

NASMDA NATIONAL SHOW

Judges Michael Adams, Rochester, IL, Nell Tekampe, Salem, WI, Cindy Butler, Caseyville, IL

2021 Pattern Book

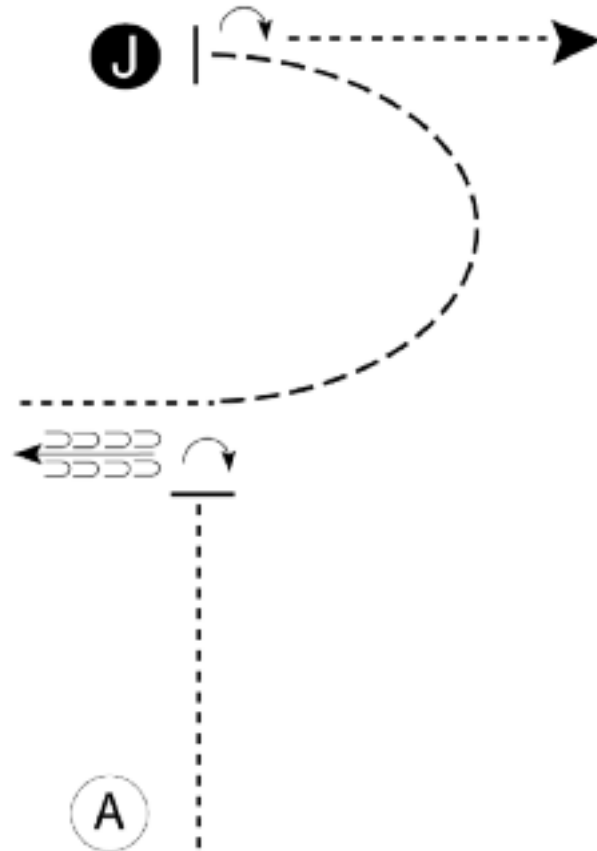


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1. National Champion Amateur Mule Showmanship
 2. National Champion Youth Mule Showmanship, 18 & Under



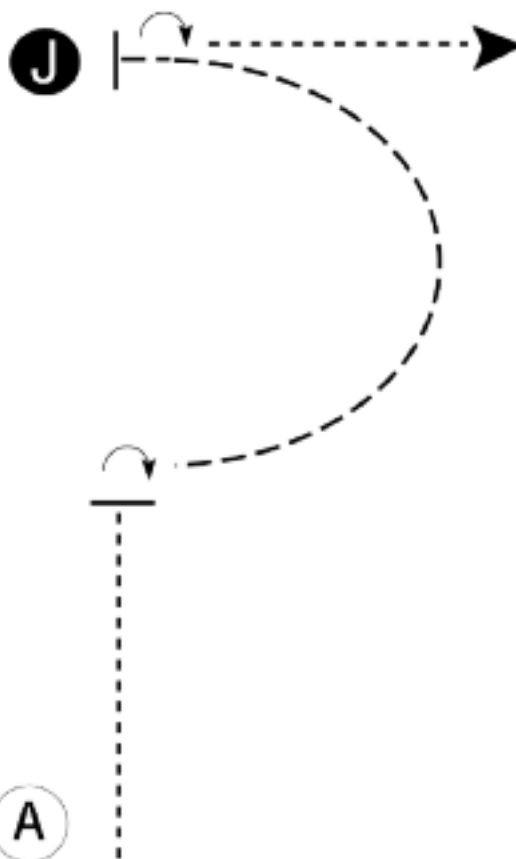
Be ready at A.

1. When acknowledged, walk half way to Judge.
2. Stop and perform a 1/4 turn.
3. Back approximately one horse length.
4. Walk until even with Judge.
5. Trot in a half circle to Judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 1/2 turn and walk straight away from Judge.

Follow the instructions of your ring steward.

Walk	-----
Trot	-----
Back	← ⏏ ⏏ ⏏
Marker	Ⓟ
Judge	Ⓝ


3. National Champion Silver Amateur Mule Showmanship
 4. Youth Showmanship, 10 & Under
 5. Youth Donkey Showmanship, 18 & Under



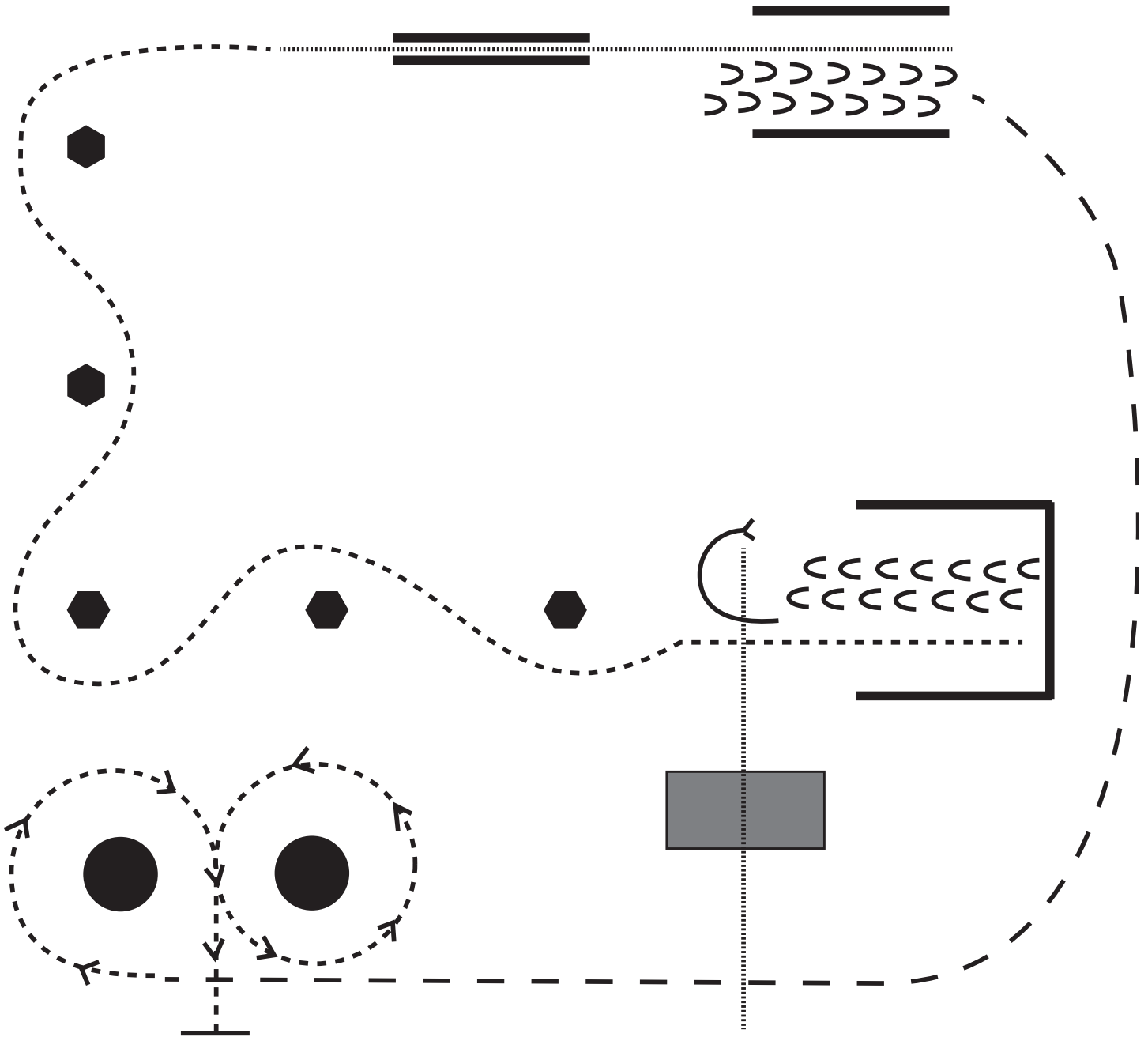
Be ready at A.

