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NASMDA

National Show

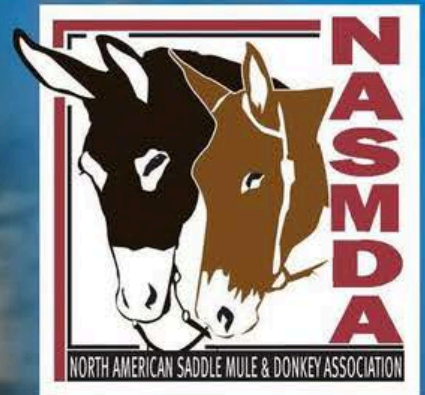
WWW.NASMDANATIONAL.COM

July 17, 18, 19, 2025 - Roane State Expo Center - Harriman, Tennessee

2025

Pattern Book

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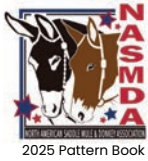
Fun! Relaxed! Competitive!

Be ready at A.

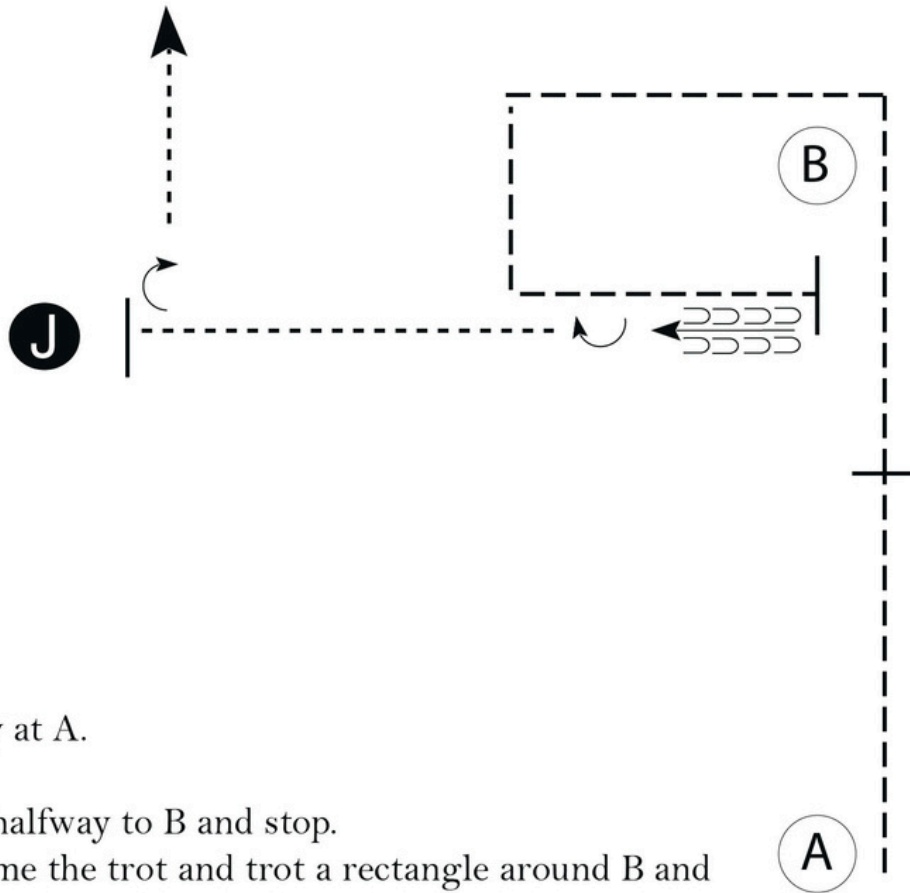
1. Trot halfway to B and stop.
2. Resume the trot, and trot a rectangle around B and stop even with B.
3. Back approximately one horse length and perform a 180 degree turn.
4. Walk to the Judge and stop.
5. Set up for inspection.
6. When dismissed, perform a 270 degree turn and trot to exit.
7. Pattern is complete once you have trotted more than one horse length away from Judge.

Legend:

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



2. Youth Mule Showmanship, 18 & Under
3. Silver Amateur Mule Showmanship
5. Youth Donkey Showmanship
6. Amateur Donkey Showmanship



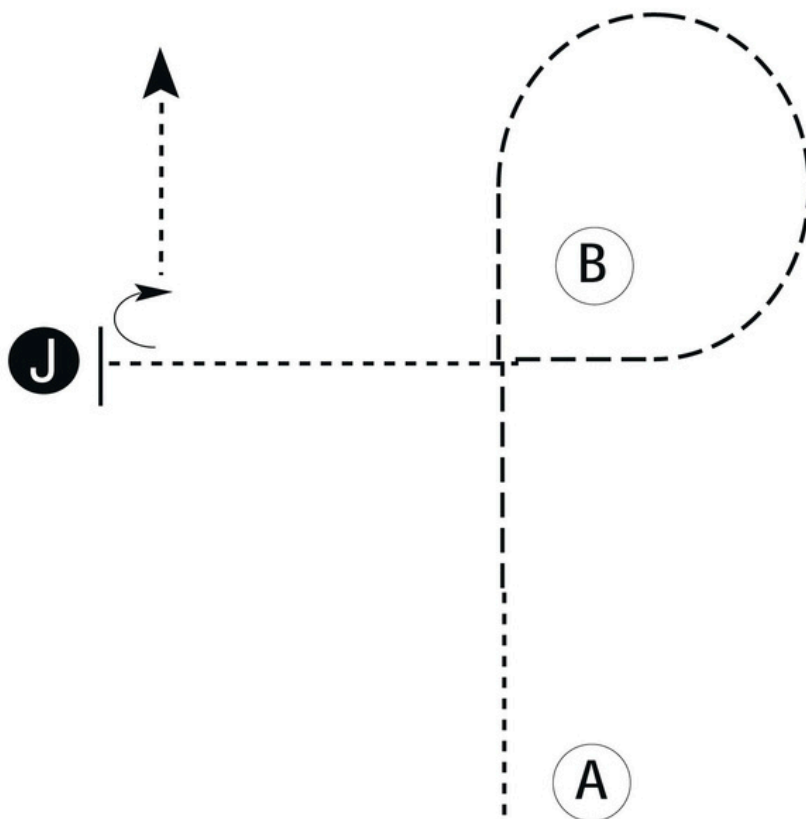
Be ready at A.

1. Trot halfway to B and stop.
2. Resume the trot and trot a rectangle around B and stop even with B.
3. Back approximately one horse length and perform a 180 degree turn.
4. Walk to Judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 90 degree turn and walk to exit.

Pattern is over once you have walked more than one horse length away from Judge.

