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National Show

July 18, 19, 20, 2024 - Roane State College - Harriman, Tennessee

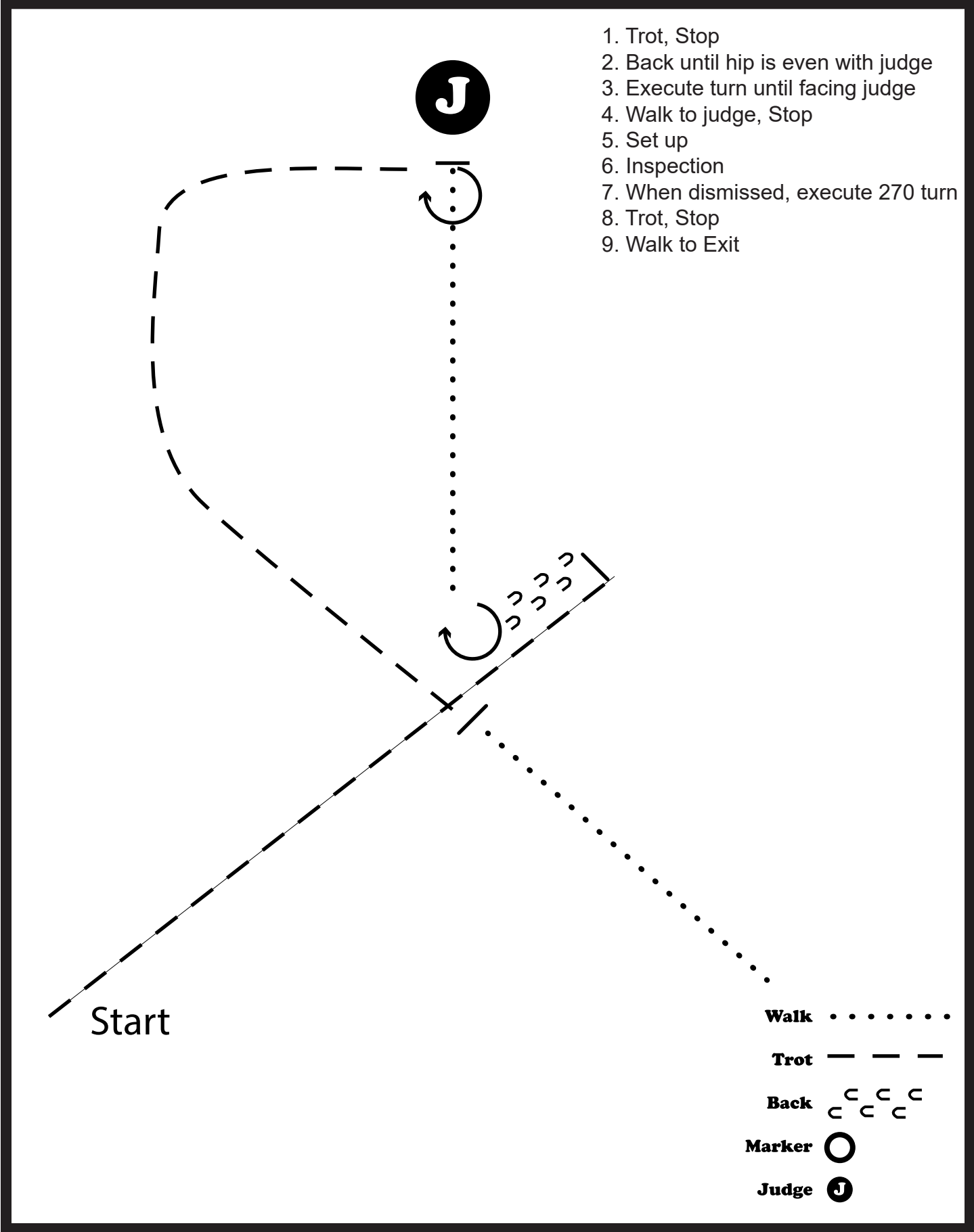
Pattern Book

NASMDA Judges

*Daren Wright, Chillicothe, Ohio . Sandra Jirkovsky, Whitesboro, TX
Nell Tekampe, McHenry, IL . Pamela Whitfield, Rochester, MN*



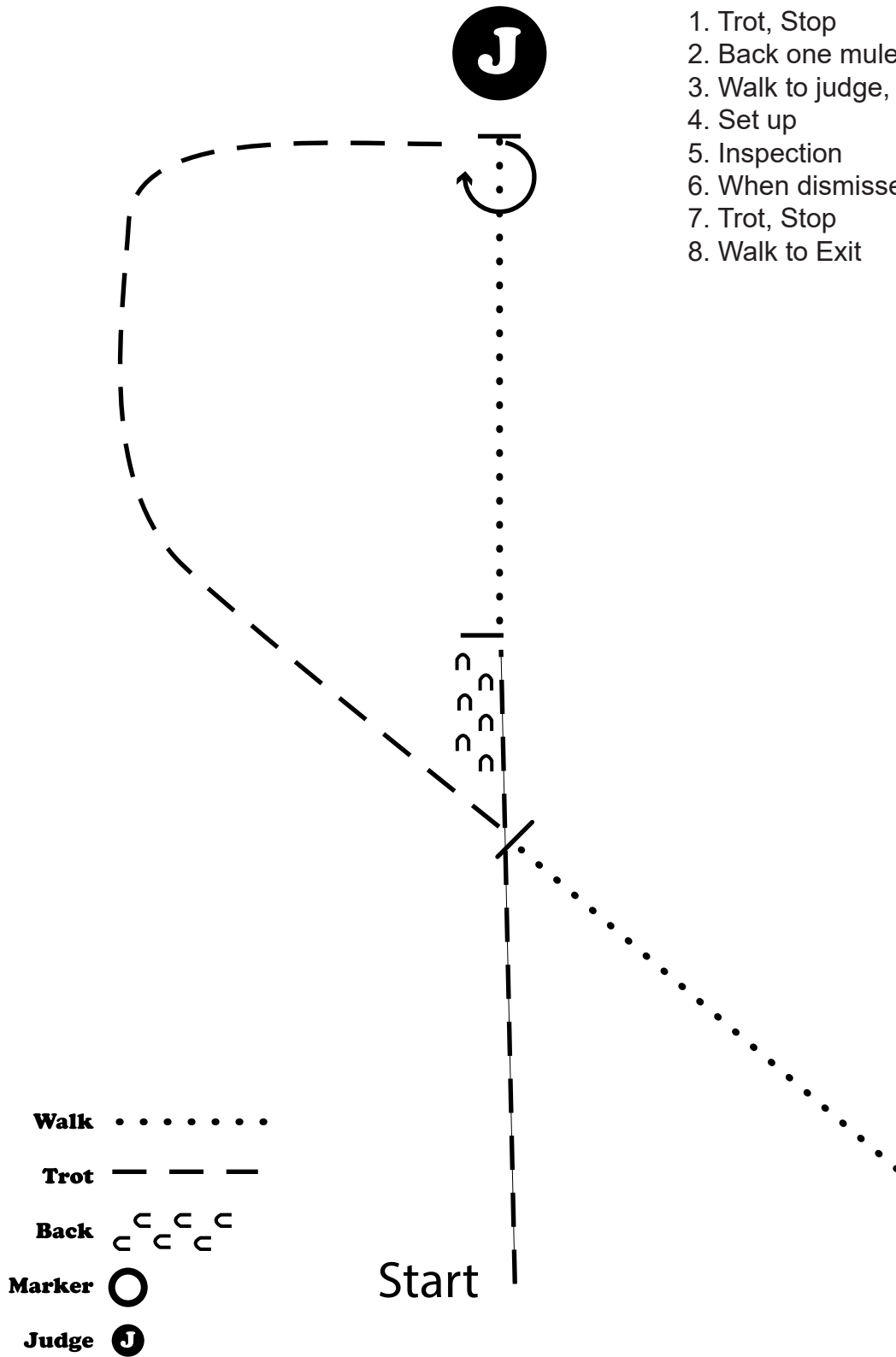
1. National Champion Amateur Mule Showmanship



1. Trot, Stop
2. Back until hip is even with judge
3. Execute turn until facing judge
4. Walk to judge, Stop
5. Set up
6. Inspection
7. When dismissed, execute 270 turn
8. Trot, Stop
9. Walk to Exit

