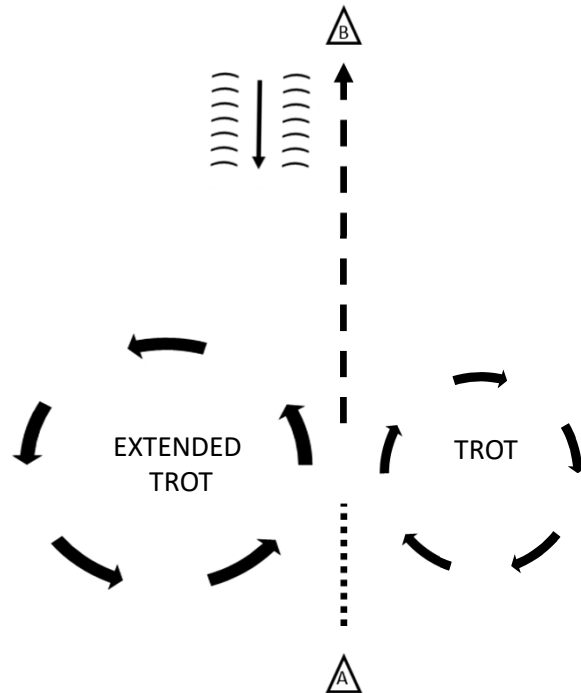


2019 Large Animal Patterns

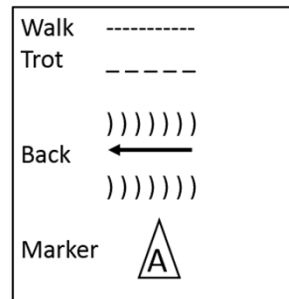
SDMS
The Classic

Single Hitch Reinsmanship – Classes 2,6,10,13,16,21,26,39,42

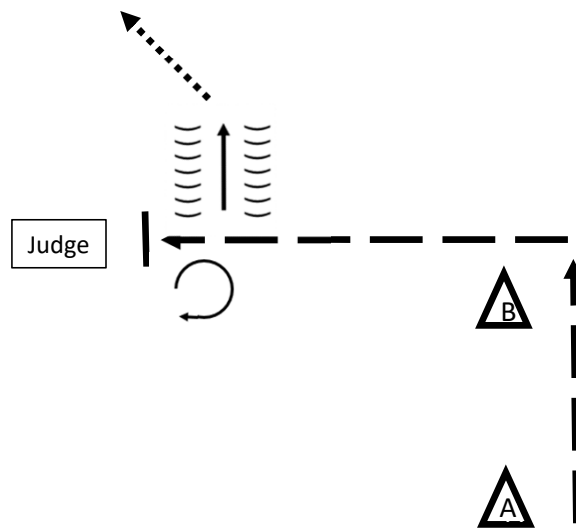


Ready at A

1. Walk from A to center of figure 8
2. Trot a slow trot to the right making a half figure 8
3. After crossing the midpoint begin an extended trot to the left – left circle is larger than the right circle
4. After closing the figure 8, continue at a slow trot to B
5. Stop at B and back 3 steps
6. Exit at a walk

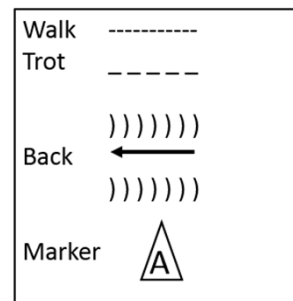


Showmanship at halter – Classes – 60, 61, 62, 63, 64, 65, 66, 67, 68, 107, 108, 109, 110, 111, 112, 113, 114, 115