1. When acknowledged, walk half the distance to Judge.
2. Stop and perform a 1/4 turn.
3. Trot in a half circle to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 1/2 turn and walk straight away from Judge.

Follow the instructions of your ring steward.

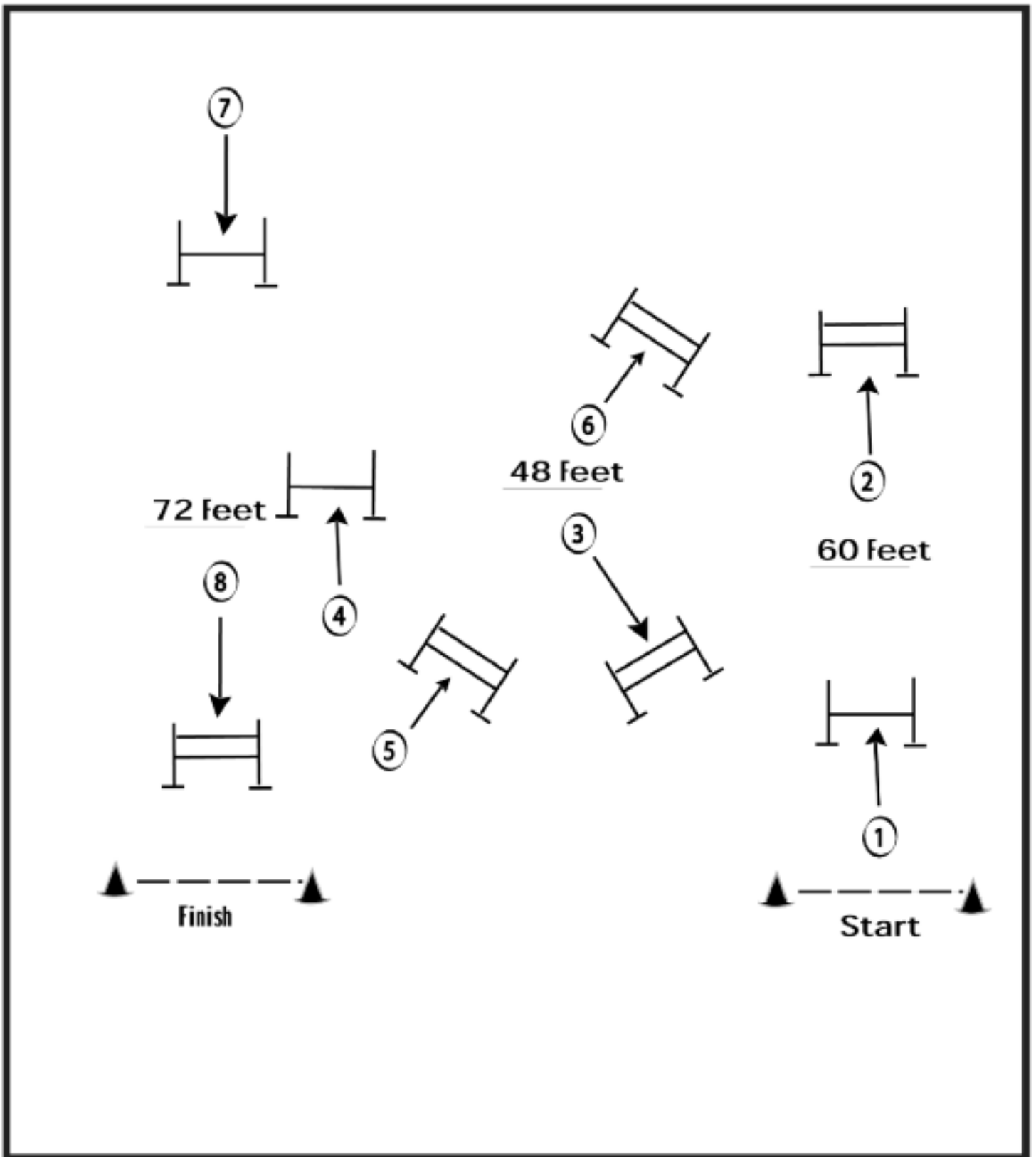
- Walk -----
- Trot - - - - -
- Back ← 
- Marker ○ B
- Judge ● J

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



1. Walk to and over bridge
2. Walk to garage. Stop, turn left and back into garage until wheels touch the back pole.
3. Park trot serpentine
4. Walk to and through straight and narrow either wheel.
5. Walk into back through and stop. Back one mule/donkey length.
6. Road gait to barrels.
7. Park trot around barrels as shown and Stop.