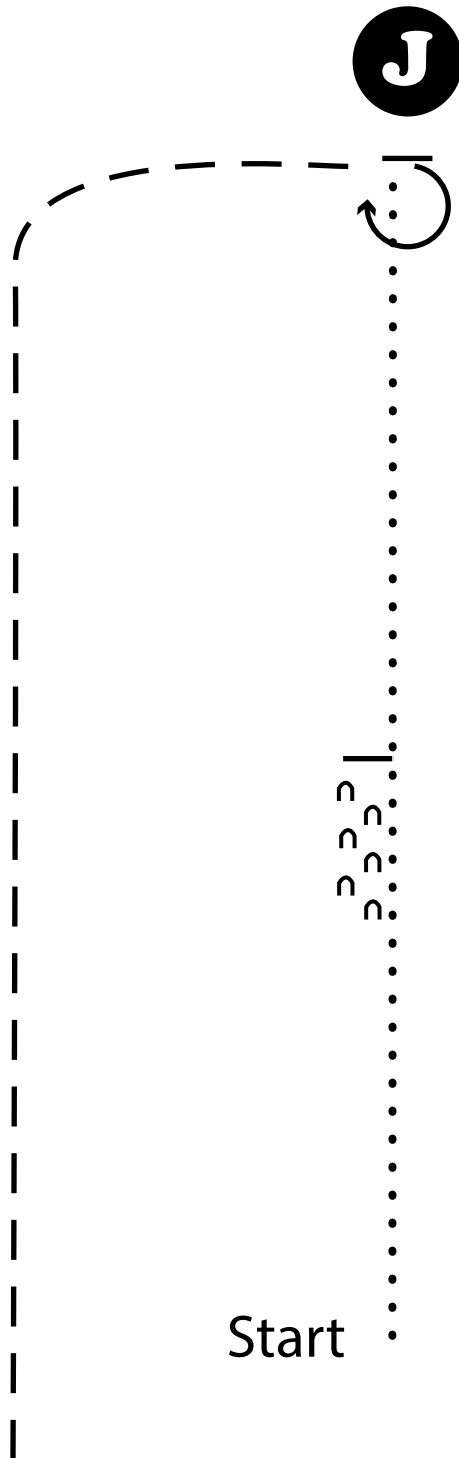
- Walk**
- Trot** - - -
- Back** C C C
- Marker** ○
- Judge** ●

2. National Champion Youth Mule Showmanship, 18 & Under
 3. National Champion Silver Amateur Mule Showmanship



1. Trot, Stop
2. Back one mule length
3. Walk to judge, Stop
4. Set up
5. Inspection
6. When dismissed, execute 270 turn
7. Trot, Stop
8. Walk to Exit

4. Youth Showmanship, 10 & Under




1. Walk halfway, Stop
2. Back one mule length
3. Walk to judge, Stop
4. Set up
5. Inspection
6. When dismissed, execute 270 turn
7. Trot to exit

Start

Walk

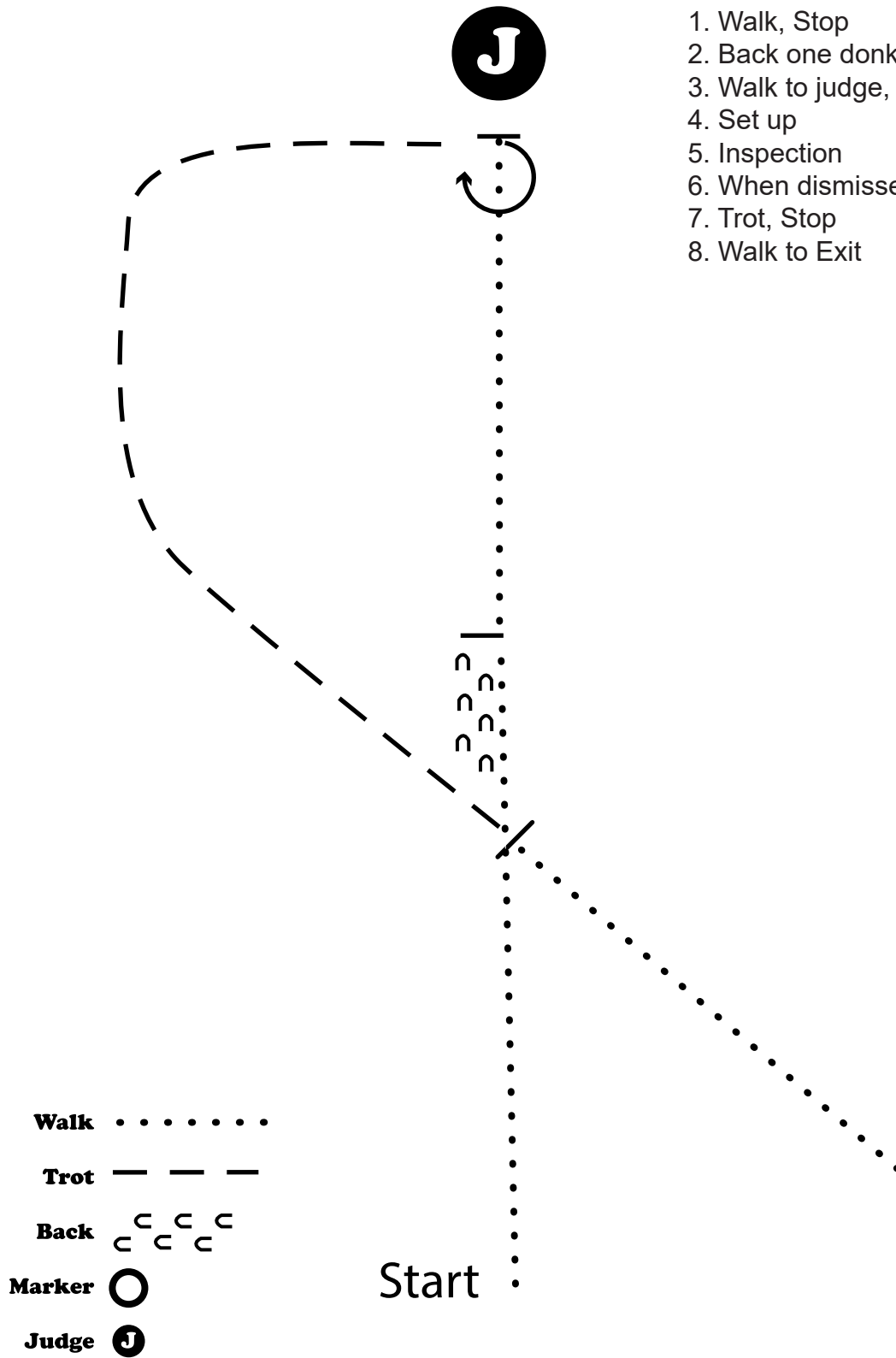
Trot - - -

Back 

Marker 

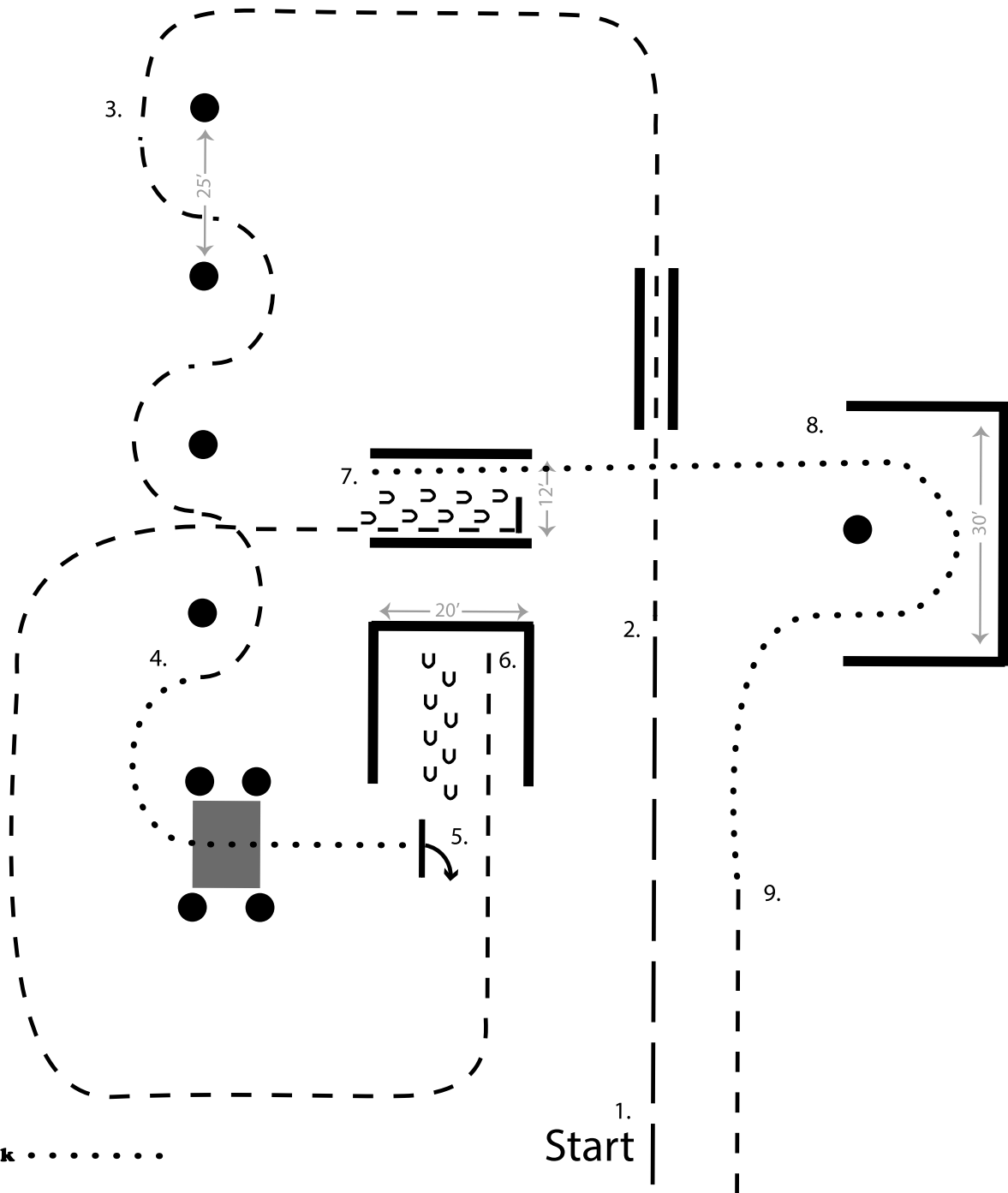
Judge 

5. Youth Donkey Showmanship, 18 & Under
 6. Amateur Donkey Showmanship



1. Walk, Stop
2. Back one donkey length
3. Walk to judge, Stop
4. Set up
5. Inspection
6. When dismissed, execute 270 turn
7. Trot, Stop
8. Walk to Exit

