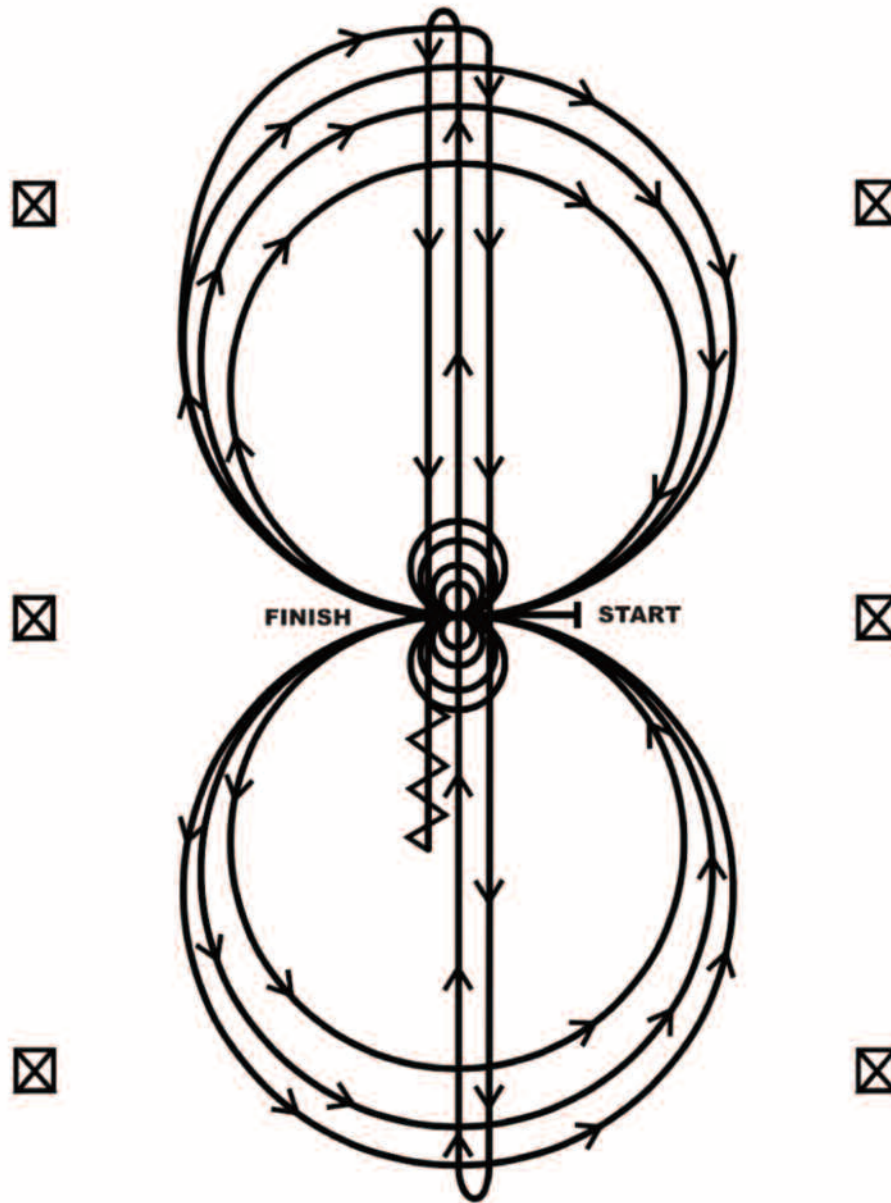


1. Jog A to C
2. Lope on the left lead around C
3. Perform an extended jog from C to D
4. Stop at D

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

71. National Champion Senior Mule Reining

Mule Reining - Pattern 1

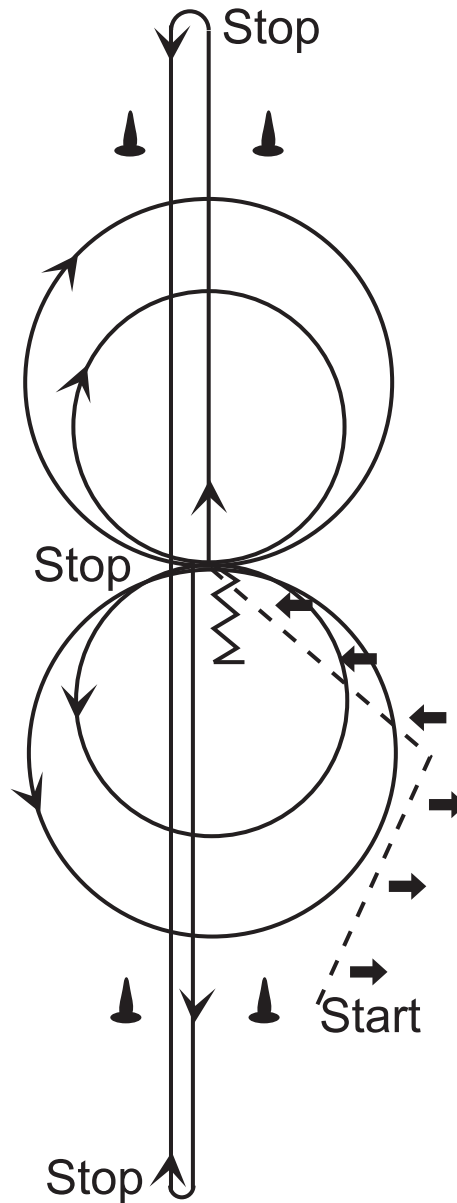


Mule may walk or jog to the center of arena. Mule must walk or stop prior to starting pattern. Begin at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three (3) circles to the right: the first circle small and slow, the next two (2) circles large and fast. Change leads at the center of the arena.
2. Complete three (3) circles to the left: the first circle small and slow; the next two (2) circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback – no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
5. Run past the center marker and do a sliding stop.
Back up to the center of the arena or at least ten (10) feet. Hesitate.
6. Complete four (4) spins to the right. Hesitate.
7. Complete four (4) spins to the left. Hesitate to demonstrate the completion of the pattern.