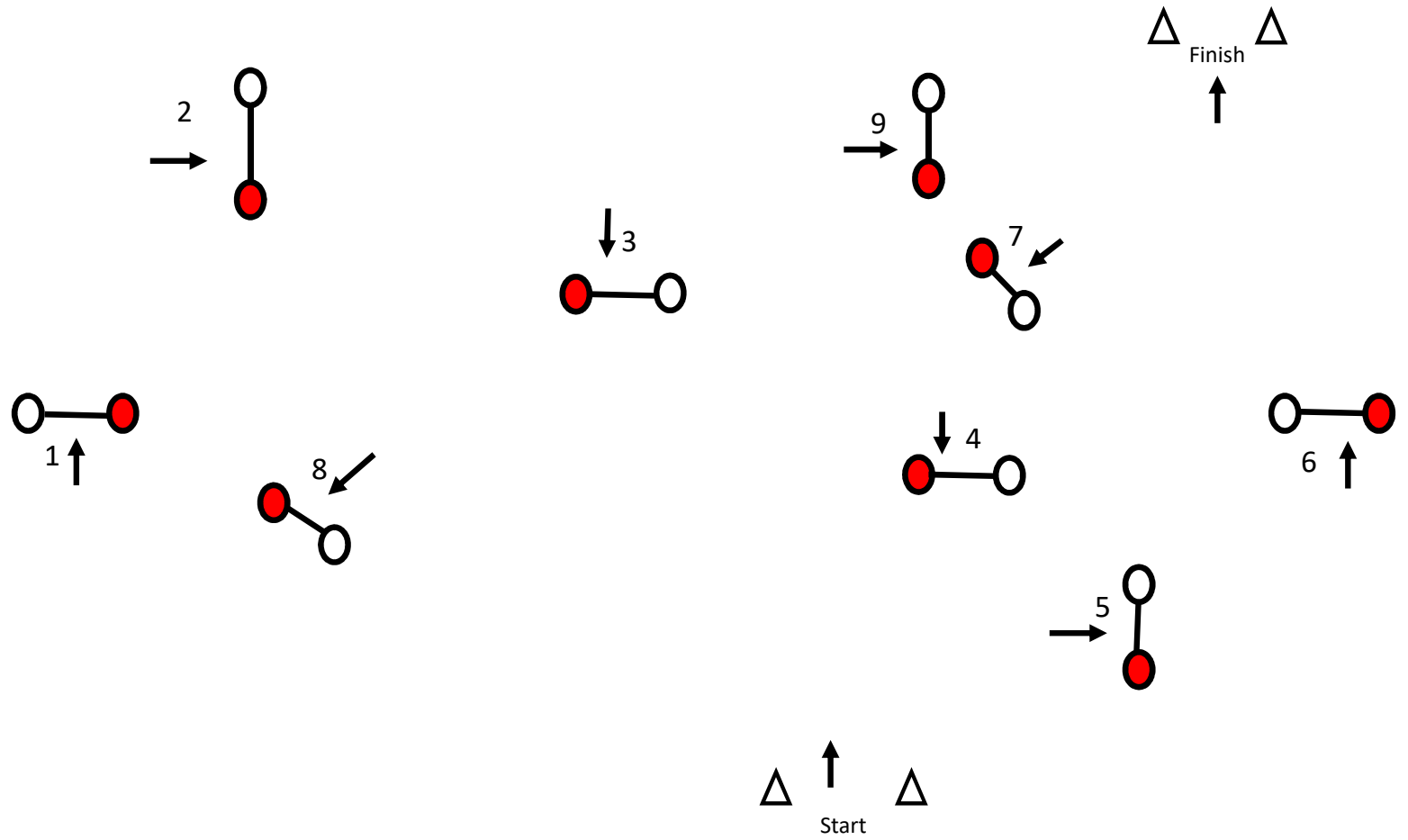


Ready at A

1. Trot from A around B to Judge
2. Stop and set up for inspection
3. When dismissed, perform a $\frac{1}{4}$ turn
4. Back approximately 2 animal lengths
5. Dismissed after backing completed
6. Exit at a walk