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



1. Begin Road Gait
2. Slow to Park Trot, Left wheel through straight and narrow.
3. Continue Park Trot, serpentine 4 cones
4. Break to walk over bridge
5. Stop, Turn 90 to the right and back into garage
6. Park trot out of garage into back through and stop
7. Back up
8. Walk into and out of garage
9. Park Trot to exit

Walk

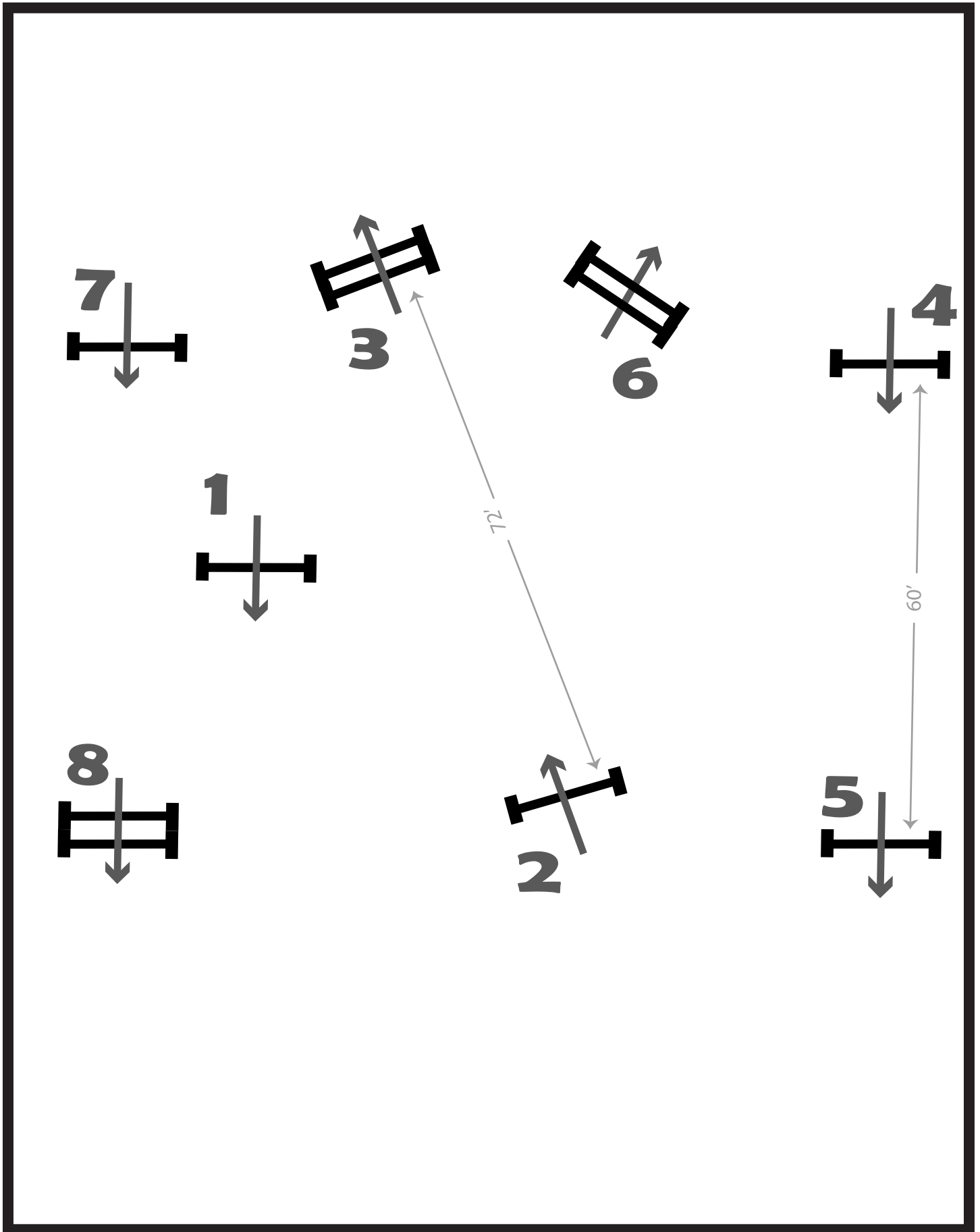
Park Trot - - - - -

Road Gait ——— ———

Back C C C
 C C C

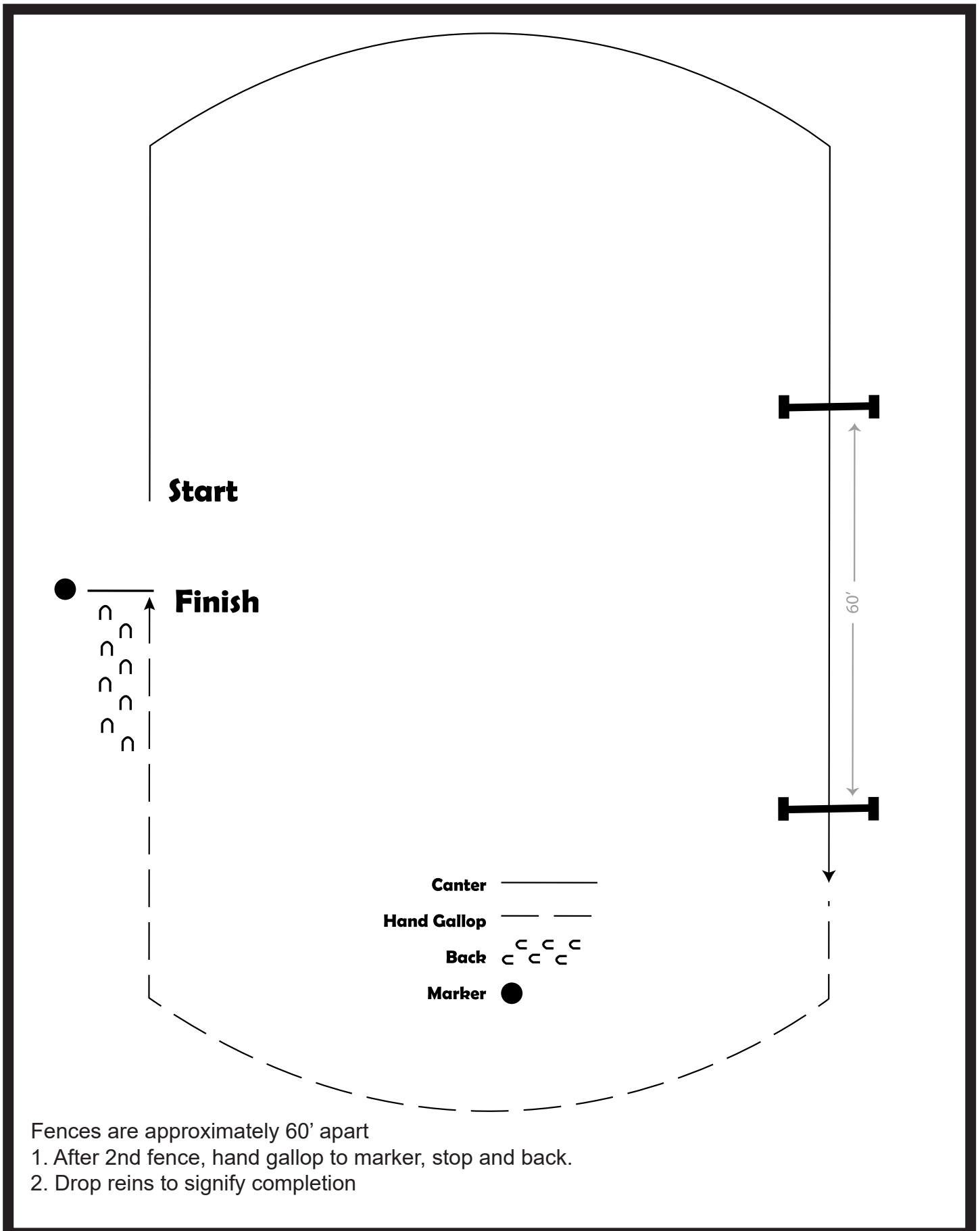
Marker ●

46. National Champion Open Mule Working Hunter
(All Jumps set at 2')



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

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

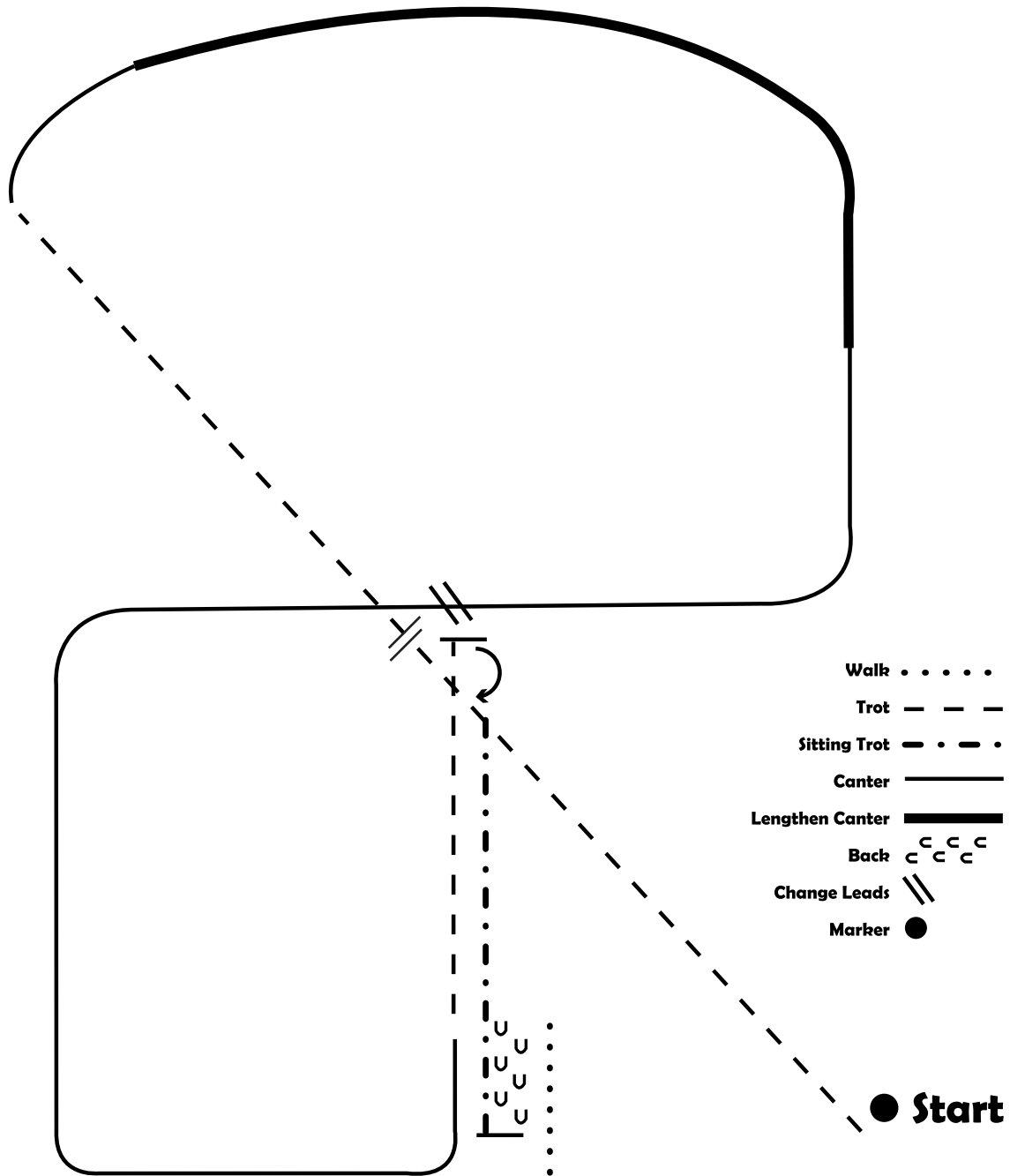