72. Open Reined Working Donkey

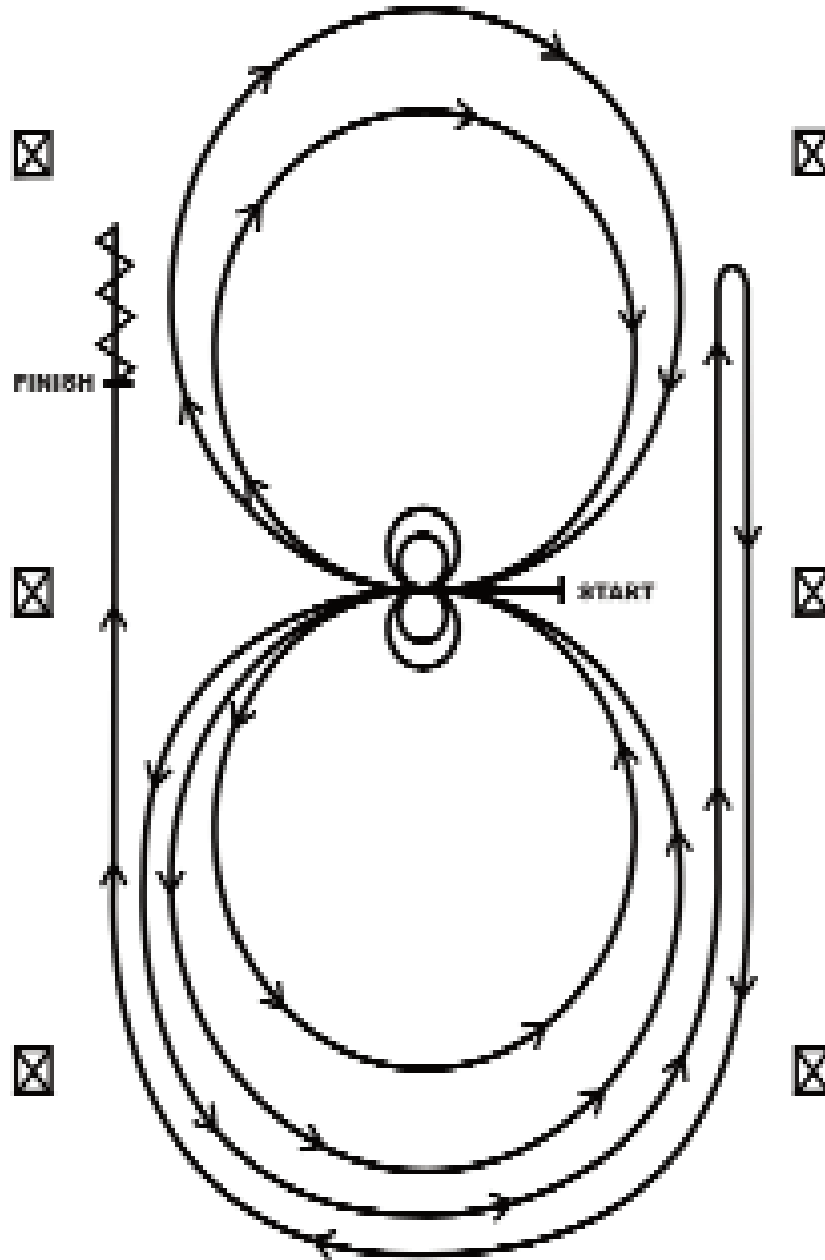
Reined Working Donkey - Pattern 1



1. Starting trotting at designated cone and demonstrate lateral movement (leg yield) at the trot to the right; without stopping, demonstrate lateral movement (leg yield) at the trot to the left. Stop at the center of the arena. Hesitate. Do a quarter turn to the left.
2. Take the right lead and complete two circles to the right, the first one small and slow and the second one large and fast
3. Show a change of lead at center of arena
4. Complete two circles to the left, the first one small and slow and the second one large and fast
5. Show a change of lead at center of arena
6. Hand gallop between and past cones at the far end of the arena. Stop.
7. Turn on haunches to the left and hand gallop between and past cones at the far end of the arena. Stop.
8. Turn on haunches to the right and hand gallop to the center of the arena.
9. Stop. Back (straight) at least 10 feet
10. Walk or trot to judge and stop for inspection (if requested), exit at a trot.