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


4. Youth Showmanship, 10 & Under



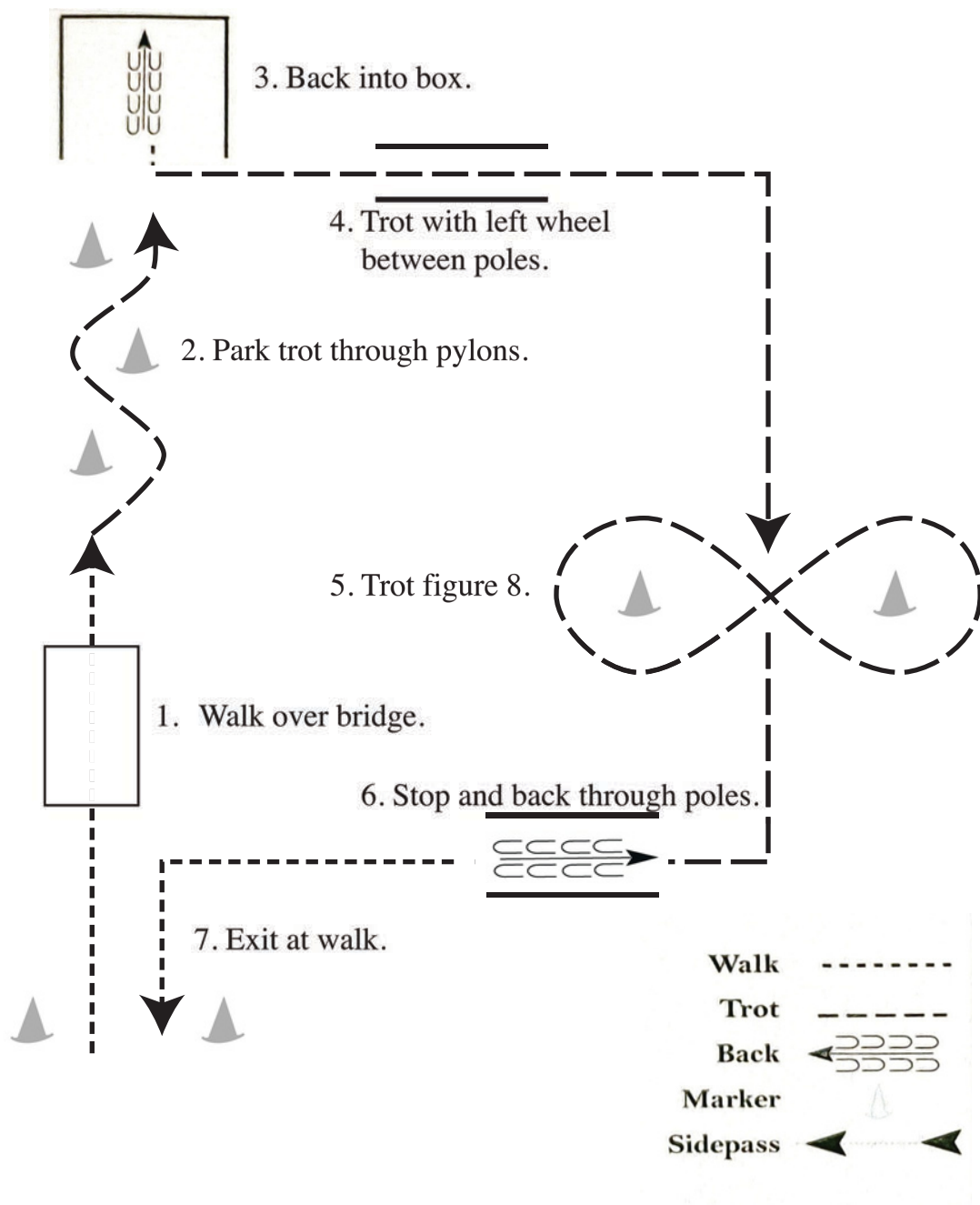
Be ready at A.

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 90 degree turn and walk away.

Follow the instructions of your ring steward.

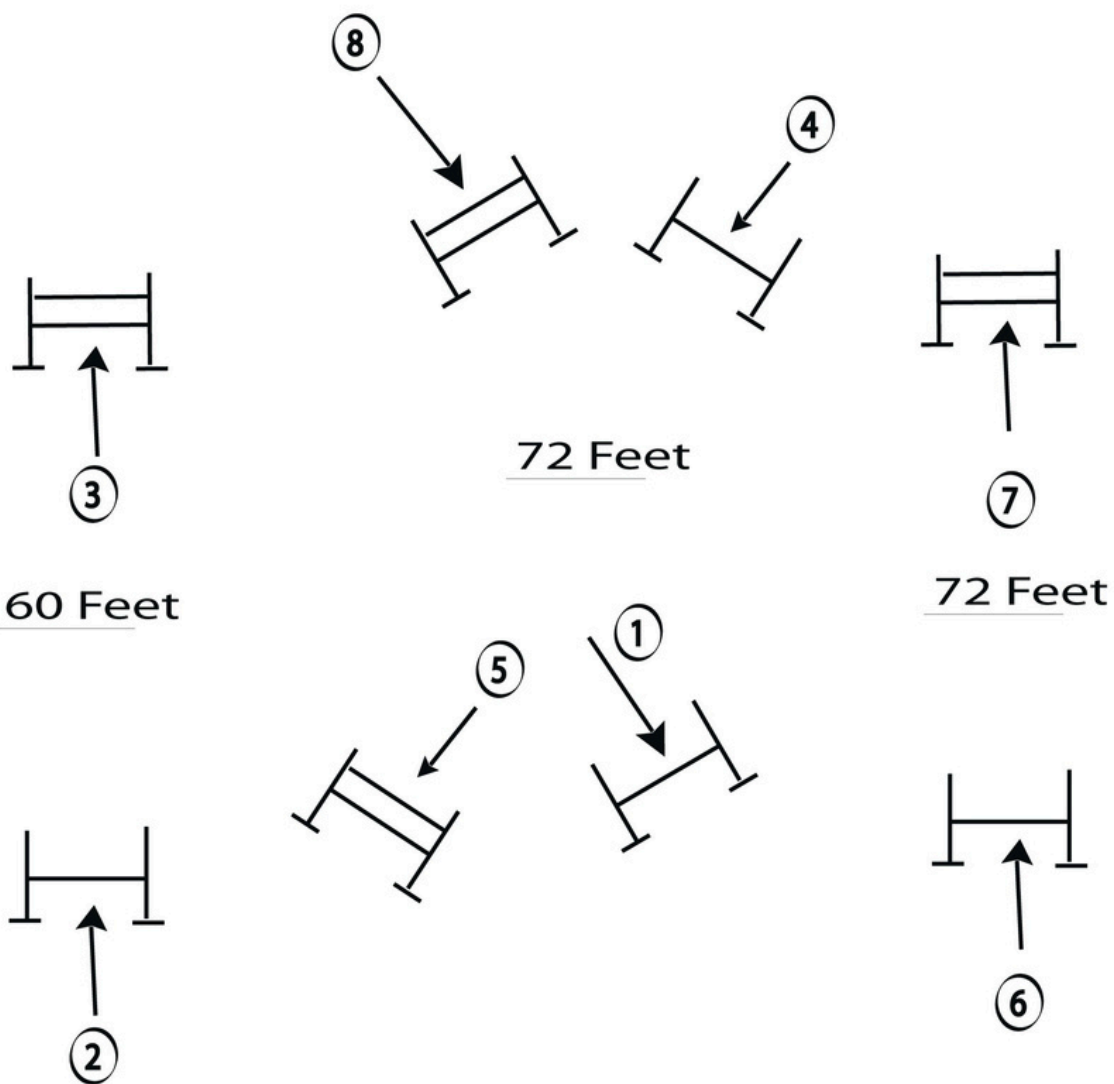
Walk	-----
Trot	- - - - -
Back	← 
Marker	(B)
Judge	(J)