Fences are approximately 60' apart

1. After 2nd fence, hand gallop to marker, stop and back.

2. Drop reins to signify completion

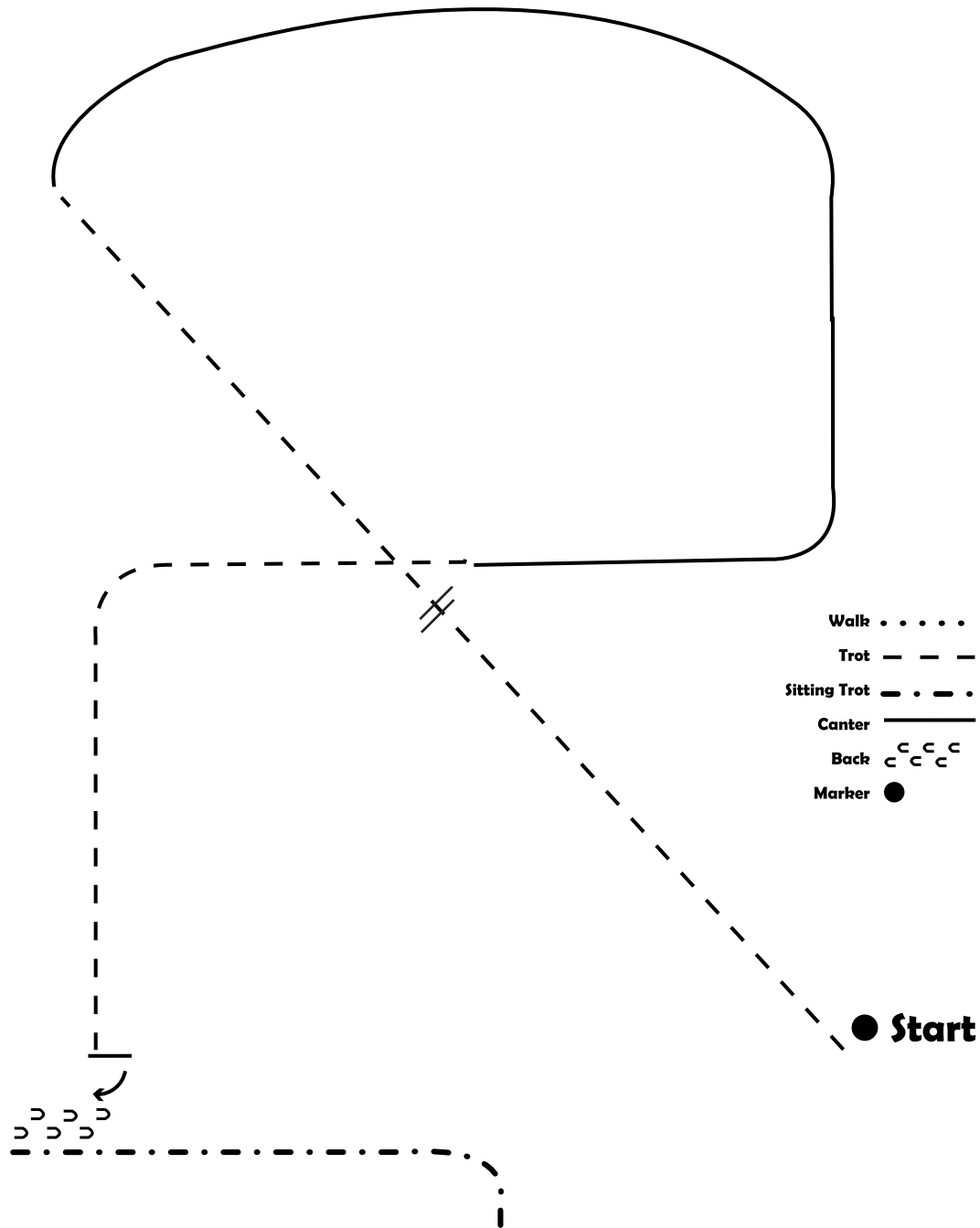
59. National Champion Amateur Mule English Equitation



1. Trot right diagonal. Change diagonals halfway.
2. Canter right lead and lengthen canter around the top of arena and down side
3. Collect canter and continue as shown
4. Halfway across the arena, change leads
5. Continue to canter as shown, turn up the center
6. Trot right diagonal to center and halt
7. 180 Turn on the Forehand to the right
8. Sitting trot down center
9. When even with the start cone, halt and back one mule length, exit at walk

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 mule or donkey.