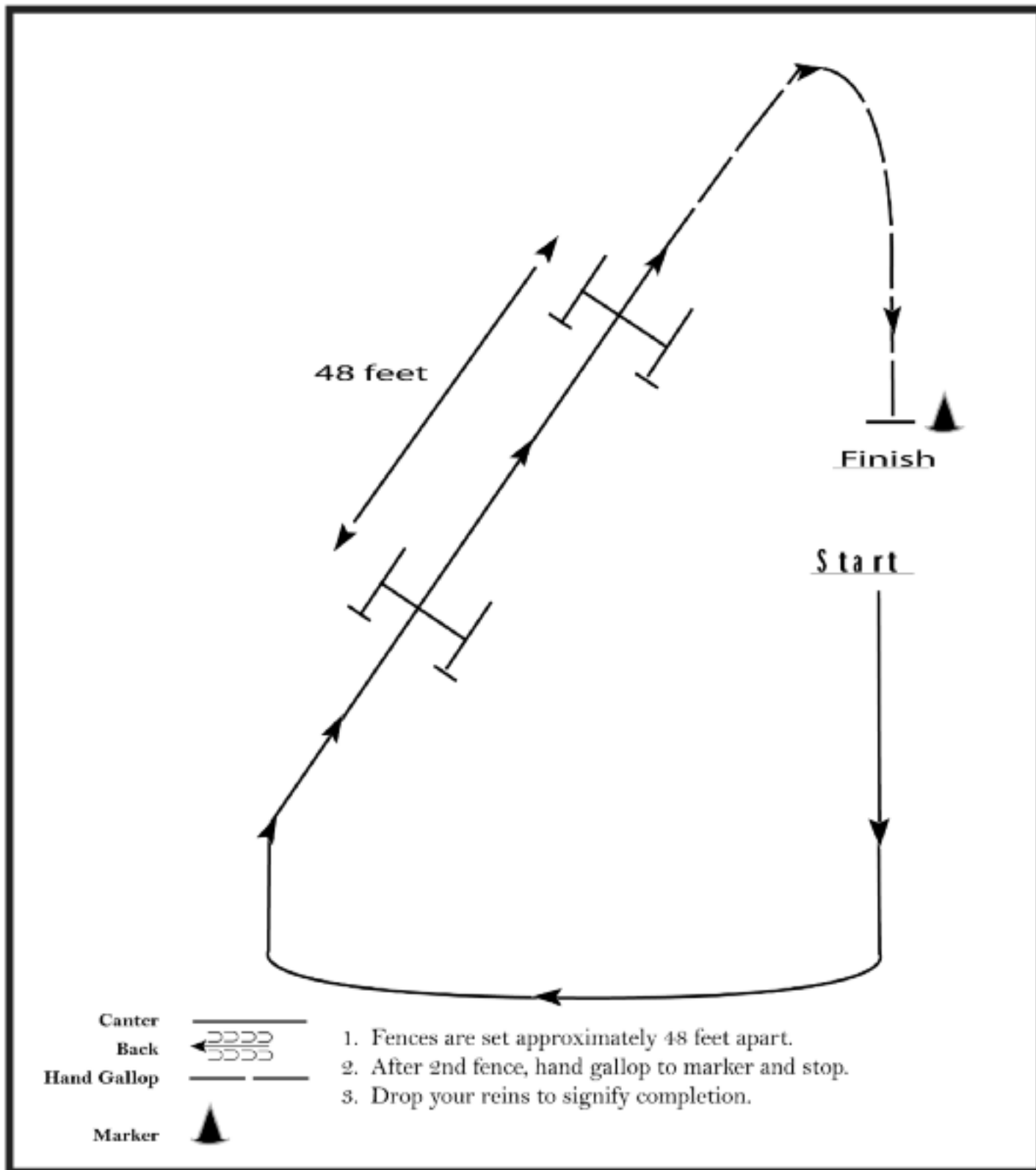
43. National Champion Open Mule Working Hunter
(All Jumps set at 2')



44. Senior Mule Hunter Hack (Jumps set at 2'6")

45. Open Donkey Hunter Hack (Crossrails)

46. Junior Mule Hunter Hack (Jumps set at 2')



48 feet

Finish

Start

Canter

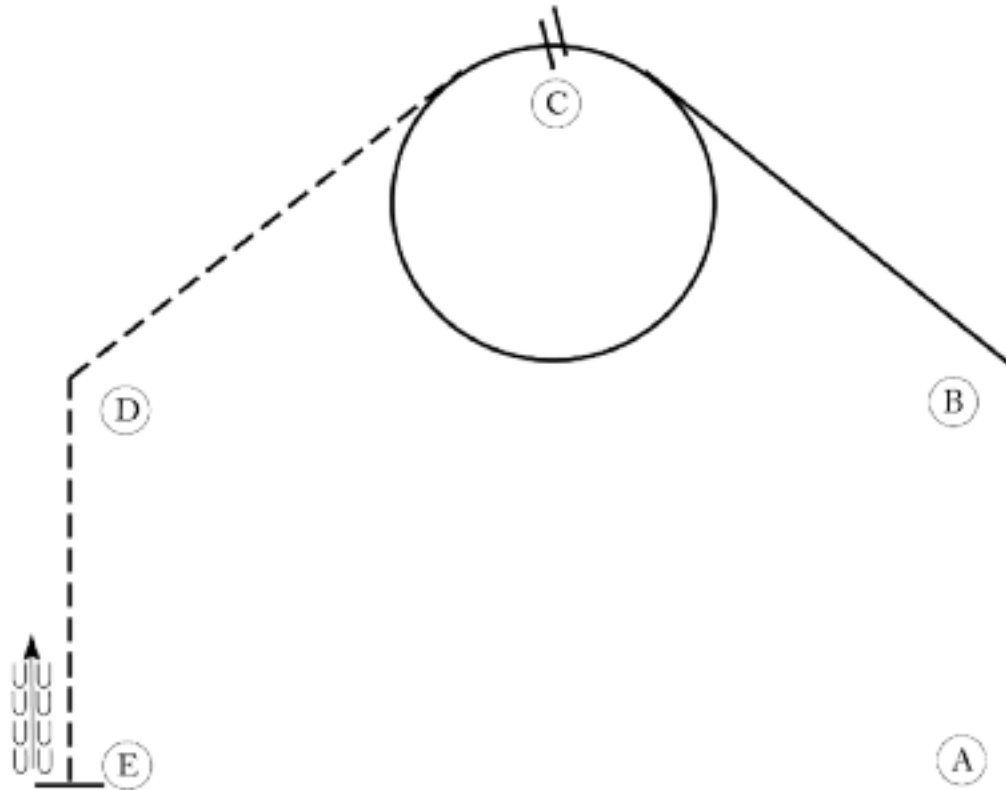
Back

Hand Gallop

Marker

1. Fences are set approximately 48 feet apart.
2. After 2nd fence, hand gallop to marker and stop.
3. Drop your reins to signify completion.