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

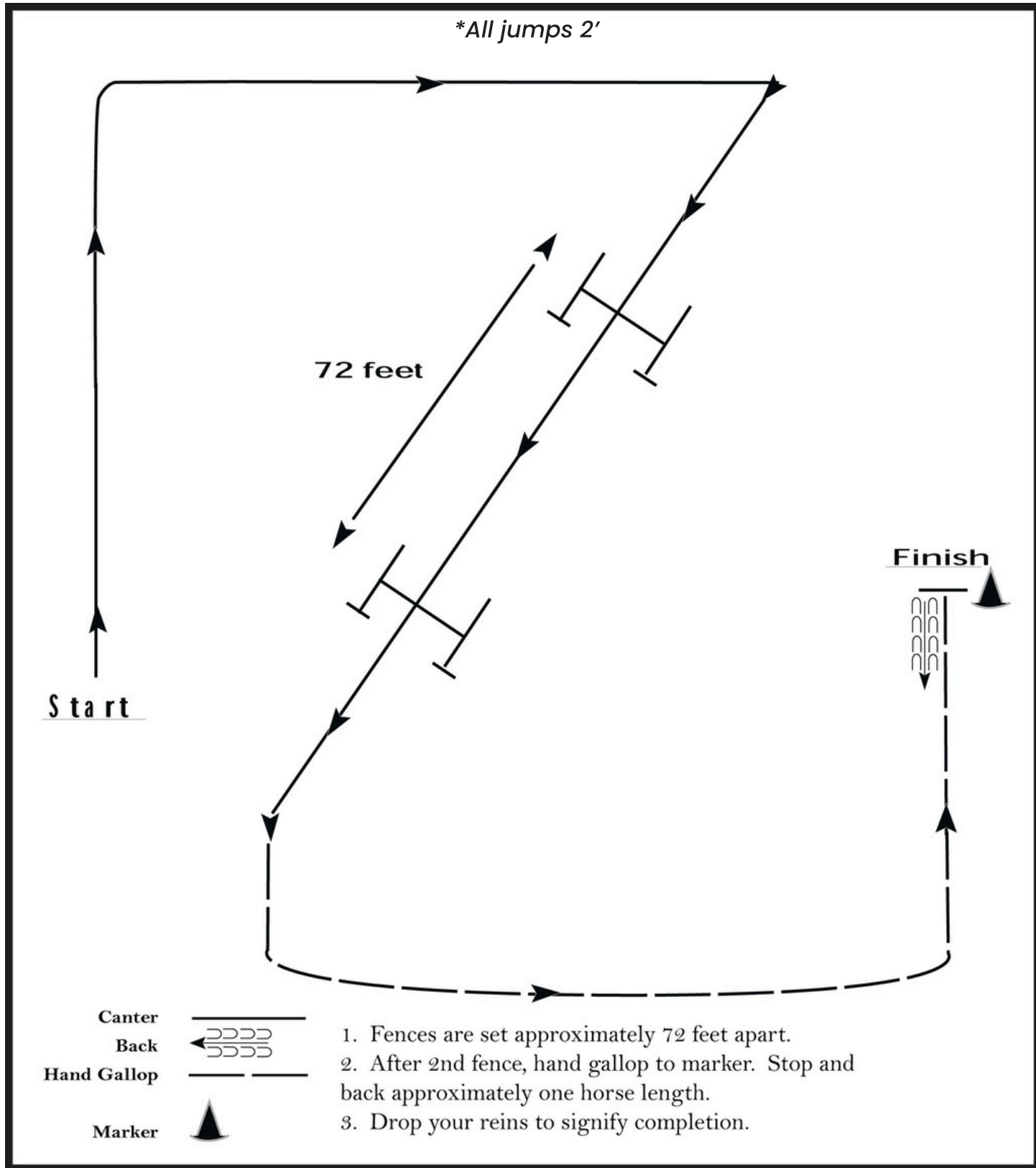


47. Open Mule Working Hunter

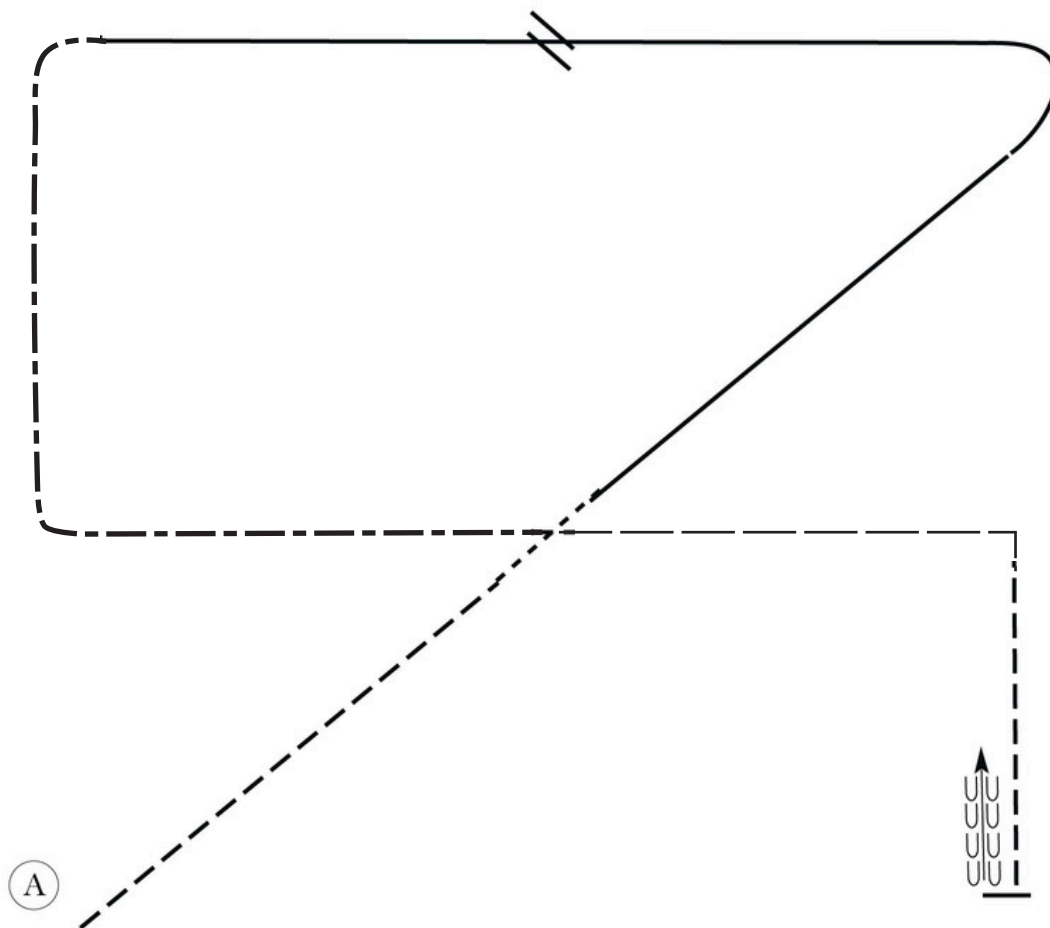
**All jumps 2'*



48. Open Mule Hunter Hack



59. Amateur Mule English Equitation



Be ready at A.

1. Trot right diagonal.
2. Walk 10 steps.
3. Canter on right lead. (Counter canter)
4. Change leads and continue on left lead.
5. Hand gallop, crossing over your line.
6. Break to a trot, remaining in the two point position.
7. Left diagonal after your corner until you are in line with A.
8. Stop and back approximately one horse length.

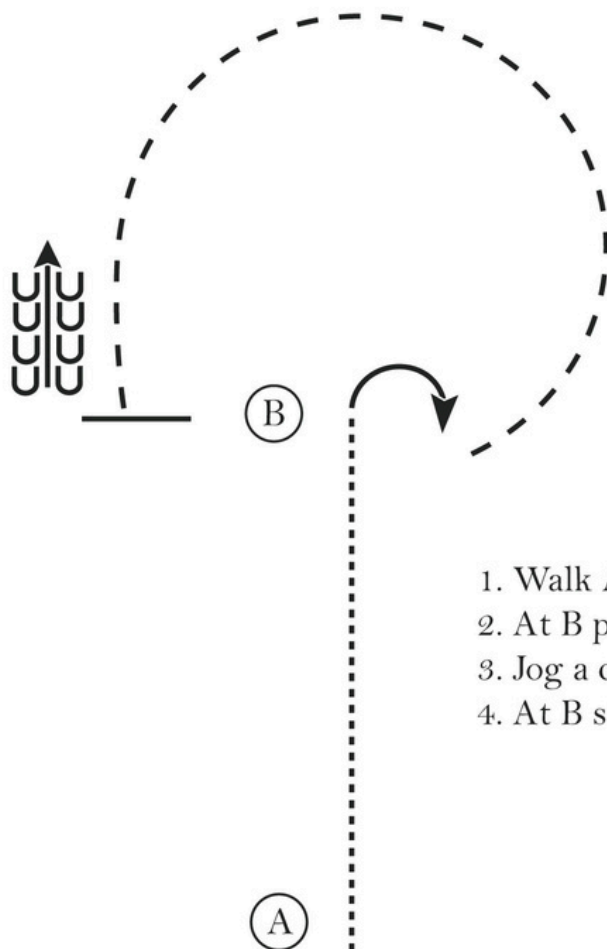
Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	— — — — —

Be ready at A.