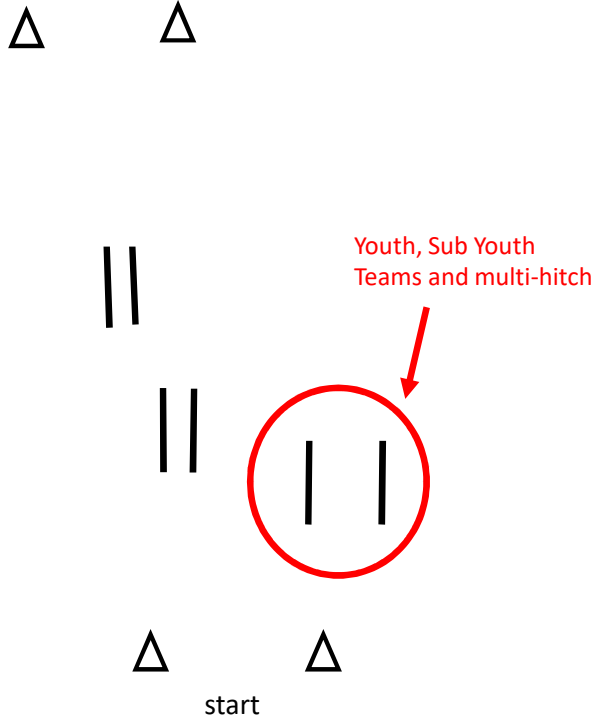
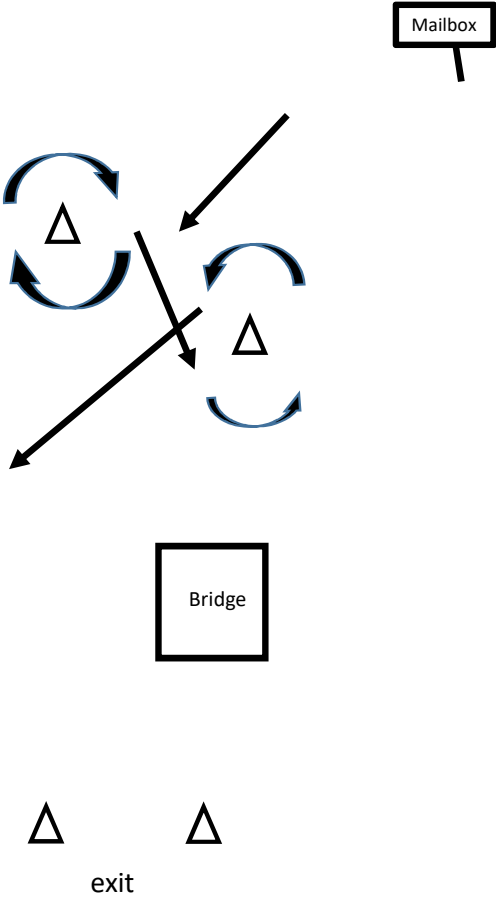
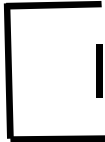


Cones course – Classes – 4,8,19,24,29,32,47,51



Obstacle Driving Pattern

- This pattern used for:
- Team and Multi Hitch
Class – 45, 49, 53, 57
 - Open Adult Mule and Donkey
Class – 3, 7
 - Open Adult Miniature Donkey
Class - 17
 - Green Miniature Mule and Donkey
Class – 22, 27
 - Youth Miniature Mule and Donkey
Class – 31, 35
 - Youth Mule and Donkey
Class – 11, 14
 - **See pattern descriptions on**
 - **Following pages**