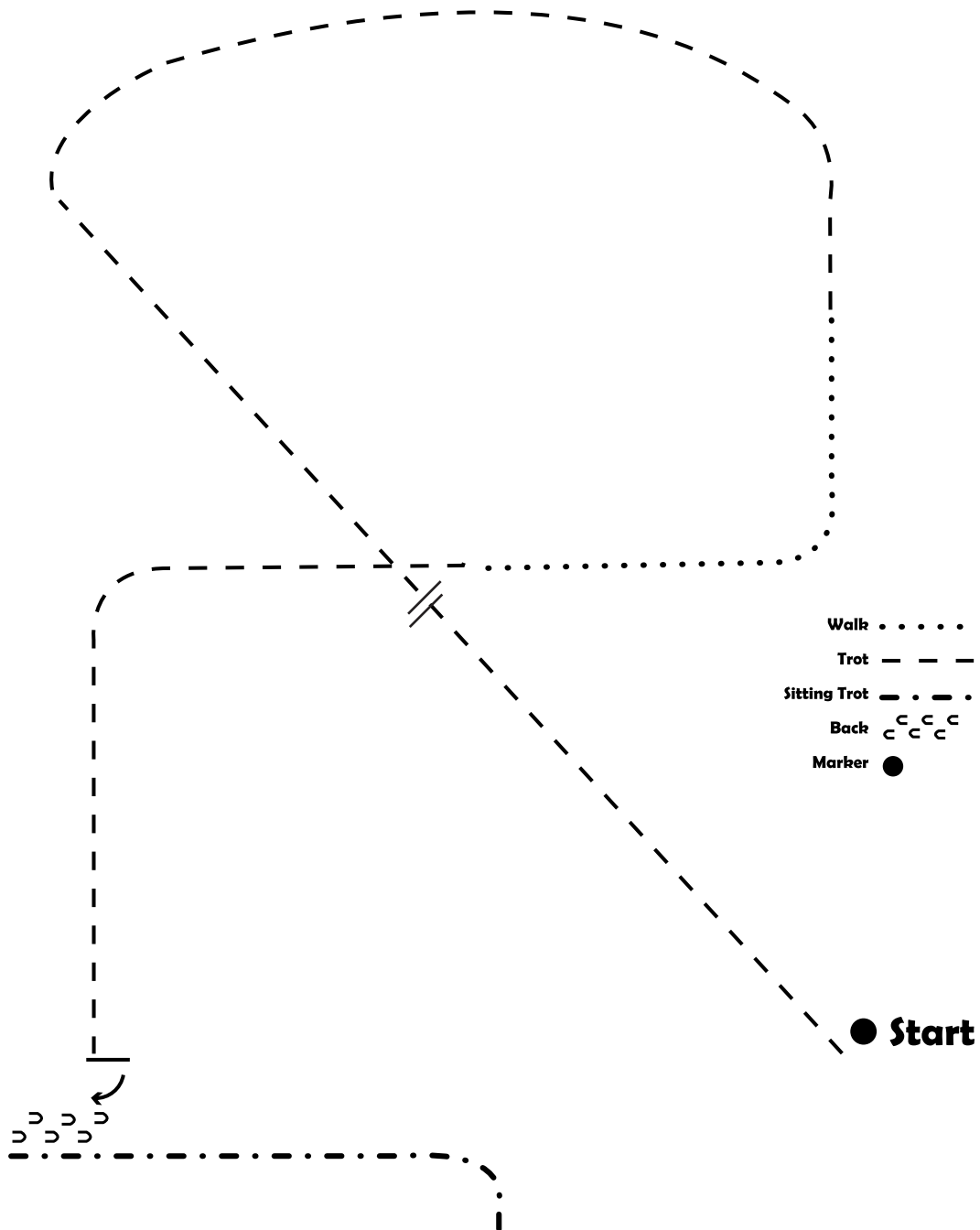
60. Youth Mule English Equitation, 18 & Under
 61. Silver Amateur Mule English Equitation



1. Trot right diagonal. Change diagonals halfway.
2. Canter right lead around the top of arena and down side
3. Halfway across the arena, trot
4. Continue to trot as shown
5. When even with the start cone, halt
6. Turn 90 degrees on the forhand to the left
7. Back one mule length
8. Exit at sitting trot

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 mule or donkey.

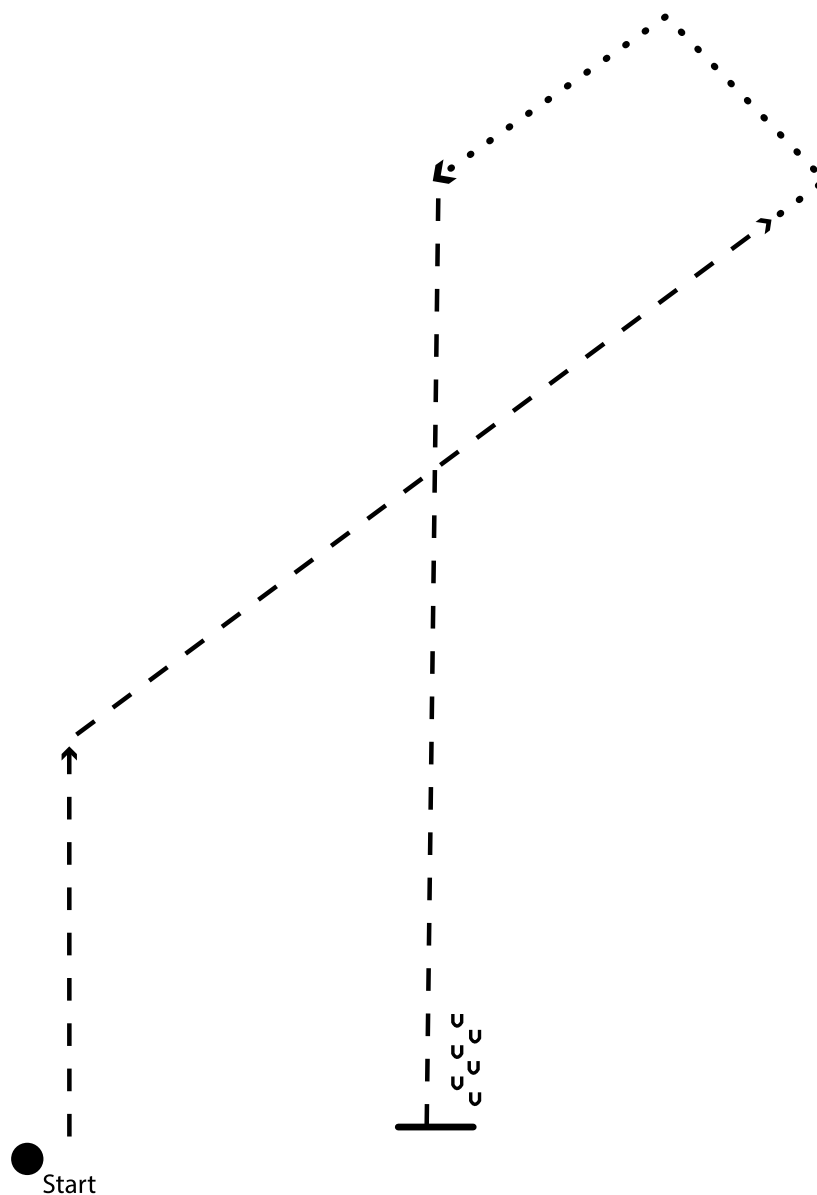
62. Amateur Donkey English Equitation (Walk/Trot)



1. Trot right diagonal. Change diagonals halfway.
2. Continue trotting around the top of arena and the corner
3. Break to walk and continue as shown
4. Halfway across the arena, trot
5. Continue to trot as shown
6. When even with the start cone, halt
7. Turn 90 degrees on the forhand to the left
8. Back one donkey length
9. Exit at sitting trot

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 mule or donkey.

69. Youth Mule/Donkeymanship, 10 & Under



Be ready at marker

1. Jog
2. Angle right and continue jog
3. Walk square corners as shown
4. Jog
5. Stop. back four steps
6. Exit at walk

Walk

Jog - - -

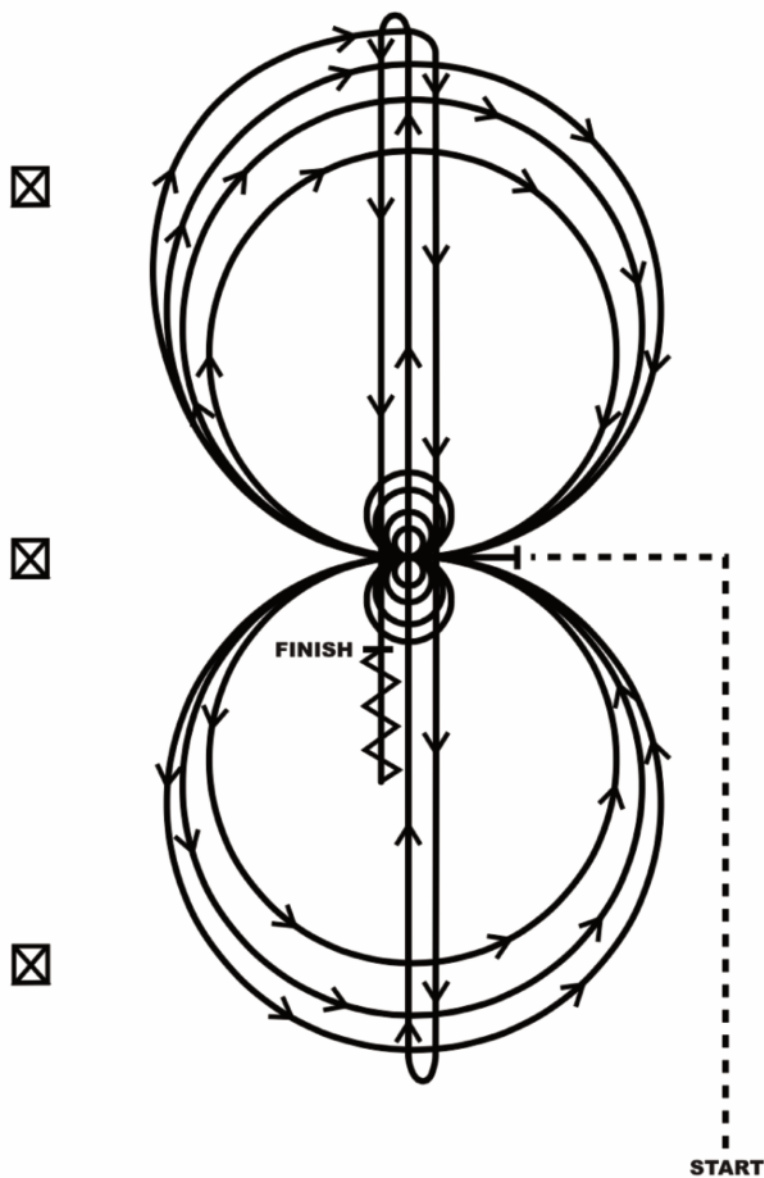
Back c c c c

Marker ●

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 mule or donkey.