56. National Champion Amateur Mule English Equitation
 57. Youth Mule English Equitation, 18 & Under



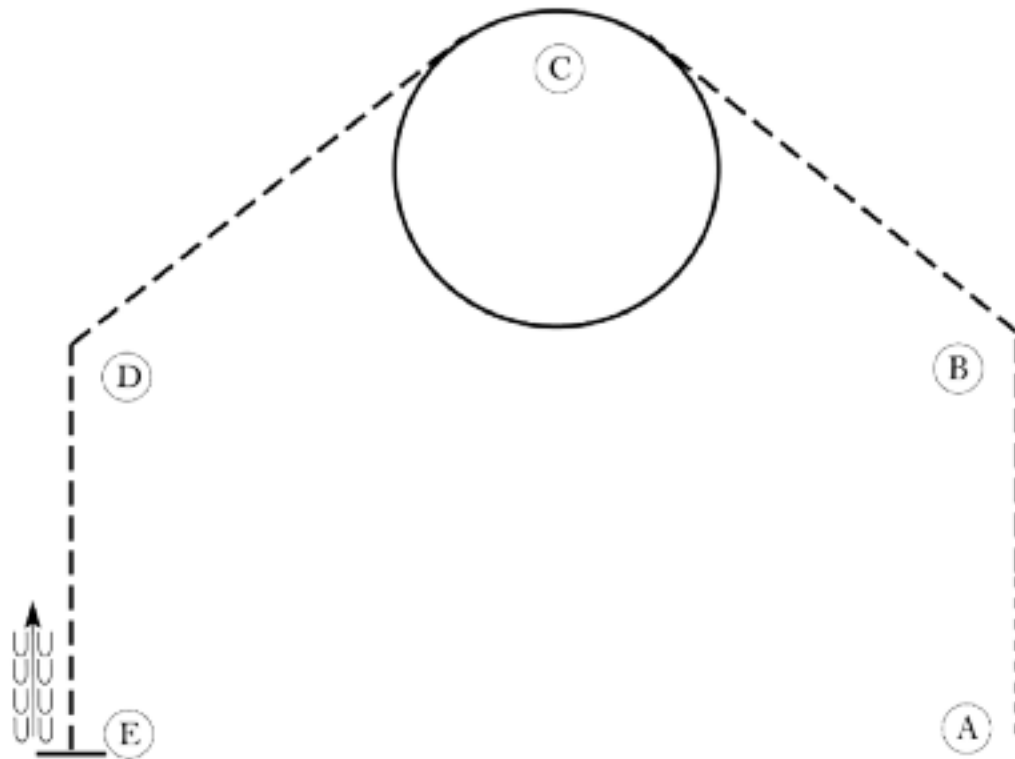
Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Trot on the right diagonal to B.
3. Canter on the right lead to C.
4. Perform a simple lead change at C.
5. Canter a circle on the left lead around C.
6. Sitting trot to D.
7. Trot on the left diagonal to E.
8. Halt at E and back approximately one horse length.

When dismissed, follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↙ ↘
Back	← ← ← ← ←
Marker	⊙
Sidepass	← ← ← ← ←
Hand Gallop	— — — — —

58. Silver Amateur Mule English Equitation



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Trot on the right diagonal to C.
3. Canter a circle on the left lead around C.
4. Sitting trot to D.
5. Trot on the left diagonal to E.
6. Halt at E and back approximately one horse length.

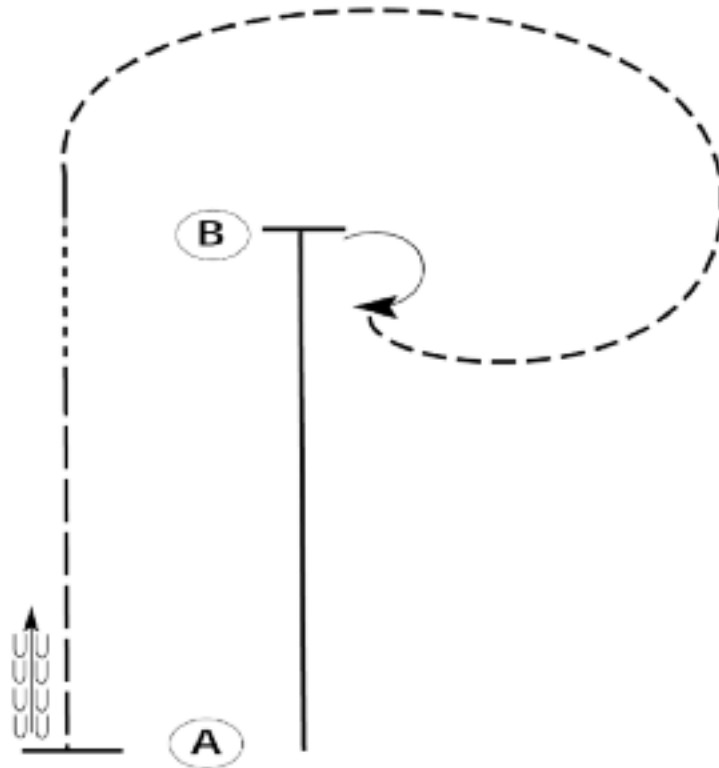
When dismissed, follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↙
Back	←←←←←
Marker	Ⓚ
Sidepass	←←←←←
Hand Gallop	— — — — —

64. Youth Mule/Donkeymanship, 10 & Under

65. Youth Donkeymanship, 18 & Under

(For Class 64, trot from A-B)



Be ready at A.