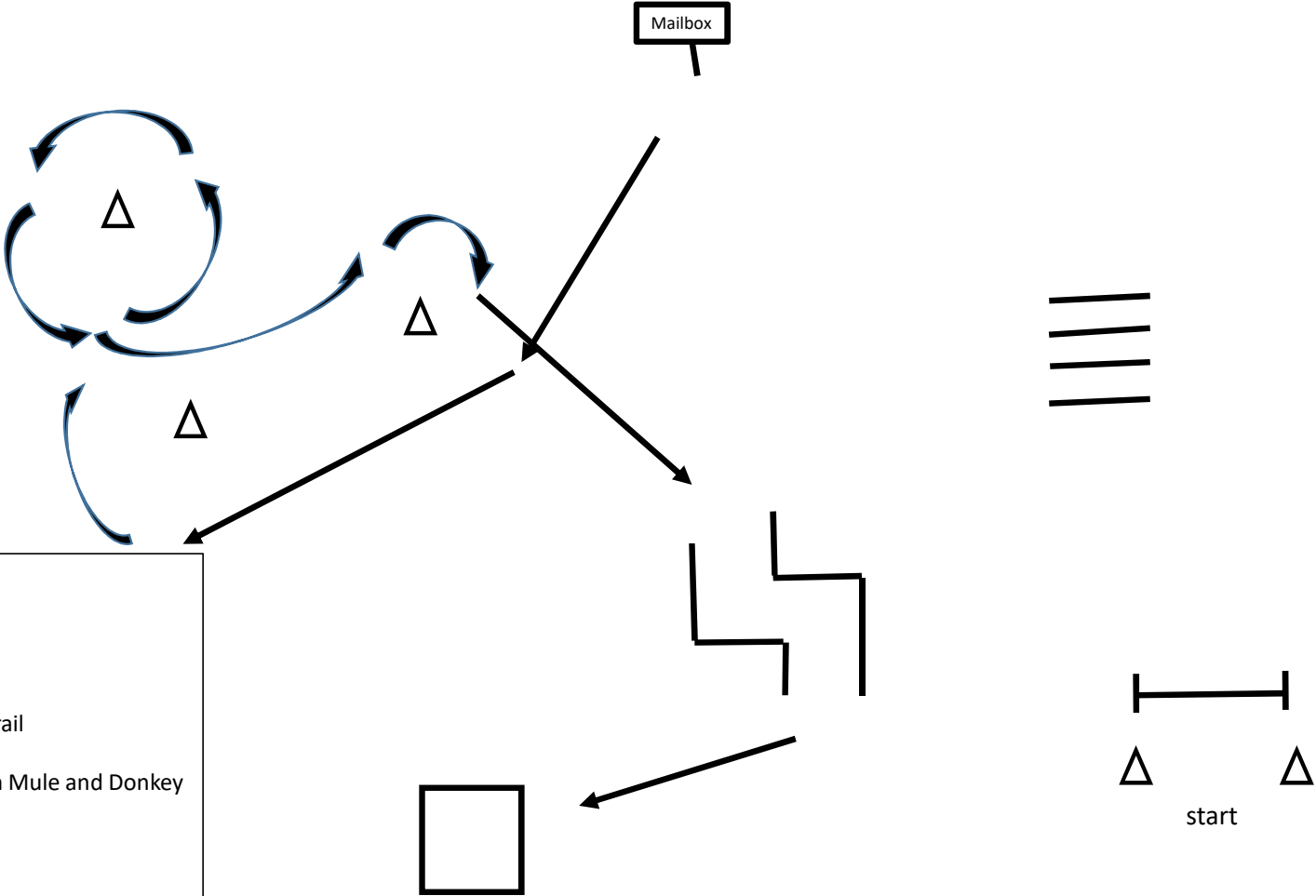
**Open Adult Mini and Large Mule and Donkey
Class – 3, 7, 17**

1. Enter at a slow trot
2. Trot right wheel between poles, then left wheel between poles
3. Slow trot to cones
4. Stop with wheels even with cones, back until animals head is even with the cones
5. Walk to mailbox, check mail
6. Working trot figure 8 as shown
7. Trot through U turn
8. Walk to and over bridge
9. Exit at a walk

**Youth Mini and Large Mule and Donkey
Class – 11, 14, 31, 35**

1. Enter at a walk
2. Slow trot to cones
3. Stop with wheels even with cones, back 2 steps
4. Walk to mailbox, check mail
5. Working trot figure 8 as shown
6. Walk through U turn
7. Walk to and over bridge
8. Exit at a walk

Large Animal Trail



This pattern used for:

- Green Mule, Youth Mule
Class – 78, 81
- Novice Mule and Donkey
Class – 80, 84
- Adult Open Mule and Donkey Trail
Class – 79, 83
- Green Donkey, Youth, Sub Youth Mule and Donkey
Class – 82, 85, 86
- Pee Wee
Class – 87

- See patten descriptions on
- Following pages

**Green Mule, Youth Mule
Class – 78, 81**

1. Walk to and work gate
2. Trot to and over poles
3. Trot to mailbox and check mail
4. Lope cones as shown
5. Walk to and through poles
6. Walk to and over bridge
7. Exit at a walk

**Novice Mule and Donkey
Class – 80, 84**

1. Walk to and work gate
2. Trot to and over poles
3. Jog to mailbox, side pass right and check mail
4. Lope to barrel and pick up slicker
5. Trot cones as shown, place slicker on barrel
6. Lope to and back through poles
7. Walk to and over bridge
8. Exit at a walk

Adult Open Mule and Donkey Trail
Class – 79, 83

1. Walk to and work gate
2. Jog to and over poles
3. Jog to mailbox, Leg yield right, check mail, leg yield left
4. Jog to barrel and pick up slicker
5. Lop cones as shown, place slicker on barrel
6. Jog to and back through poles
7. Walk to and over bridge
8. Exit at a walk