72. National Champion Senior Mule Reining

Mule Reining - Pattern 3

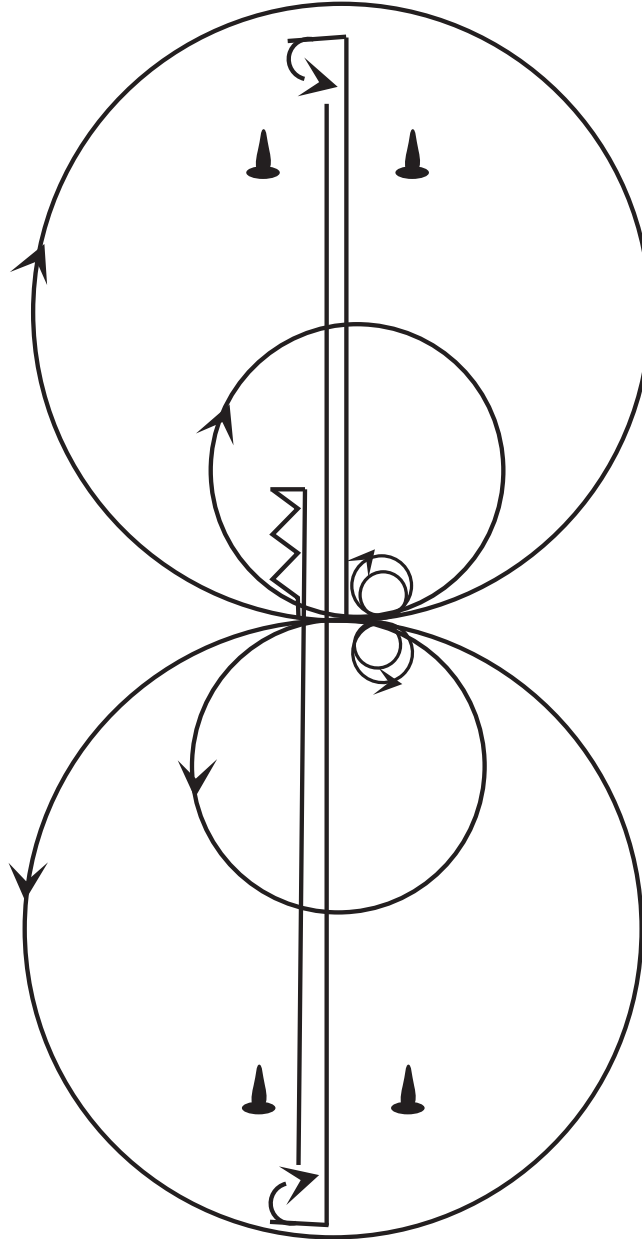


Must jog to the center of the arena. Must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

73. Open Reined Working Donkey

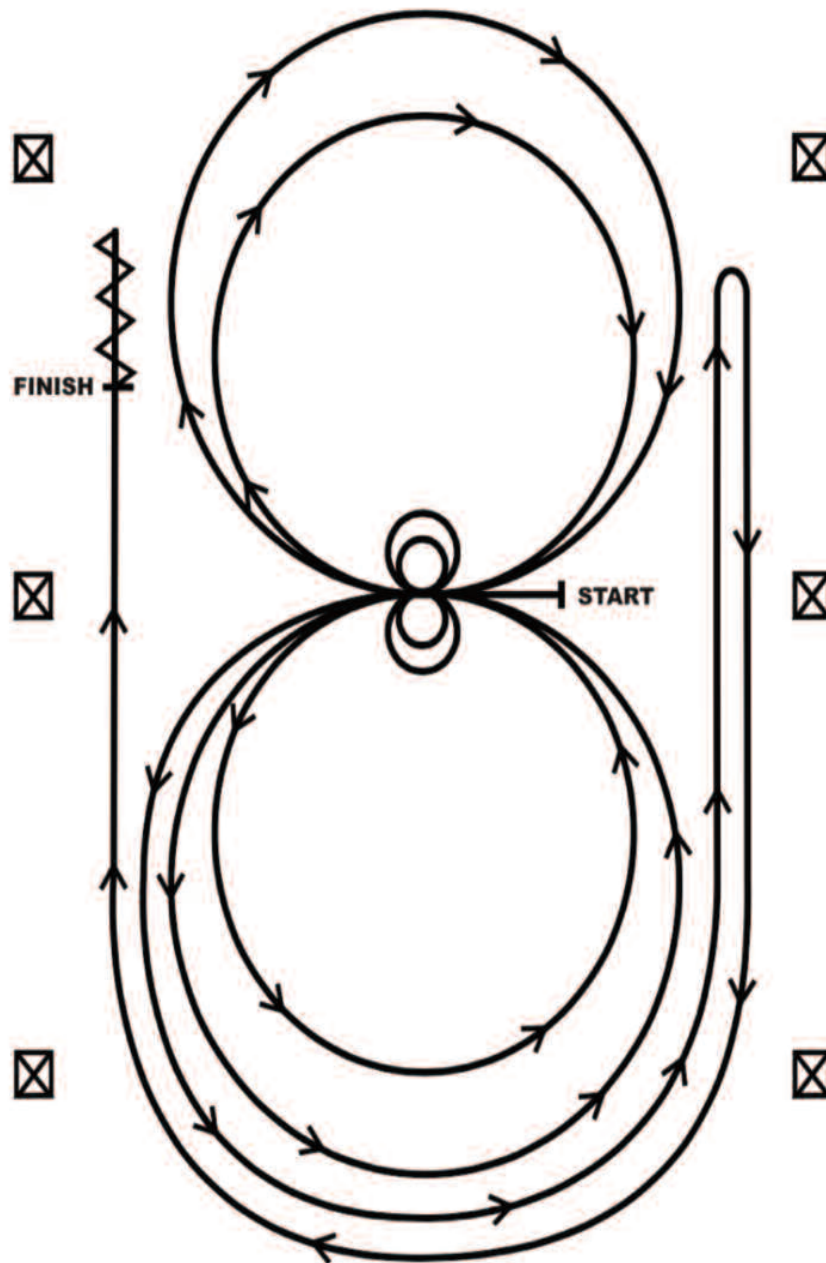
Reined Working Donkey - Pattern 3



1. Start in the center of the arena, facing judge and complete two spins to the left. Hesitate.
2. Complete two spins to the right. Hesitate.
3. Lope two circles to the right, the first one large and fast and outside the cones. The second should be smaller and slower and performed inside the cones.
4. Change leads at center of arena.
5. Lope two circles to the left, the first one large and fast and outside the cones. The second should be smaller and slower and performed inside the cones.
6. Change leads at center of arena.
7. Lope with speed through cones and stop. Rollback to the left.
8. Lope with speed through the opposite cones and stop. Rollback to the right.
9. Lope with speed past center of arena and stop. Back (straight) at least 8 steps.
10. Walk or trot to judge and stop for inspection (if requested), exit at a trot.

74. National Champion Junior Mule Reining

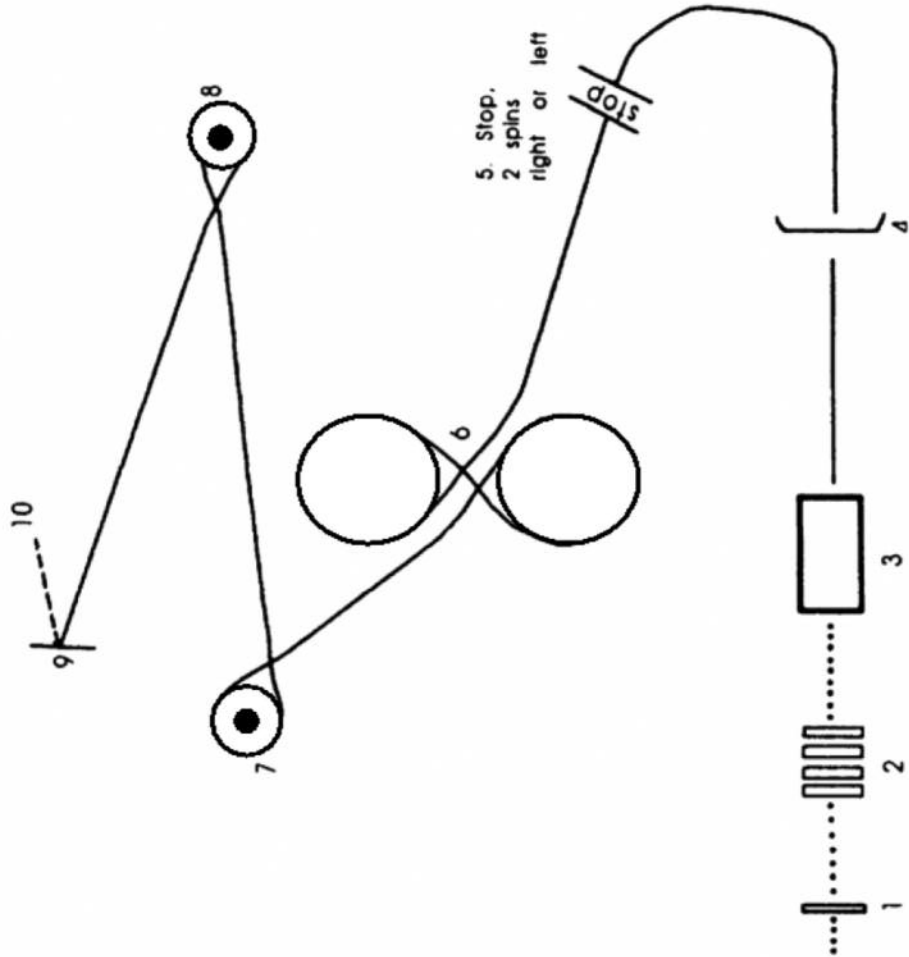
Mule Reining - Pattern 4



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.