1. Trot right diagonal then left diagonal in equal distances before turning right and continuing to center.
2. Halt and perform a 180 degree forehand turn to the right.
3. Trot on the left diagonal in 3/4 circle.
4. Sitting trot on the diagonal until even with A.
5. Halt and back approximately one horse length.
6. Pattern is complete. Exit at a walk

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

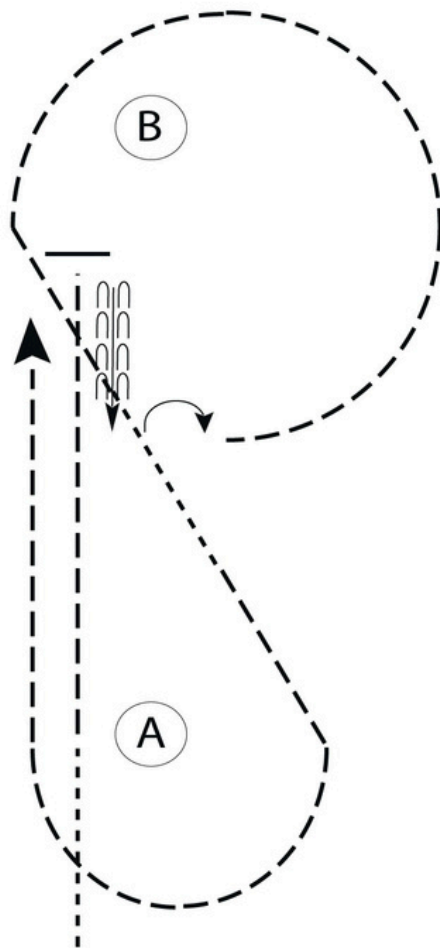
69. Youth Mulemanship/Donkeymanship, 10 & Under



1. Walk A to B
2. At B perform a 90 degree turn to the right
3. Jog a circle around B
4. At B stop and back 4 steps

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

71. Amateur Donkeymanship
111. Open Mule Walk/Trot Mulemanship (Non-NASMDA)



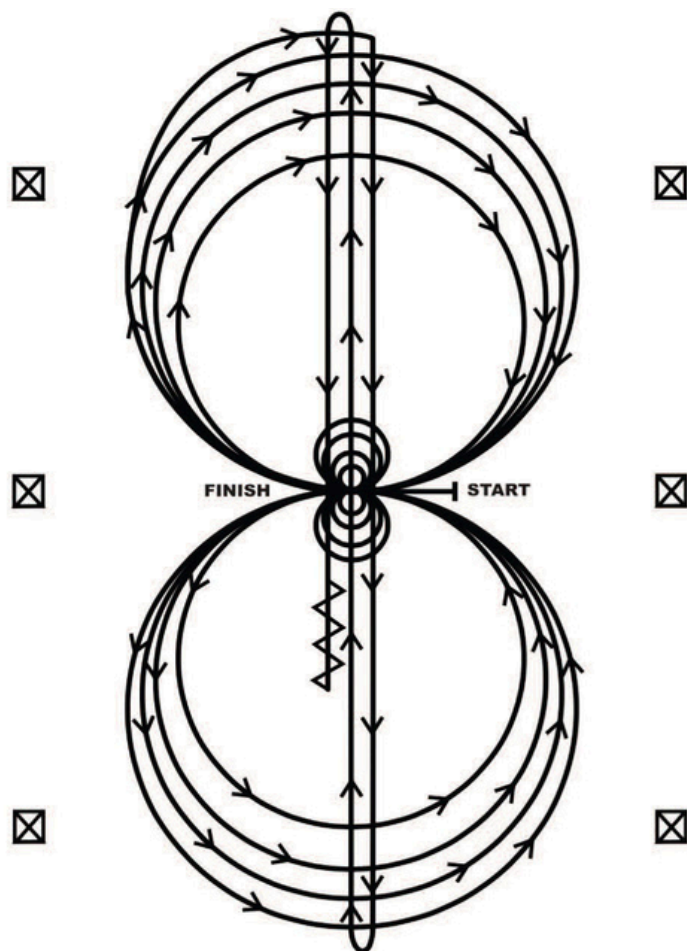
Be ready before A.