**Green Donkey, Youth, Sub Youth Mule and Donkey
Class – 82, 85, 86**

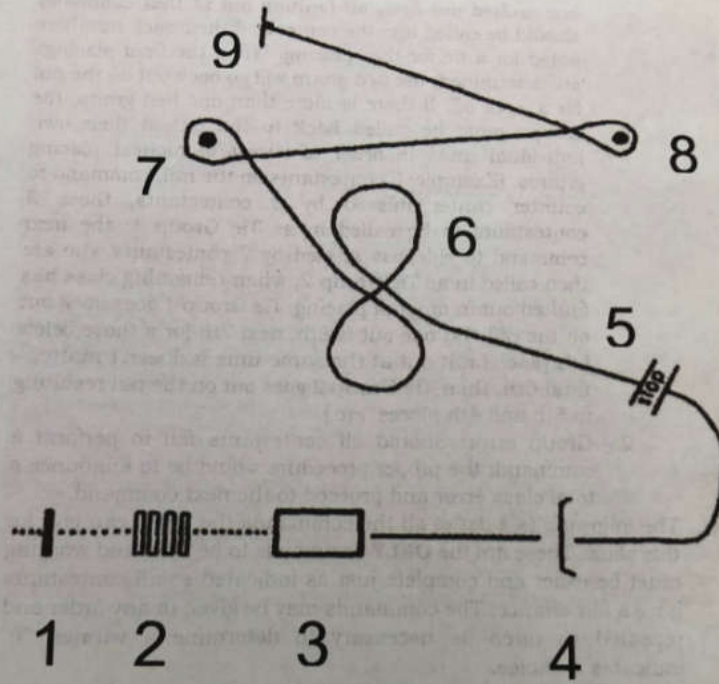
1. Walk to and work gate
2. Trot to and over poles
3. Trot to mailbox and check mail
4. Jog cones as shown
5. Walk to and through poles
6. Walk to and over bridge
7. Exit at a walk

Pee Wee
Class – 87

1. Walk to and work gate
2. Walk to and over poles
3. Walk to and over bridge
4. Exit at a walk

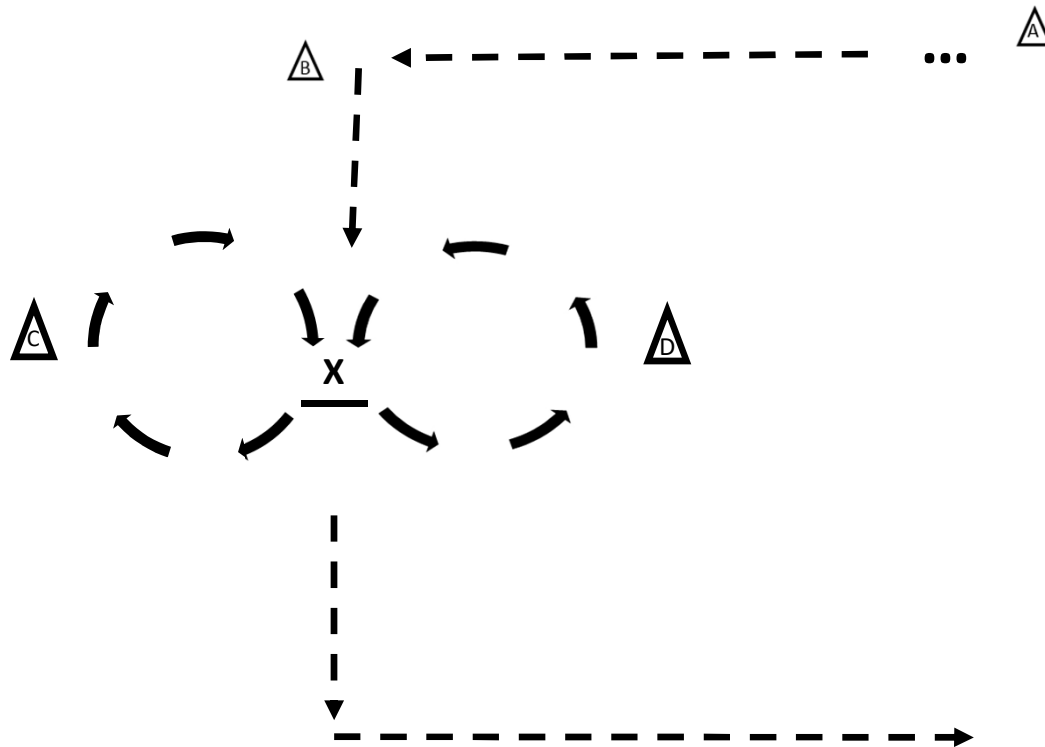
Ranch Riding Pattern
Class – 89, 90, 91, 92, 93, 94,
95, 96