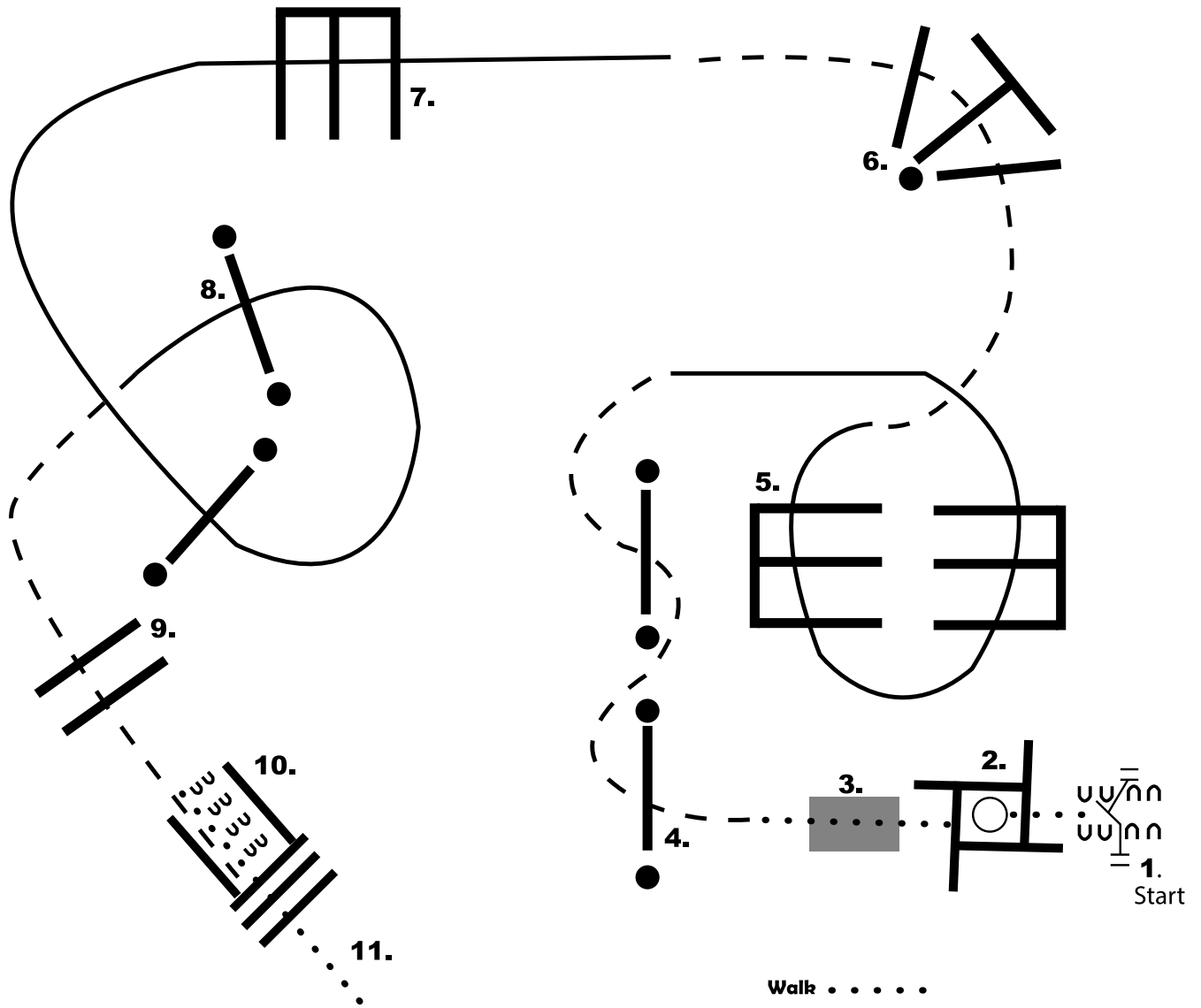
1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
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.

- 81. National Champion Senior Mule Ranch Riding
- 82. National Champion Amateur Mule Ranch Riding
- 83. National Champion Junior Mule Ranch Riding
- 84. Silver Amateur Mule Ranch Riding
- 85. 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'.

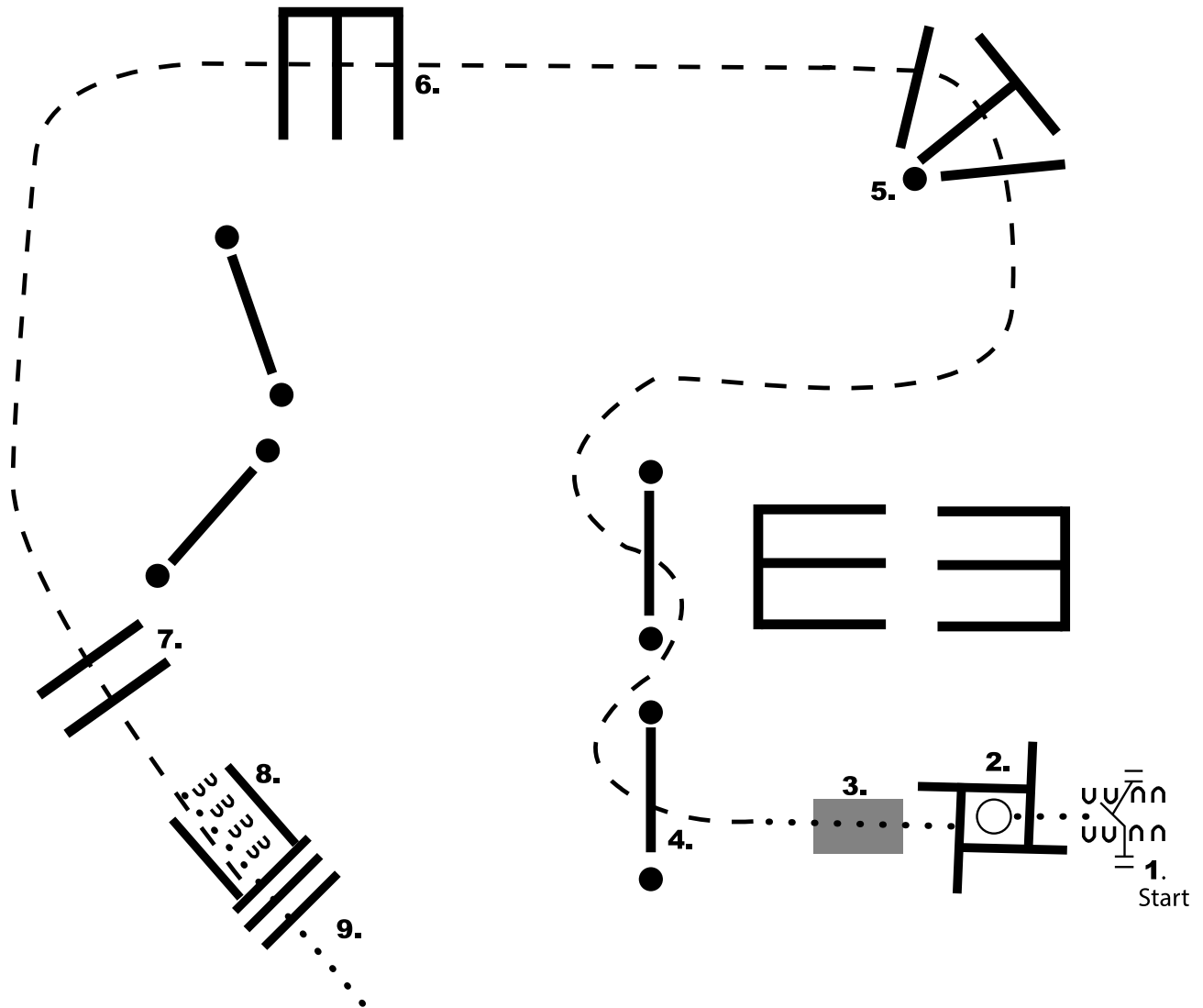
86. National Champion Senior Trail
 87. National Champion Amateur Trail
 88. National Champion Junior Mule Trail
 89. National Champion Open Donkey Trail
 90. National Champion Silver Amateur Trail
 92. National Champion Youth Mule Trail, 18 & Under
 95. National Champion Youth Donkey Trail, 18 & Under