1. Walk to A.
2. Jog 2/3 of the way to B.
3. Stop and back to center of pattern.
4. Turn 1/4 turn right.
5. Jog to and around B and toward center of pattern.
6. Break to a walk through middle of pattern.
7. Jog around A and to exit as shown.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

72. Senior Mule Reining
 74. Junior Mule Reining



REINING PATTERN NUMBER 4

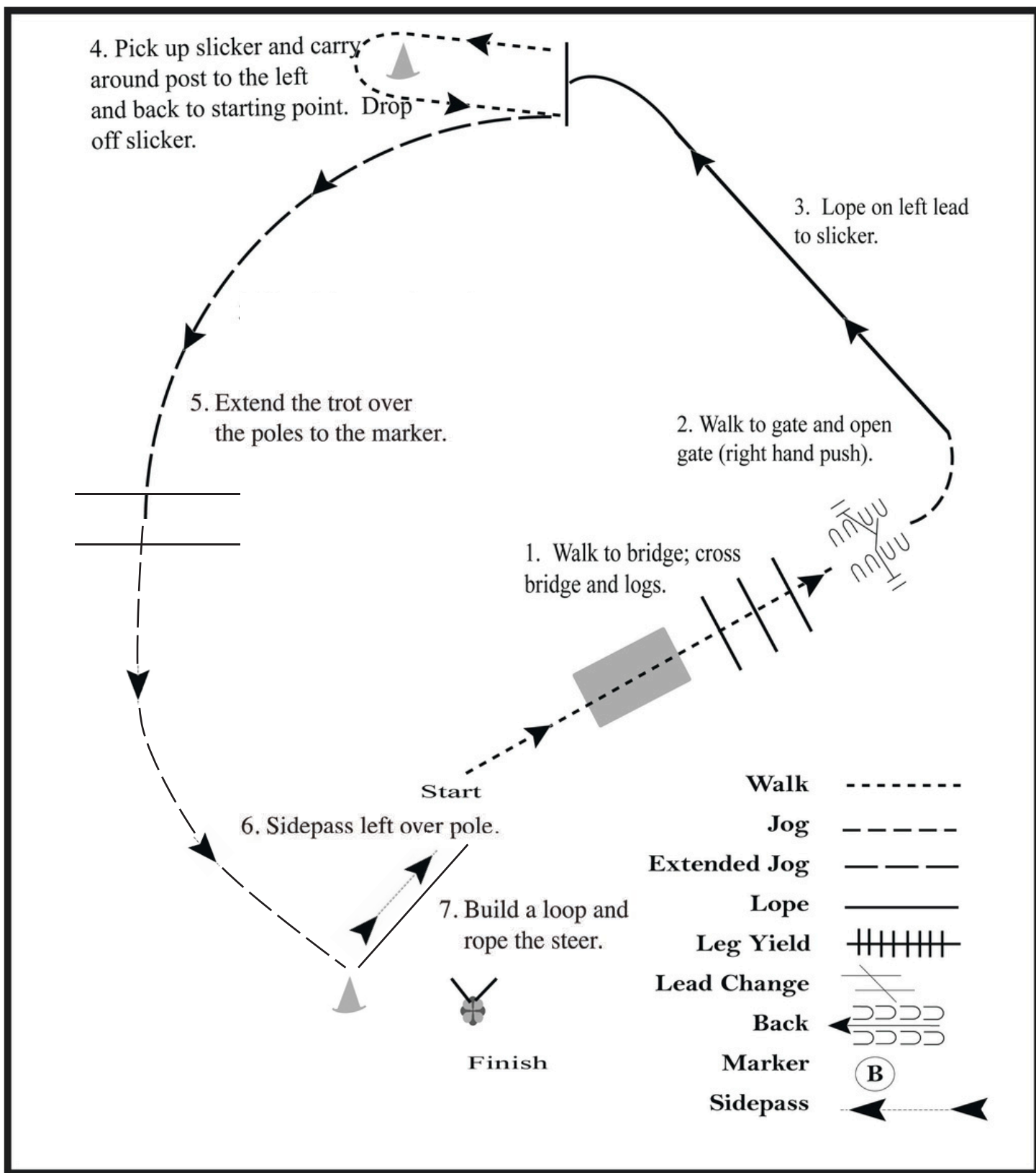
Mule may walk or jog to the center of the arena. Mule must walk or stop prior to starting the pattern. Begin at the center of the arena facing the right wall or fence.

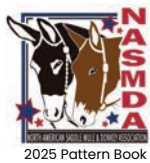
1. Beginning on the right lead, complete three (3) circles to the right: the first two (2) circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four (4) spins to the right. Hesitate.
3. Beginning on the left lead, complete three (3) circles to the left: the first two (2) circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four (4) spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. 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.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
8. 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 to demonstrate completion of the pattern.