73. National Champion Junior Mule Reining

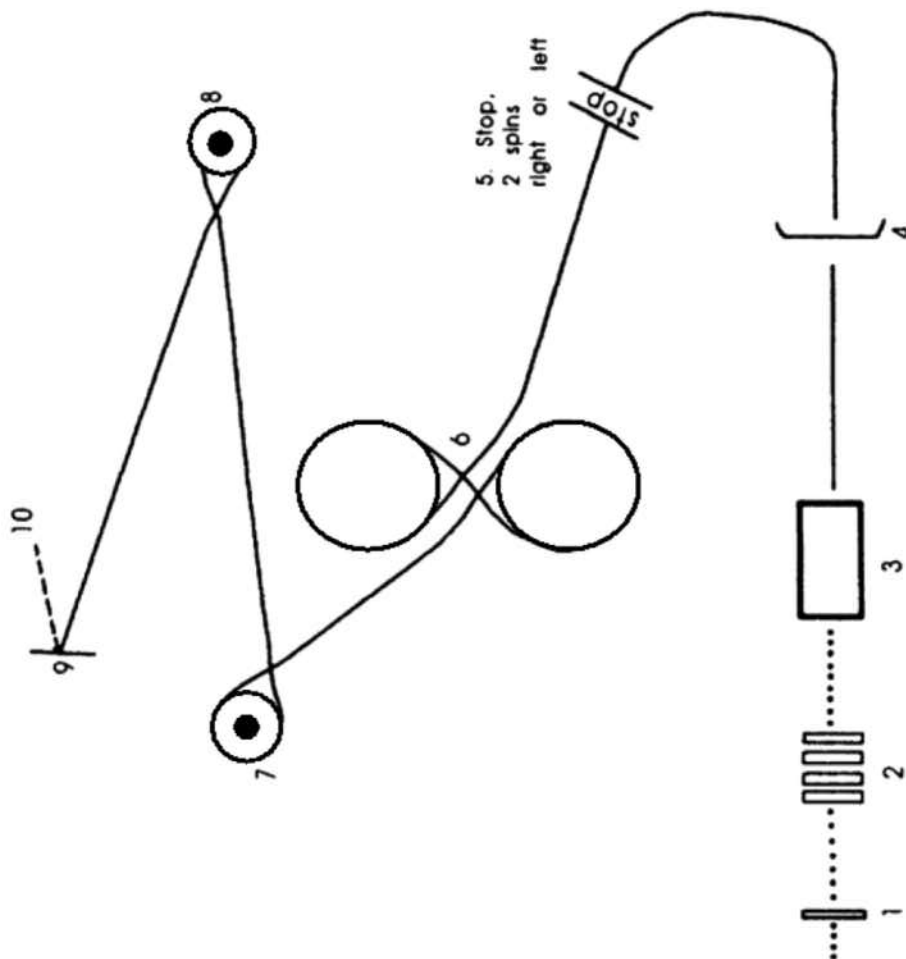
Mule Reining - Pattern 4



May walk or jog to the center of the