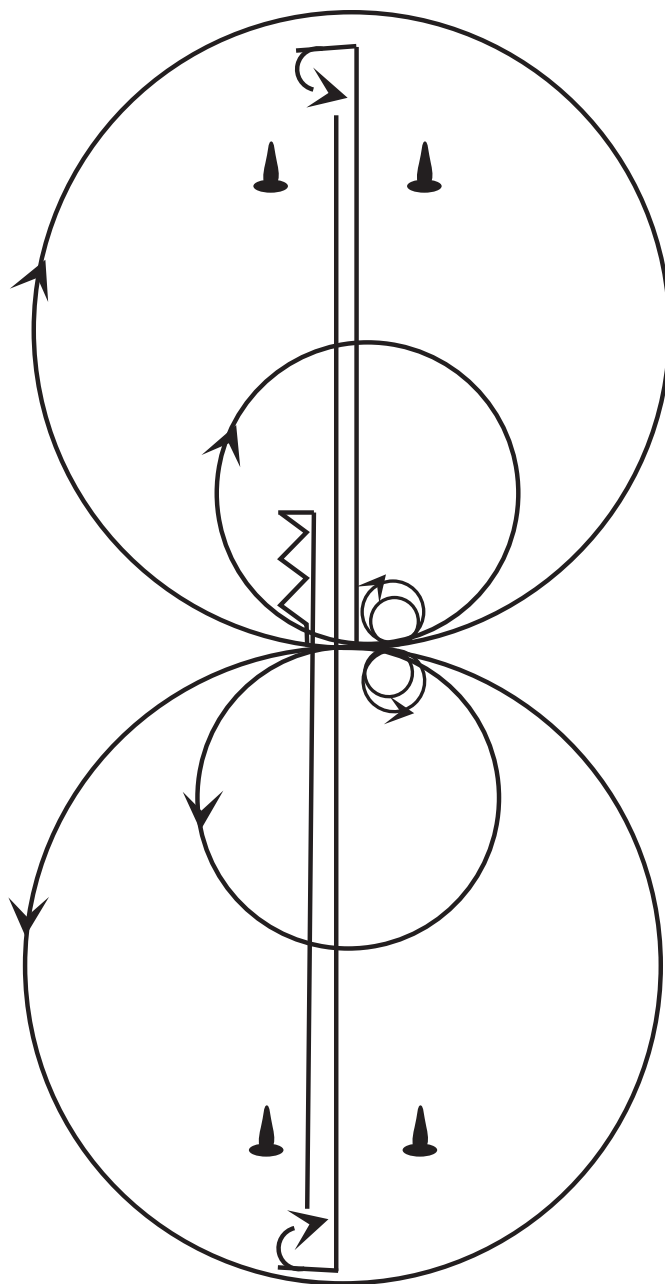
1. Lope on the right lead to B.
2. Turn 180 degrees to the right.
3. Jog back around to B.
4. At B, break to the walk.
5. Walk approximately 10 feet.
6. Extend the jog to A.
7. Stop at A and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	↘
Back	← ○○○○ ○○○○
Marker	ⓑ
Sidepass	←-----→

67. Open Reined Working Donkey

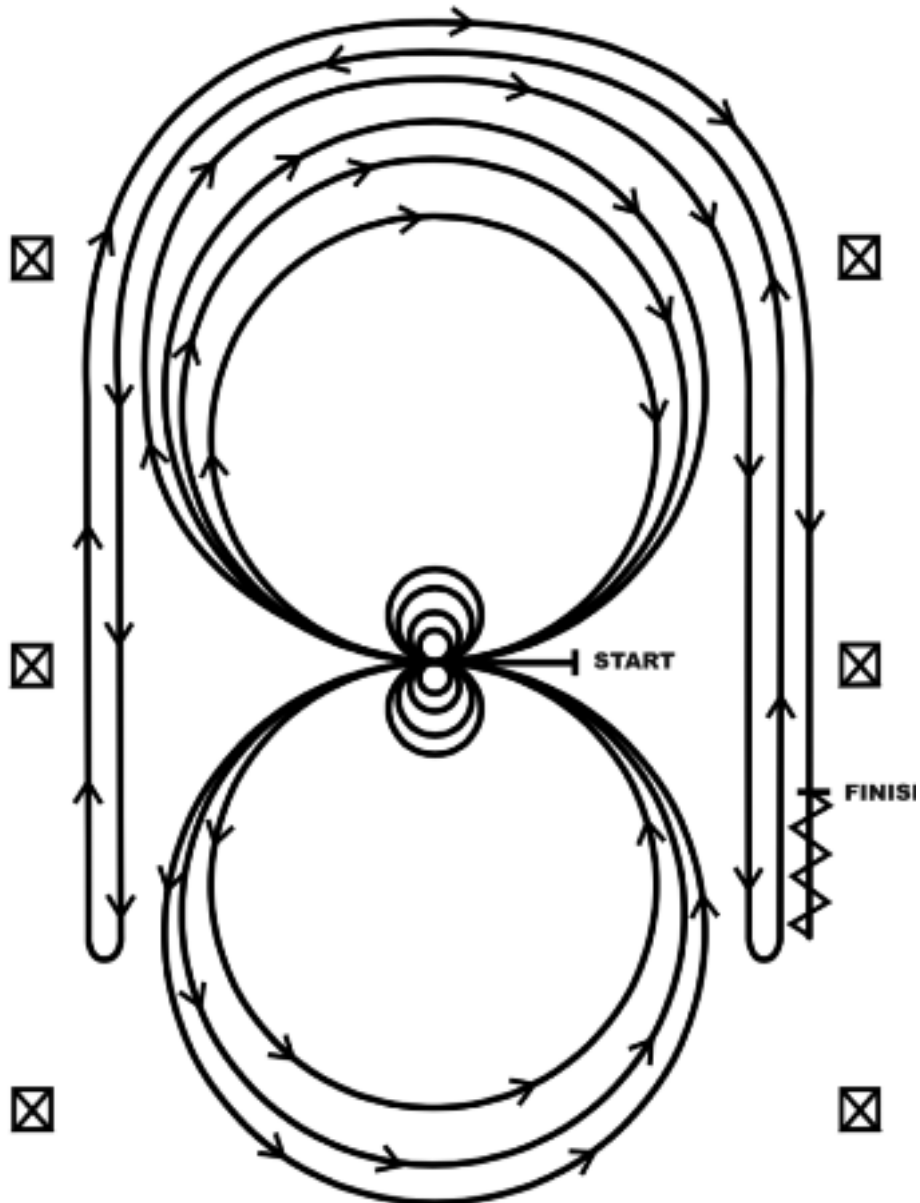
Reined Working Donkey - Pattern 3



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.