73. Open Reined Working Donkey

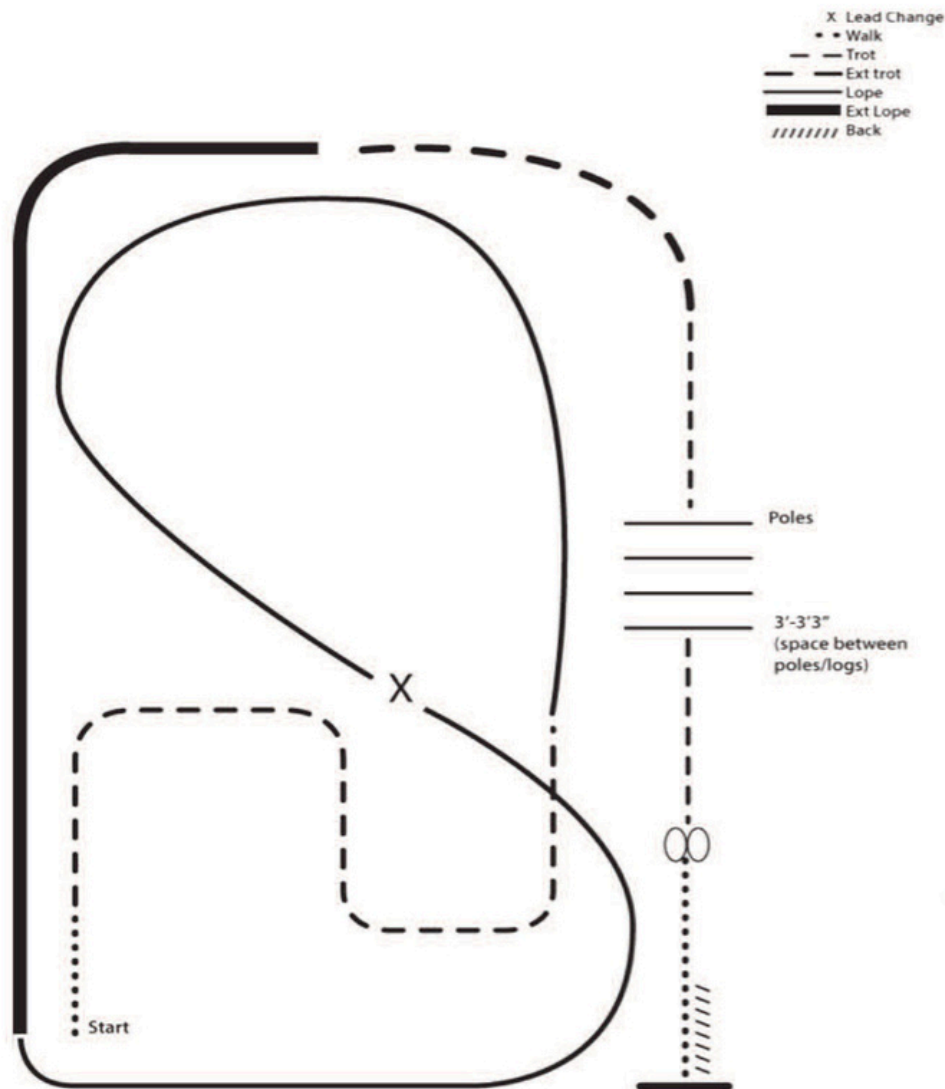
82. Open Mule Ranch Trail

83. Open Donkey Ranch Trail





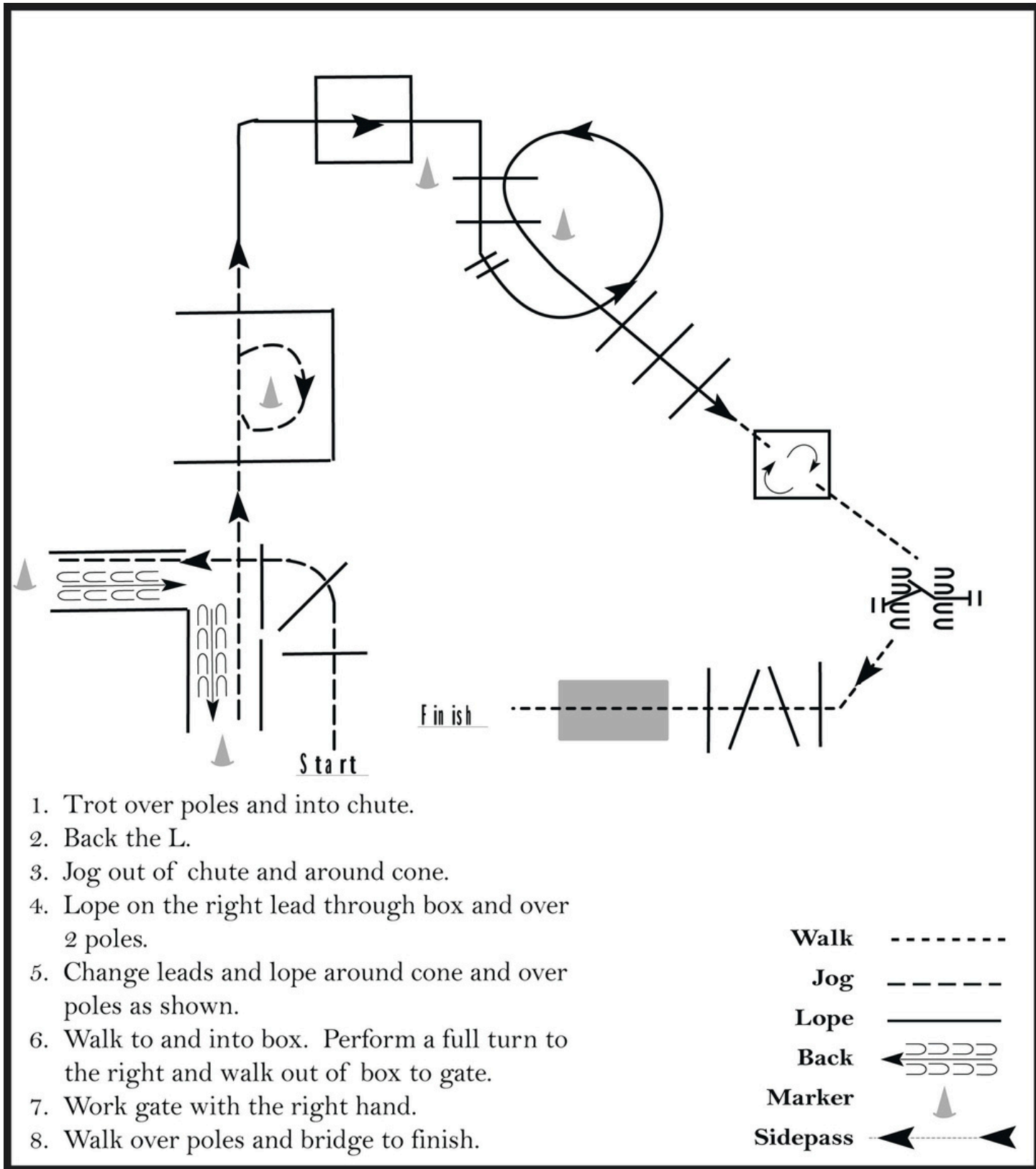
- 84. Senior Mule Ranch Riding
- 85. Amateur Mule Ranch Riding
- 86. Junior Mule Ranch Riding
- 87. Silver Amateur Mule Ranch Riding
- 88. Open Donkey Ranch Riding