RANCH RIDING PATTERN:



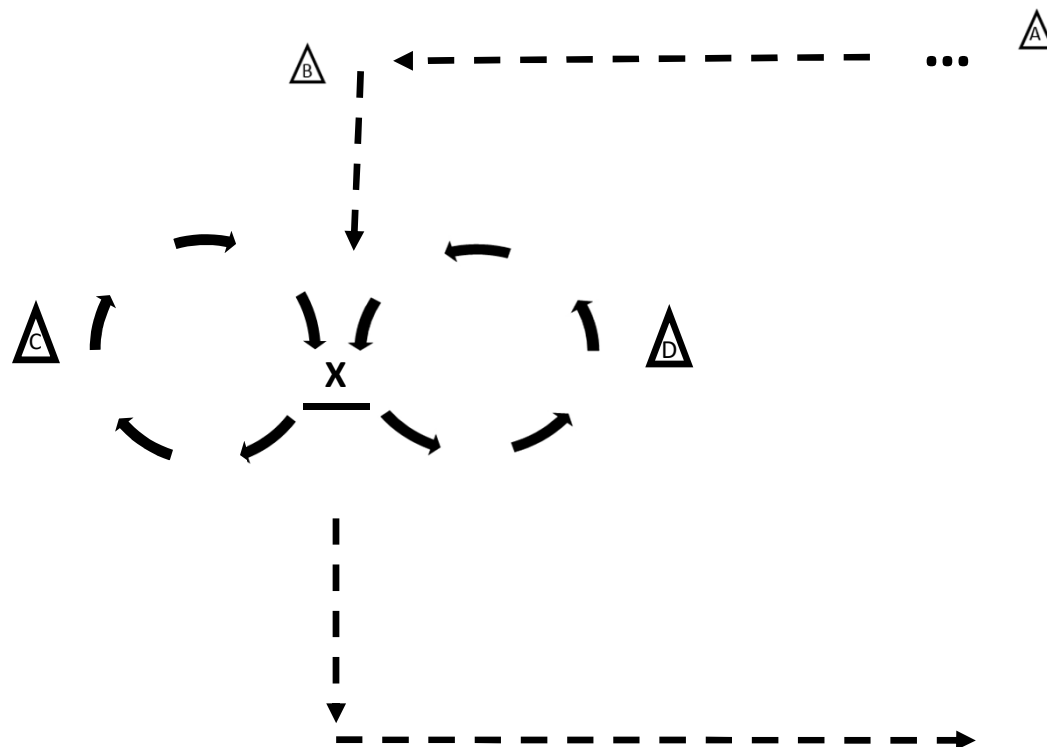
1. Work Gate
2. Walk over logs
3. Walk over bridge
4. Slow lope to and over 12" jump.
5. Stop and perform 2 spins, right or left
6. Proceed at medium lope to figure eight, showing change of lead from right to left circle.
7. Proceed with speed to barrel. Left lead
8. Proceed with speed to barrel. Right lead
9. Slide stop and back 2 steps.