arena. Must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

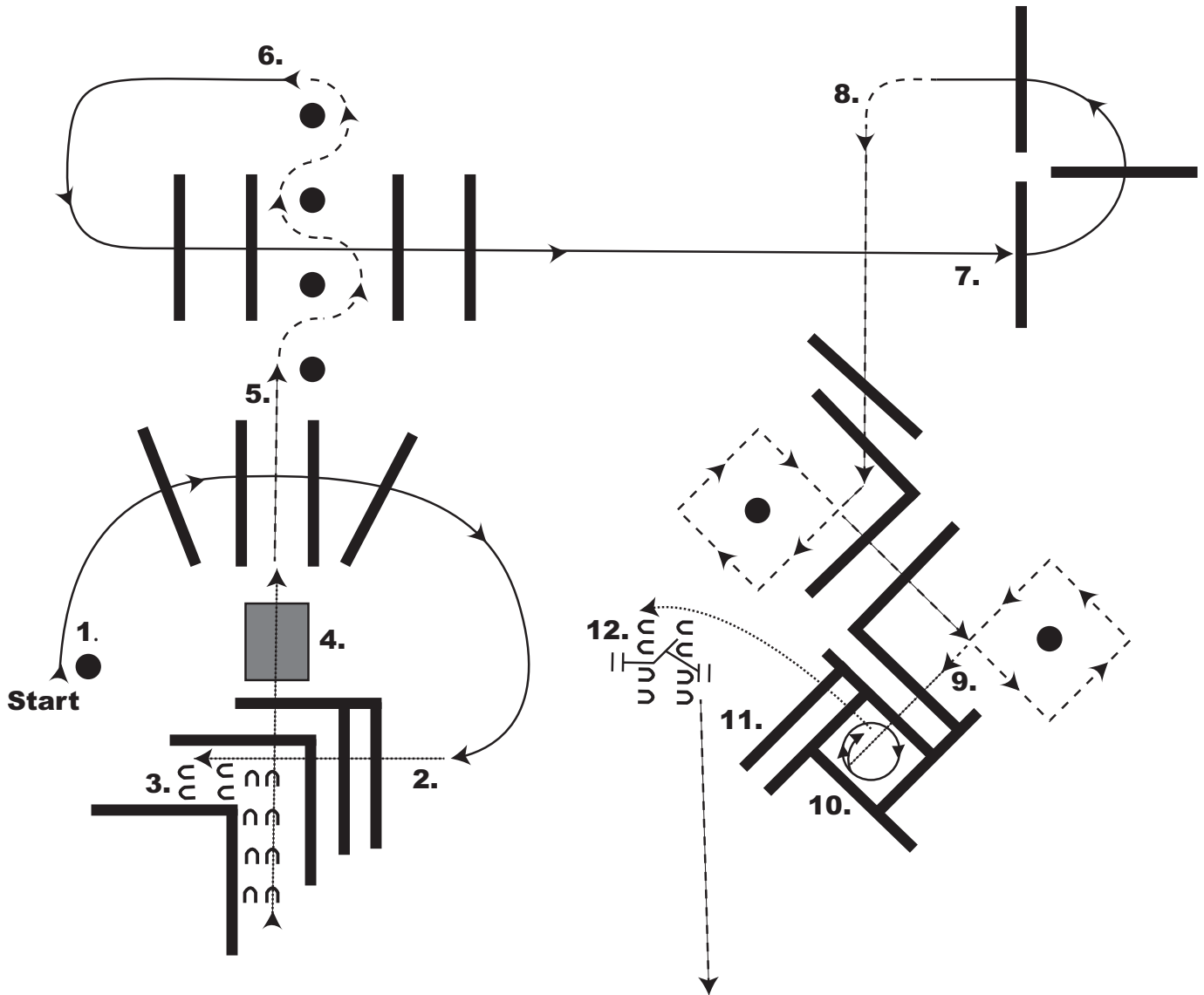
1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.