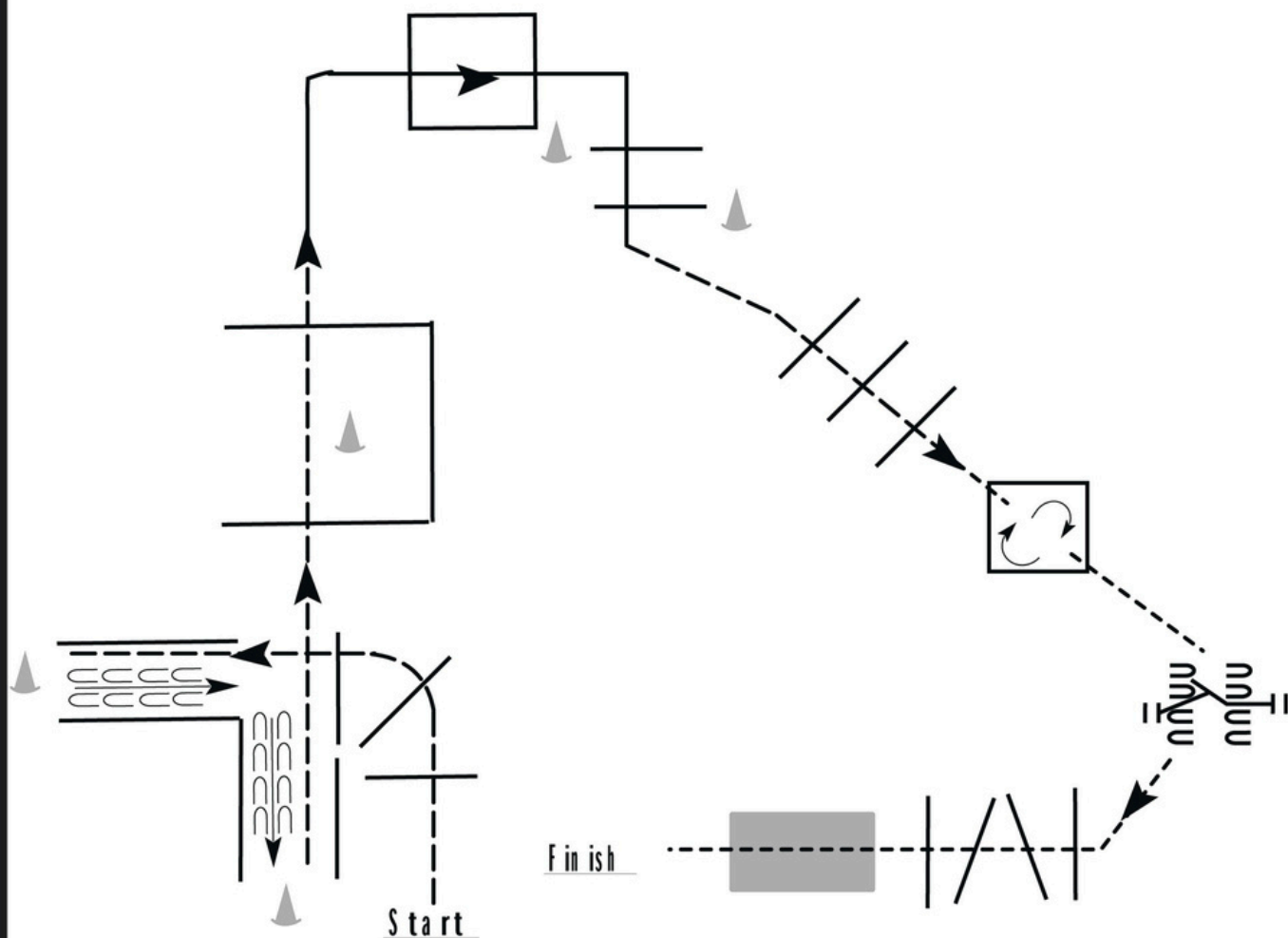
RANCH RIDING -- PATTERN #3

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Jog over poles
10. Stop, do 360° turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

89. Senior Mule Trail
 90. Amateur Mule Trail



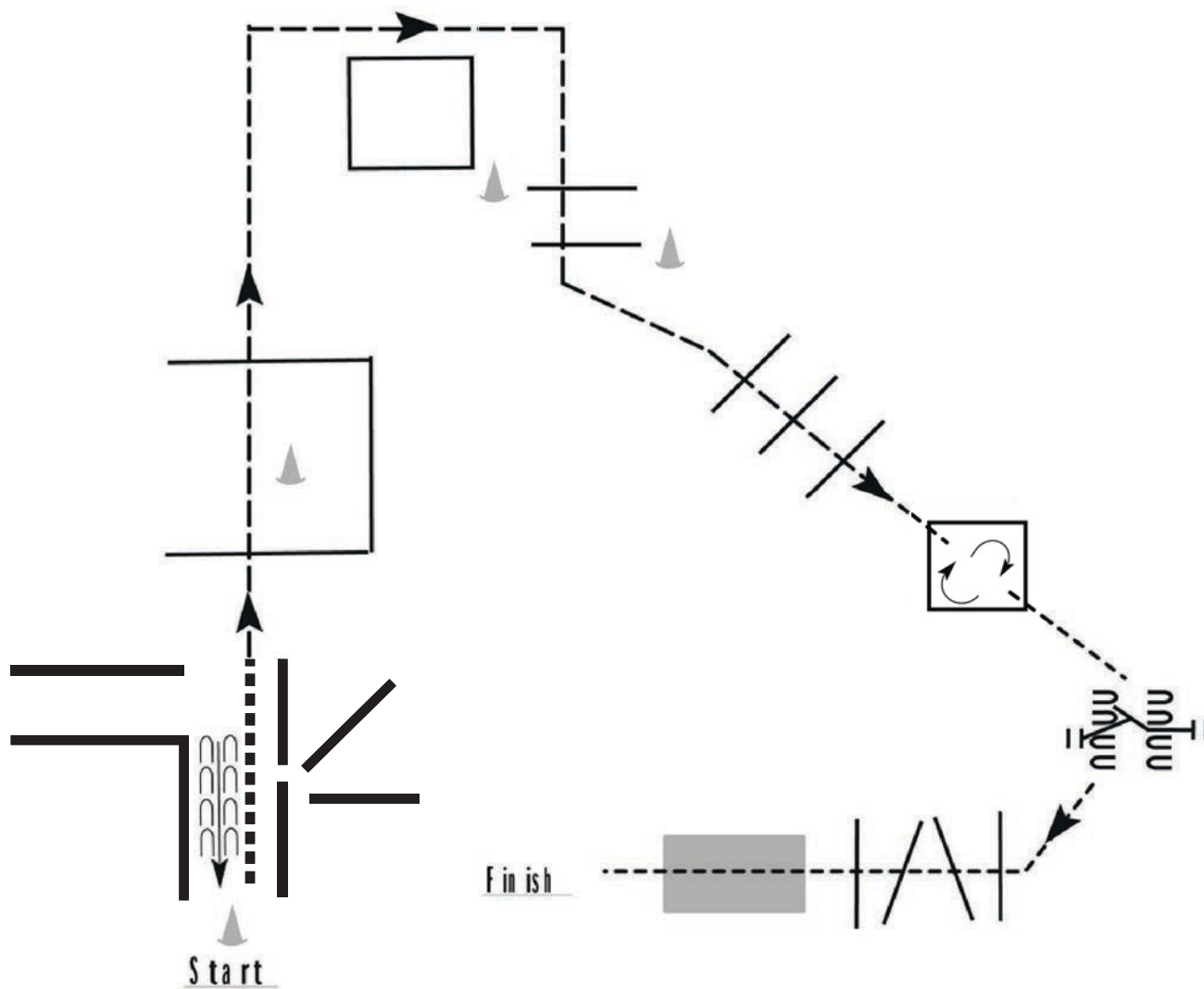
91. Junior Mule Trail
92. Open Donkey Trail
93. Silver Amateur Mule Trail
94. Youth Mule Trail, 18 & Under
96. Youth Donkey Trail



1. Trot over poles and into chute.
2. Back the L.
3. Jog out of chute and through box.
4. Lope on the right lead through box and over 2 poles.
5. Break to a trot and trot over poles as shown.
6. Walk to and into box. Perform a full turn to the right and walk out of box to gate.
7. Work gate with the right hand.
8. Walk over poles and bridge to finish.