68. Junior Mule Reining
69. Senior Mule Ranch Pleasure

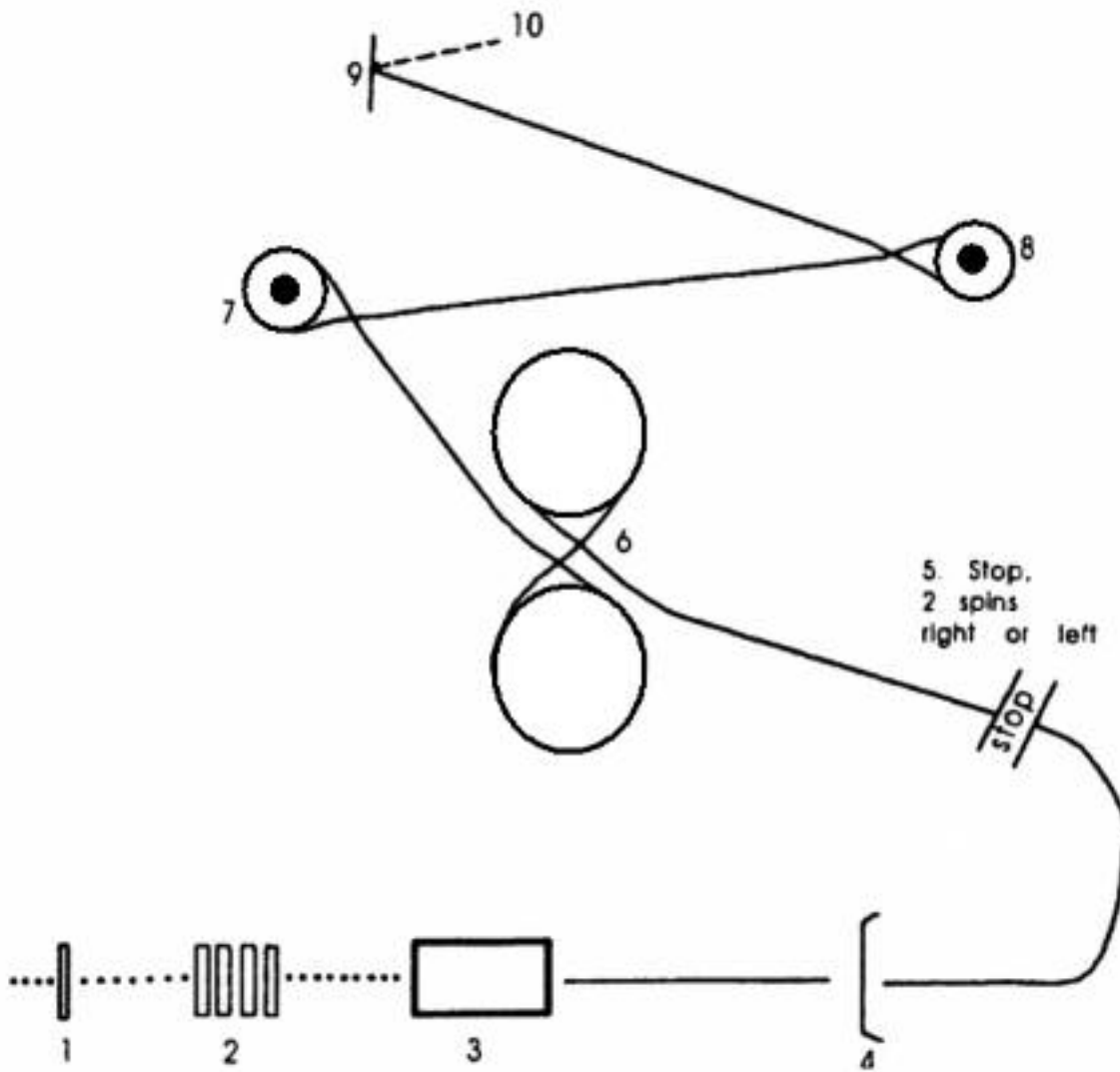
Mule Reining - Pattern 2



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

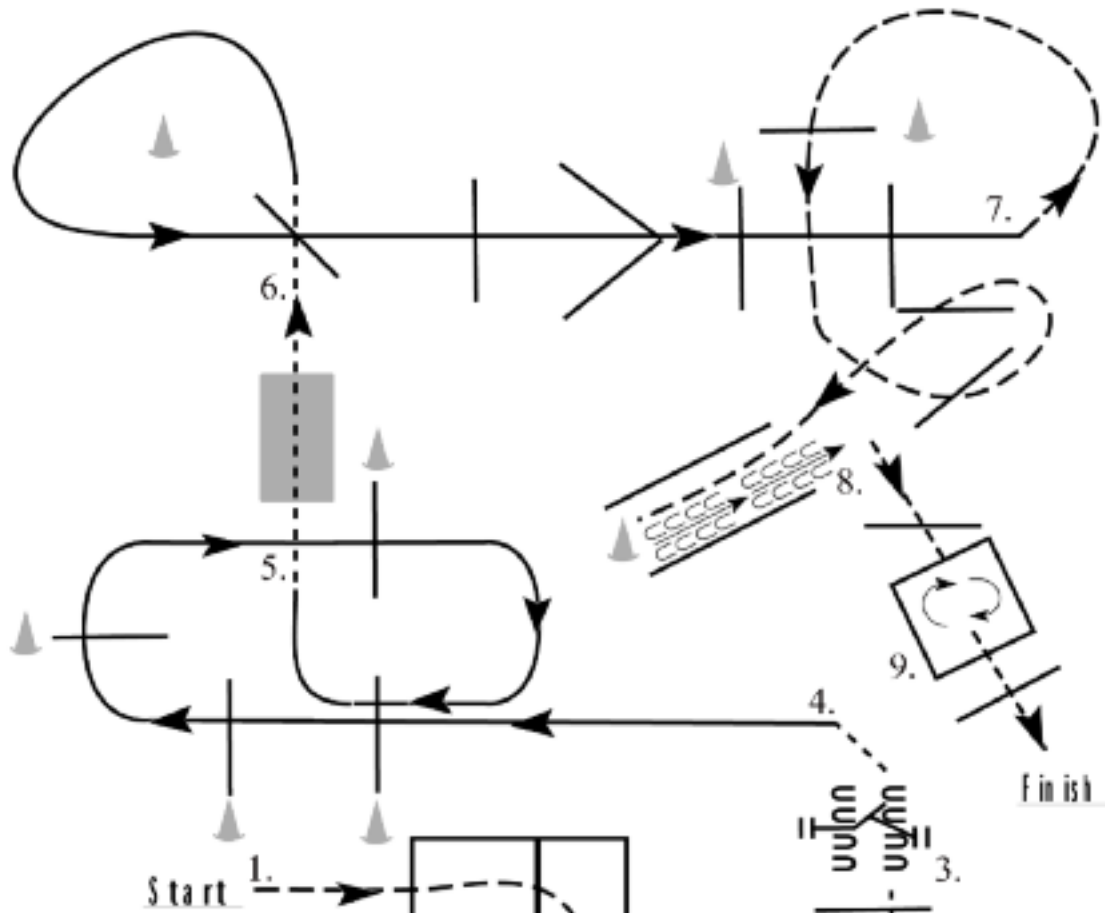
1. Complete four (4) spins to the left. Hesitate.
2. Complete four (4) spins to the right. Hesitate.
3. Beginning on the right lead, complete three (3) circles to the right: the first circle large and fast, the second circle small and slow, the third circle large and fast. Change leads at the center of the arena.
4. Complete three (3) circles to the left: the first circle large and fast, the second circle small and slow, the third circle large and fast. Change leads at the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least twenty feet (20) from the wall or fence – no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least twenty feet (20) from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (20) from the wall or fence. Back up at least ten (10) feet. Hesitate to demonstrate completion of the pattern.

75. National Champion Senior Mule Ranch Riding
 76. National Champion Amateur Mule Ranch Riding
 77. National Champion Junior Mule Ranch Riding
 78. 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'.

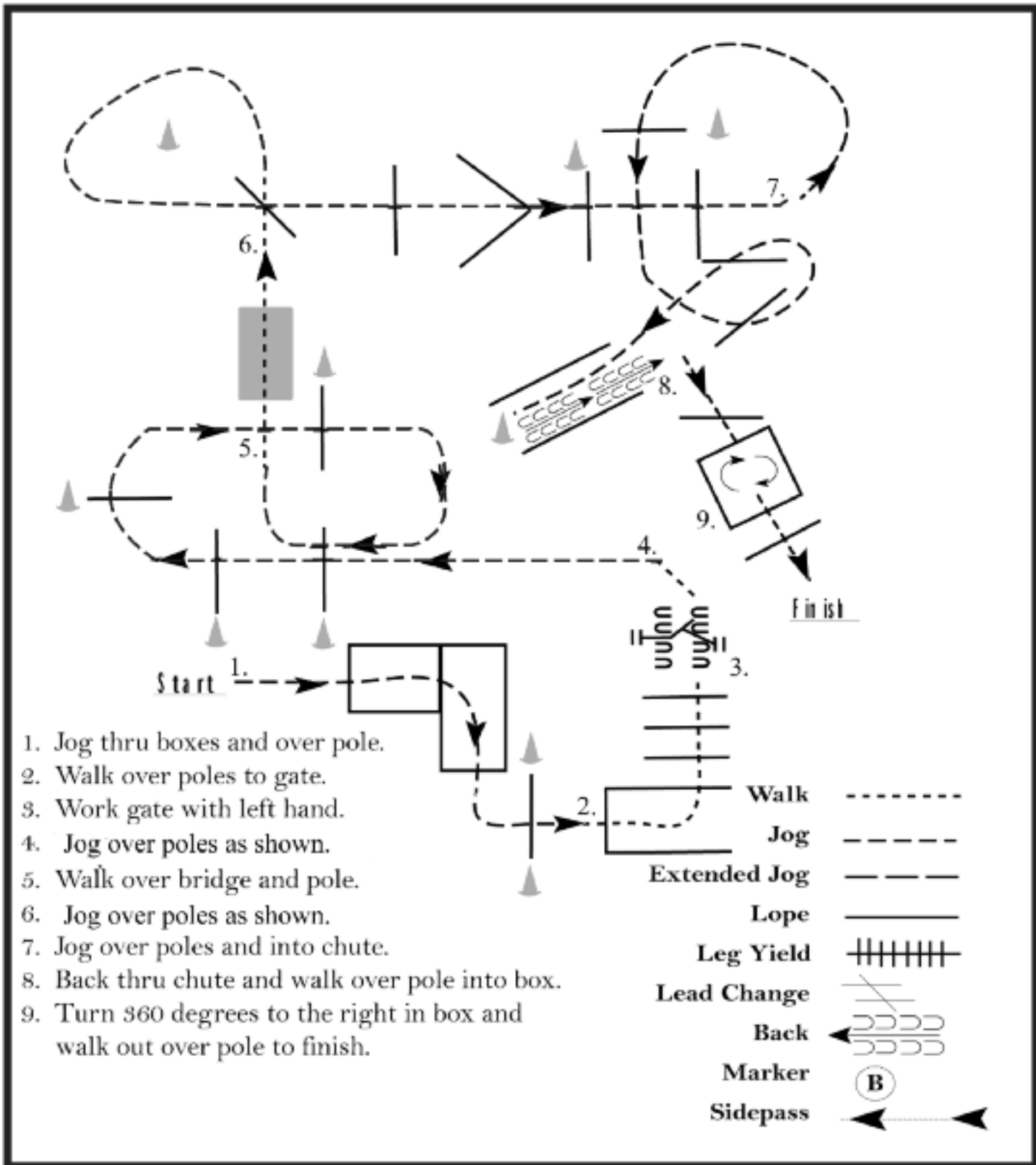
84. National Champion Senior Trail
 85. National Champion Amateur Trail
 86. National Champion Junior Mule Trail
 87. National Champion Open Donkey Trail
 88. National Champion Silver Amateur Trail
 89. National Champion Youth Mule Trail, 18 & Under
 92. National Champion Youth Donkey Trail, 18 & Under