**Mulemanship Green and Youth, Donkeymanship Youth
Class – 177, 178, 181**



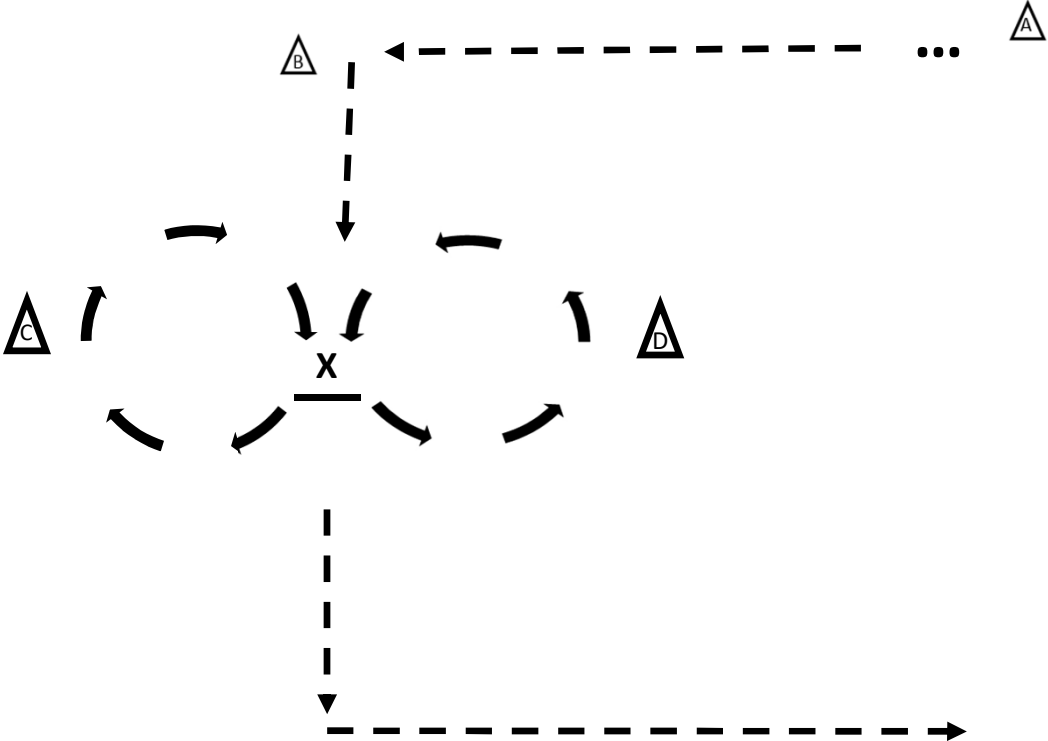
- Ready at A
1. Walk 3 strides
 2. Jog to B
 3. Turn left lead lope to "X"
 4. Jog circle to right
 5. Jog circle to left
 6. Halt at "X"
 7. Jog to line up

Donkeymanship Green Donkey – Walk/Trot
Class – 174



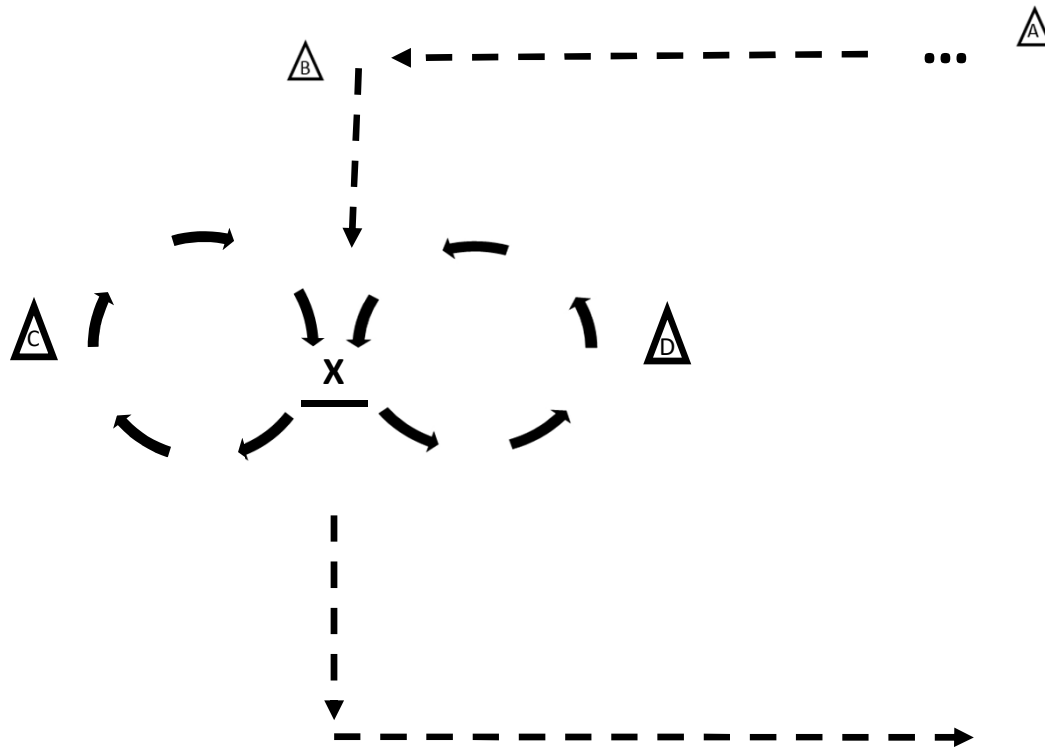
- Ready at A
1. Walk 3 strides
 2. Trot to B
 3. Turn left Trot to "X"
 4. Trot circle to right
 5. Trot circle to left
 6. Trot at "X"
 7. Trot to line up