Walk	-----
Jog	-----
Lope	-----
Back	←=====
Marker	▲
Sidepass	←-----→

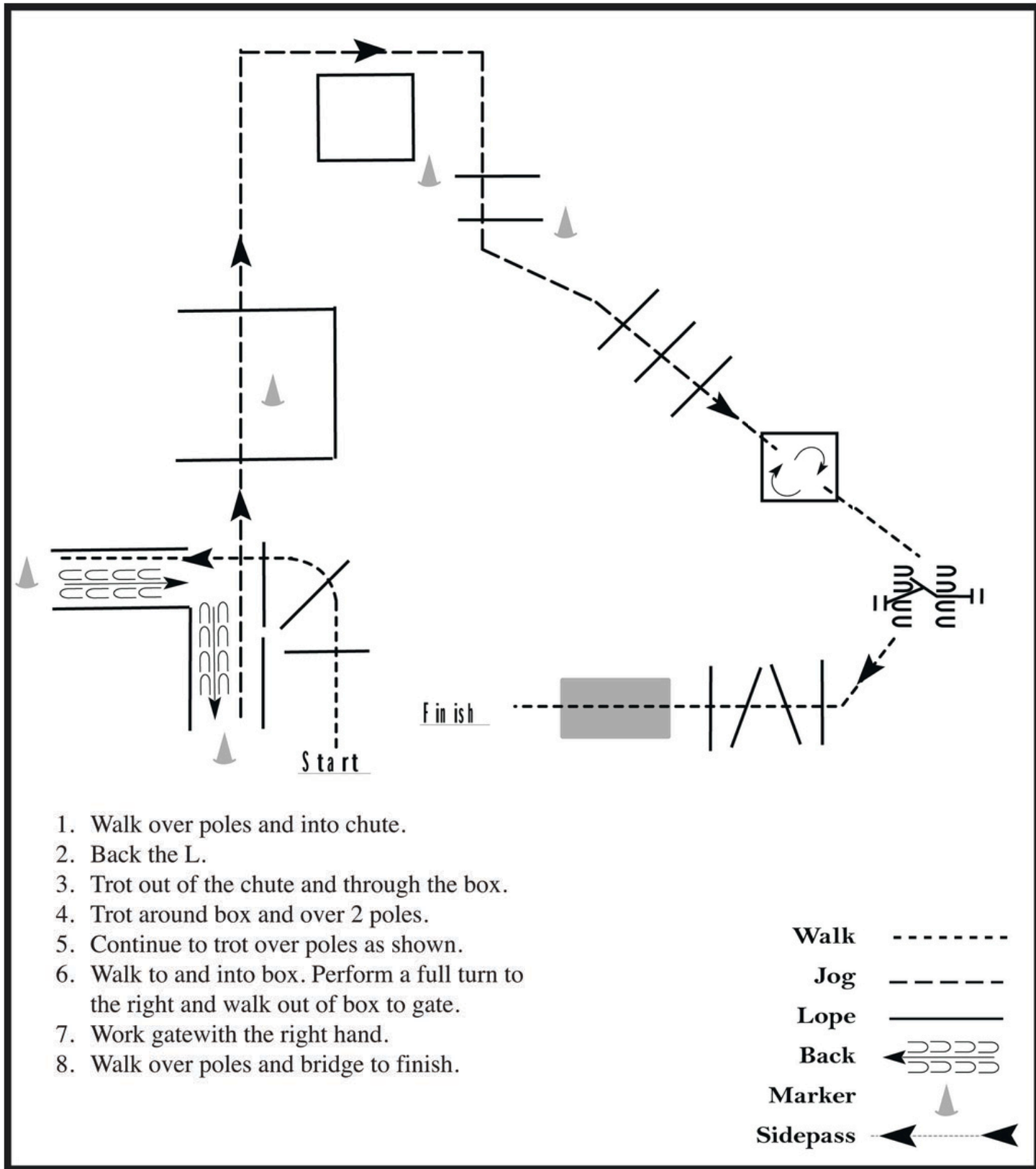
95. Youth Mule/Donkey Trail, 10 & Under



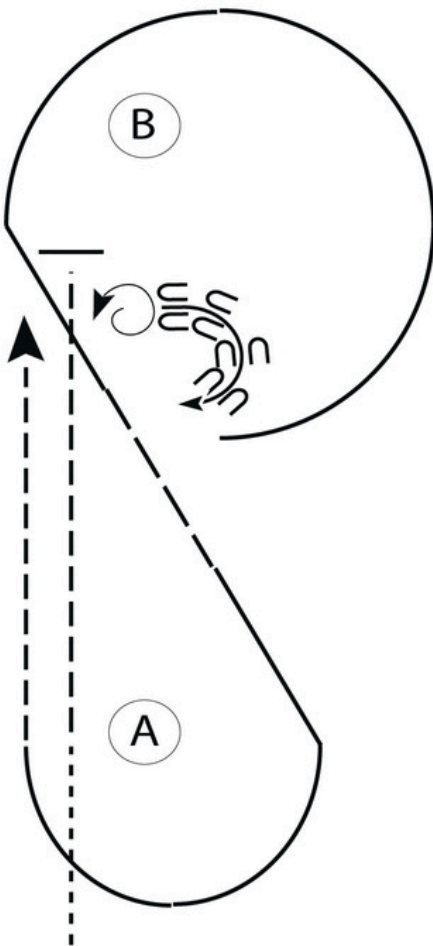
1. Walk in to chute, back straight.
2. Trot out of the chute and through the box.
3. Trot around box and over 2 poles.
4. Continue to trot over 3 poles as shown.
5. Walk to and into box. Perform a full turn to the right and walk out of box to gate.
6. Work gate with the right hand.
7. Walk over poles and bridge to finish.

Walk	-----
Jog	-----
Lope	-----
Back	←←←←←
Marker	▲
Sidepass	←-----→

97. Trailing Level Donkey Trail 98. Amateur Donkey Trail





108. Amateur Mulemanship
 109. Youth Mulemanship, 18 & Under
 110. Silver Amateur Mulemanship



Be ready before A.

1. Walk to A.
2. Jog $\frac{2}{3}$ of the way to B.
3. Stop and perform a $1 \frac{1}{4}$ turn left.
4. Back a half circle to center of pattern.
5. Lope on the left lead to and around B and toward center of pattern.
6. Break to an extended jog through middle of pattern.
7. Lope on the right lead around A as shown.
8. Break to a jog at A and jog to exit.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	