80. National Champion Senior Mule Ranch Riding
 81. National Champion Amateur Mule Ranch Riding
 82. National Champion Junior Mule Ranch Riding
 83. Silver Amateur Mule Ranch Riding
 84. Open Donkey Ranch Riding



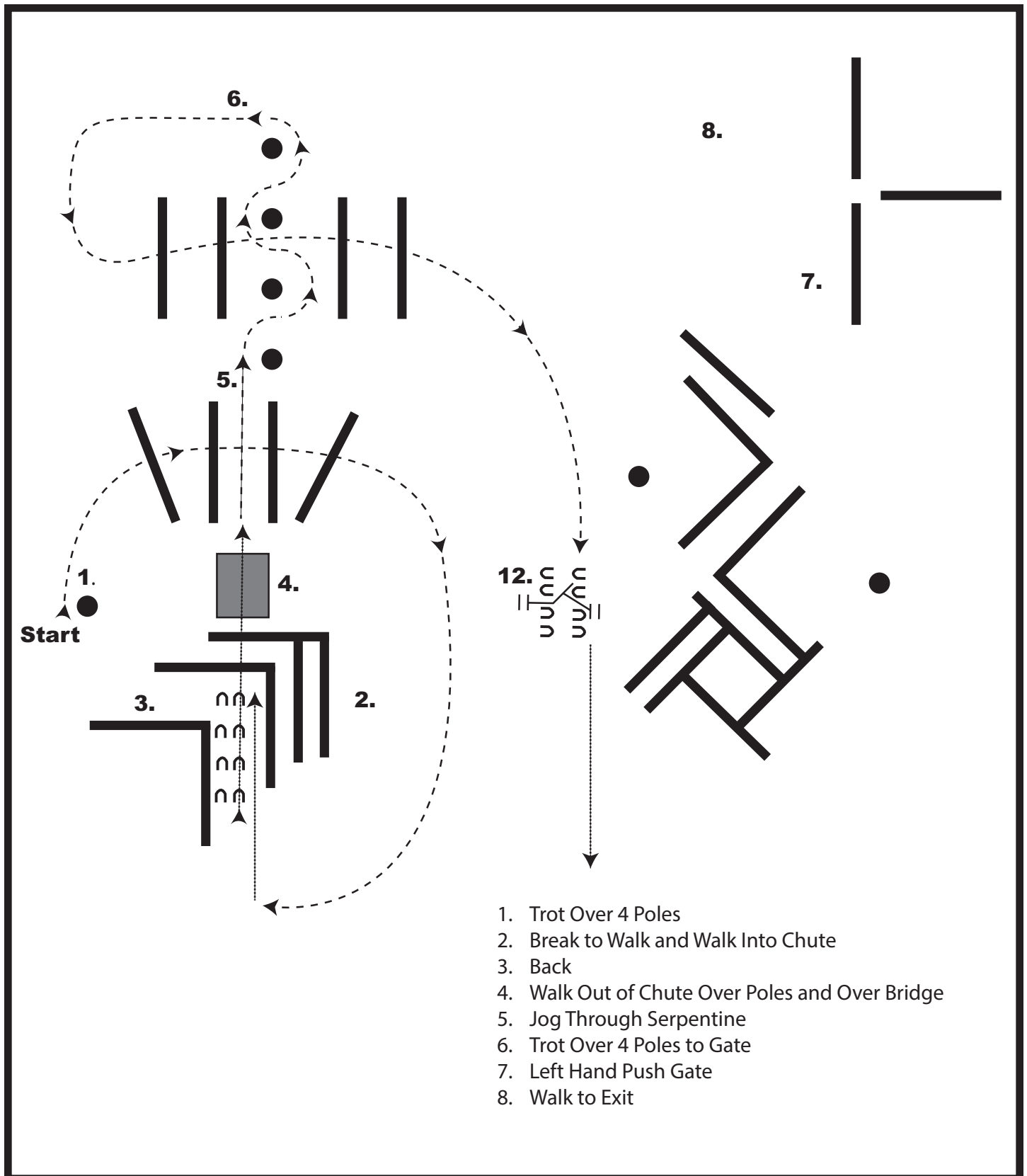
1. Work Gate
2. Walk Over Logs 20"-30" apart
3. Walk over bridge
4. Slow lope to and over 12" jump (distance between bridge and jump minimum 48' feet. Jump must be a minimum of 10' wide and no PVC is allowed.)
5. Stop and perform 2 spins, right or left
6. Proceed at medium lope to figure eight, showing change of lead from right to left circle.
7. Proceed with speed to barrel. Tight fast turn around barrel on left lead.
8. Proceed with speed to barrel showing change of lead from left to right. Tight fast turn around barrel on right lead.
9. Slide stop and back 10'.

85. National Champion Senior Trail
 86. National Champion Amateur Trail
 87. National Champion Junior Mule Trail
 88. National Champion Open Donkey Trail
 89. National Champion Silver Amateur Trail
 91. National Champion Youth Mule Trail, 18 & Under
 94. National Champion Youth Donkey Trail, 18 & Under