1. Work Gate, Left Hand Push
2. Walk into box, 360 either direction, walk out
3. Walk over bridge
4. Trot through serpentine
5. Lope right lead over poles
6. Trot over poles
7. Lope left lead over poles
8. Continue loping left lead over poles
9. Trot over poles into chute
10. Back out of chute
11. Walk out of chute over poles

- Walk
 Jog - - - -
 Lope _____
 Back $\overset{c}{c} \overset{c}{c} \overset{c}{c}$
 Marker ●

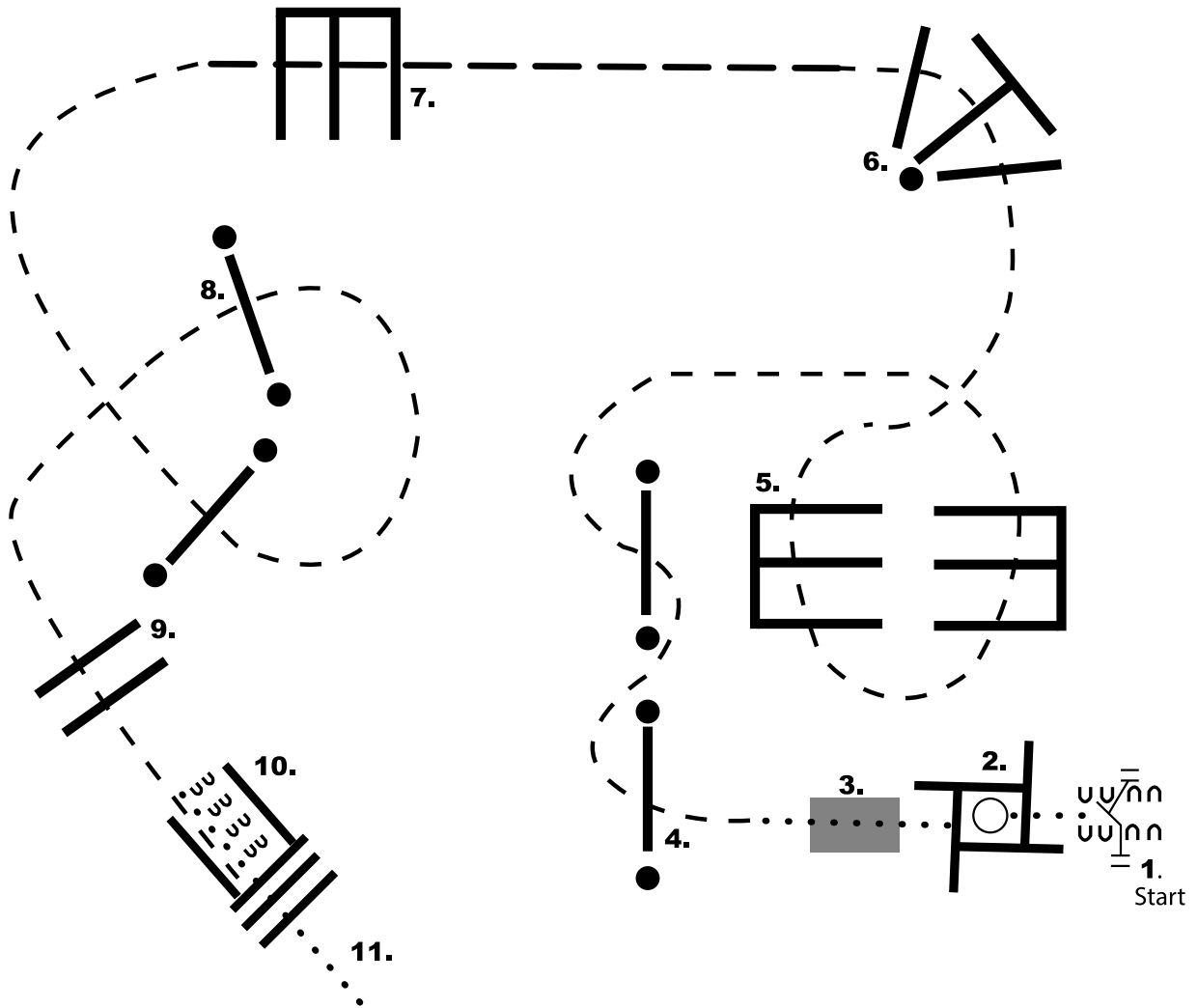
93. Youth Walk/Trot Trail, 10 & Under



1. Walk through open gate
2. Walk into box, 360 either direction, walk out
3. Walk over bridge
4. Trot through serpentine
5. Continue trotting over poles
6. Continue trotting over poles
7. Trot over poles into chute
8. Back out of chute
9. Walk out of chute over poles

Walk
Jog - - - - -
Back \curvearrowright \curvearrowright \curvearrowright \curvearrowright
Marker ●

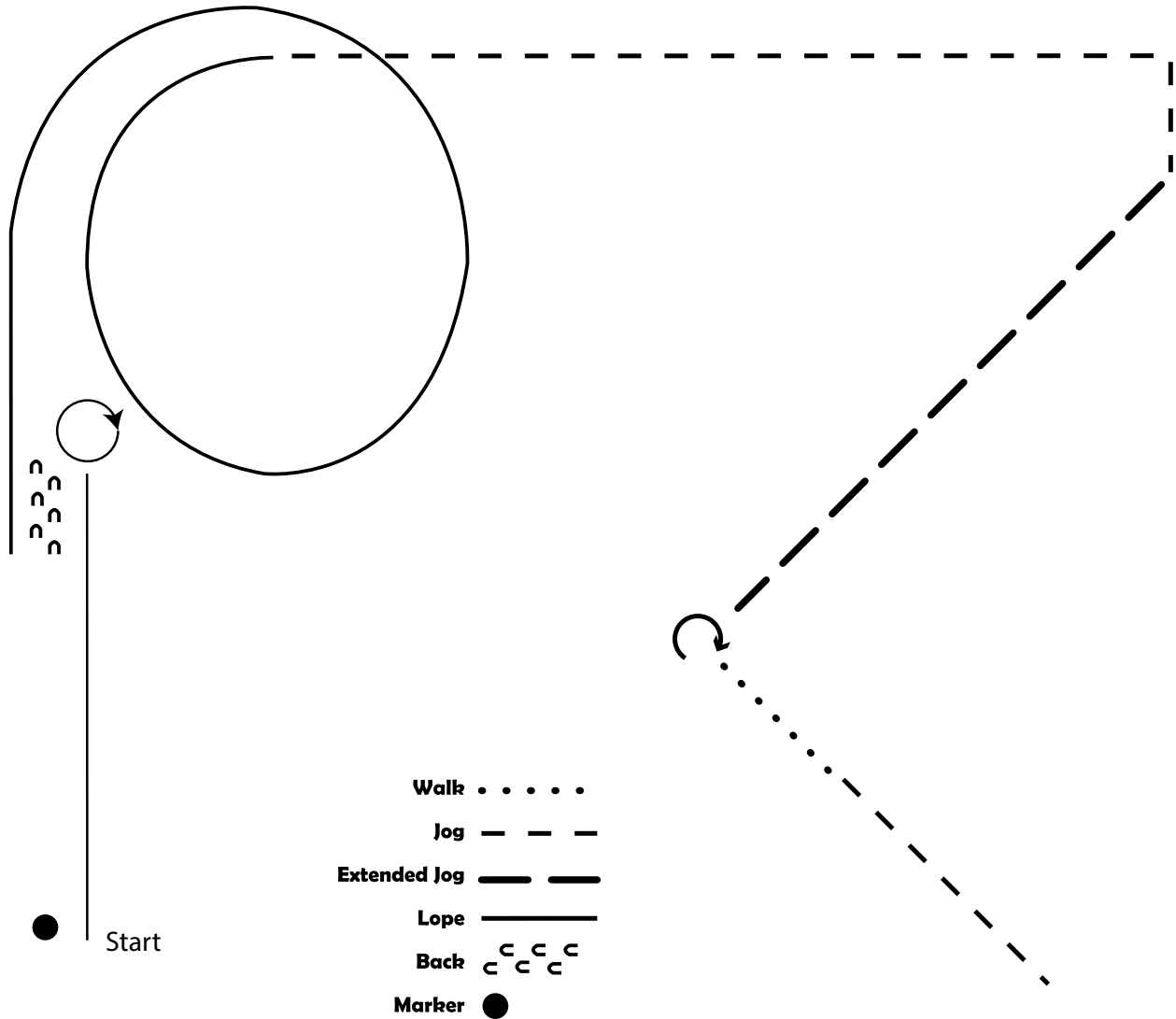
91. National Champion Training Level Donkey Trail
 94. Amateur Donkey Trail (Walk/Trot)



- Walk
- Jog - - - - -
- Extended Jog — — — — —
- Lope —————
- Back c c c c c
- Marker ●

1. Work Gate, Left Hand Push
2. Walk into box, 360 either direction, walk out
3. Walk over bridge
4. Trot through serpentine
5. Continue trotting over poles
6. Continue trotting over poles
7. Extended trot over poles
8. Trot over poles
9. Trot over poles into chute
10. Back out of chute
11. Walk out of chute over poles

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



1. Lope Left Lead, stop
2. Execute 360 turn on the haunches to the right
3. Back one mule length
4. Lope right lead
5. Jog
6. Extend jog, stop
7. Execute 270 turn on the haunches to the right
8. Walk
9. Jog to exit

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