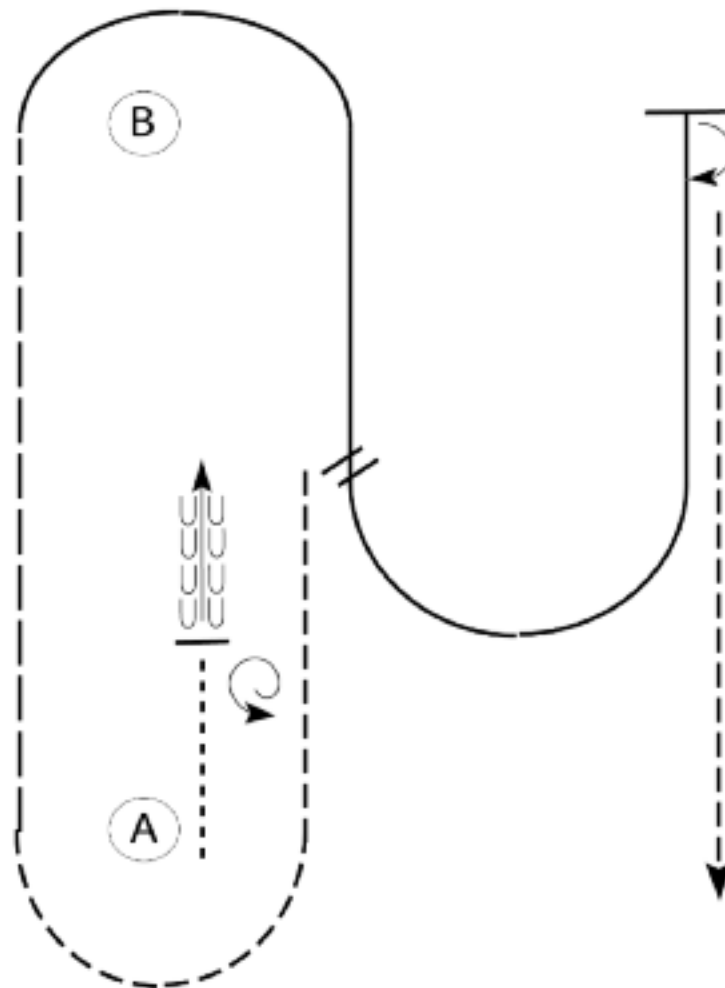
1. Jog thru boxes and over pole.
2. Walk over poles to gate.
3. Work gate with left hand.
4. Lope on the right lead over poles as shown.
5. Walk over bridge and pole.
6. Lope on the left lead over poles.
7. Jog over poles and into chute.
8. Back thru chute and walk over pole into box.
9. Turn 360 degrees to the right in box and walk out over pole to finish.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	↘
Back	←←←←←
Marker	Ⓚ
Sidepass	←←←←←

90. Youth Trail, 10 & Under
 91. National Champion Training Level Donkey Trail



102. National Champion Amateur Mulemanship
 103. National Champion Youth Mulemanship, 18 & Under

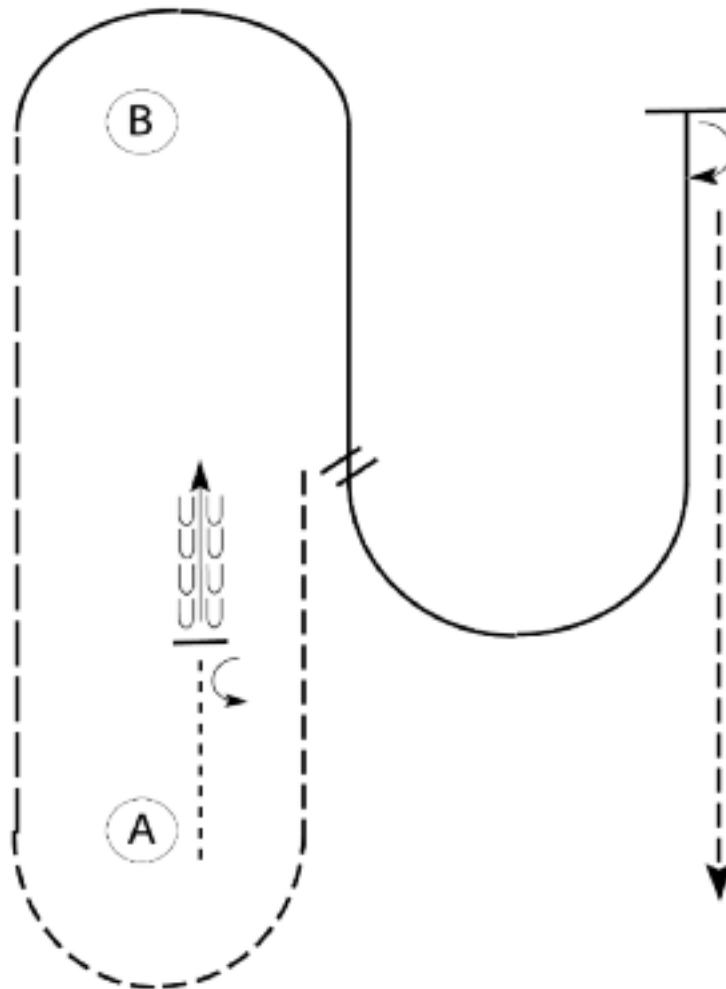


Be ready at A.

1. Walk approximately two horse lengths forward.
Stop and perform a 1 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Perform a simple lead change and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and jog to finish.

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

104. National Champion Silver Amateur Mulemanship



Be ready at A.

1. Walk approximately two horse lengths forward.
Stop and perform a 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Perform a simple lead change and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and jog to finish.

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