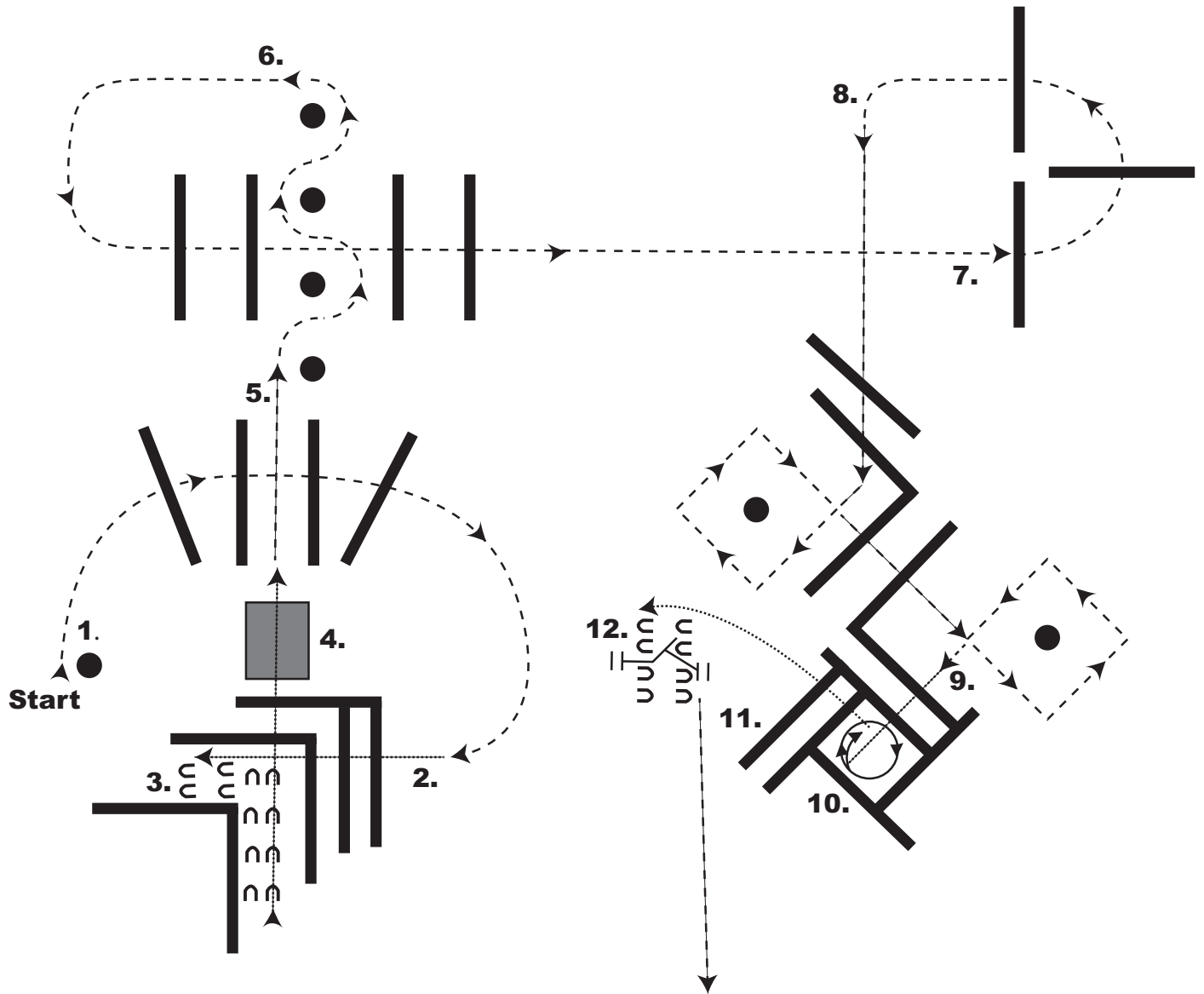


1. Lope Right Lead Over 4 Poles
2. Break to Walk and Walk Over Poles Into Chute
3. Back L
4. Walk Out of Chute Over Poles and Over Bridge
5. Jog Through Serpentine
6. Lope Left Lead Over 4 Poles
7. Continue Loping Left Lead Over Poles
8. Break to Jog. Jog Over Poles and Around Cones
9. Break to Walk and Walk Over Poles into Box
10. Turn 1 & 1/4 Turns to the Right
11. Walk Out of Box Over Poles
12. Left Hand Push Gate and Jog to Exit