Mulemanship and Donkeymanship Subyouth
Class – 182



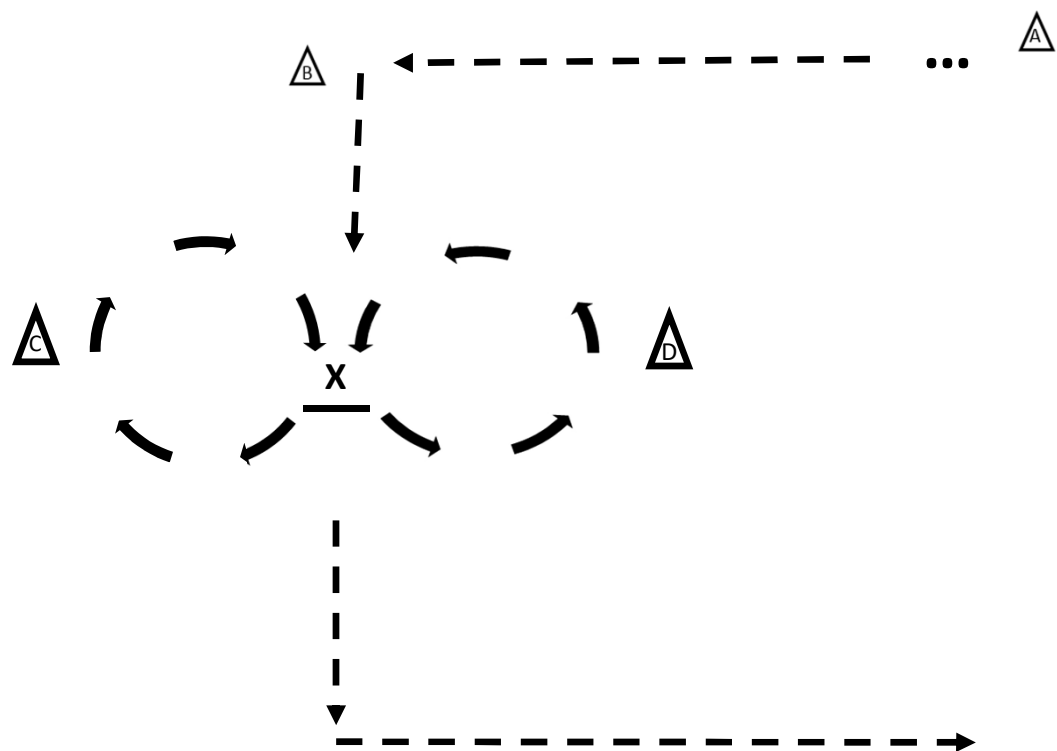
- Ready at A
1. Walk to B
 2. Turn left walk to "X"
 3. Walk circle to left
 4. Walk at "X"
 5. Walk to line up

Mulemanship and Donkeymanship Adult and Novice
Class – 175, 176, 179, 180



- Ready at A
1. Walk 2 strides
 2. Left lead lope to B
 3. Simple lead change through walk – right lead circle
 4. Simple lead change through walk – Left lead circle
 5. Halt at "X"
 6. Jog to line up

English Equitation
Class – 163,164



- Ready at A
1. Walk 3 strides
 2. Canter to B
 3. Turn left lead canter to "X"
 4. Rising trot circle to right
 5. Rising trot circle to left
 6. Halt at "X"
 7. Trot to line up

Stake Race – Class 36,40,43,55,59, 88, 150