92. Youth Walk/Trot Trail, 10 & Under

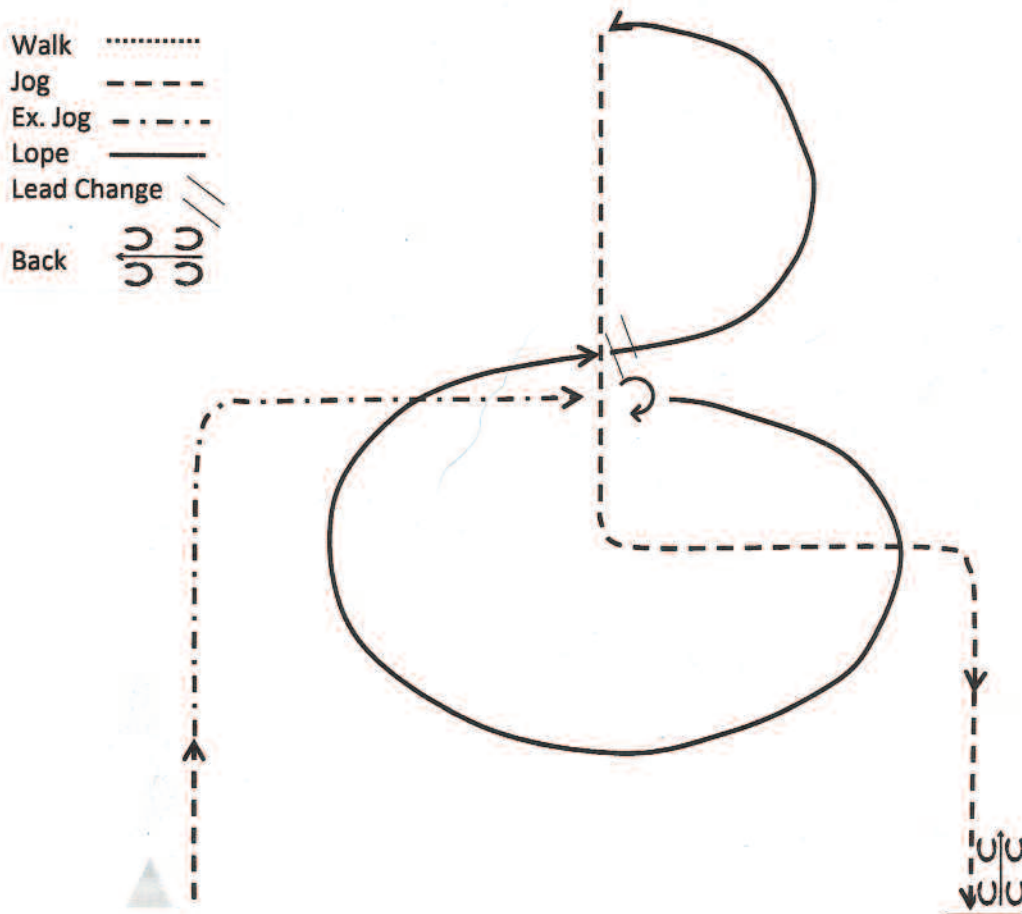


90. National Champion Training Level Donkey Trail
93. Amateur Donkey Trail (Walk/Trot)



1. Trot Over 4 Poles
2. Break to Walk and Walk Over Poles Into Chute
3. Back L
4. Walk Out of Chute Over Poles and Over Bridge
5. Jog Through Serpentine
6. Trot Over 4 Poles
7. Continue Trotting Over Poles
8. Jog Over Poles and Around Cones
9. Break to Walk and Walk Over Poles into Box
10. Turn 1 & 1/4 Turns to the Right
11. Walk Out of Box Over Poles
12. Left Hand Push Gate and Jog to Exit

103. National Champion Amateur Mulemanship
104. National Champion Youth Mulemanship, 18 & Under
105. National Champion Silver Amateur Mulemanship



Be ready at the cone.

1. Jog.
2. Extended jog square turn.
3. Stop and perform a 360 degree turn to the right.
4. Lope circle to the right on right lead.
5. Change leads (simple or flying) and lope half circle to the left on left lead.
6. Jog two square turns.
7. Stop and back, exit.

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Contestants should utilize the arena space to best exhibit their horses.