

2019

Mini Animal Patterns

SDMS

Spooktacular

**Saturday, October 26, 2019: Start 8:00 AM**  
**Miniature Animals**

<b>Halter Classes – Miniature Donkeys Jennets</b>	
1.	NMDA Jennets@Halter Foals & Yearlings
2.	NMDA Jennets@Halter 2 Year Olds
3.	NMDA Jennets@Halter 3 & 4 Year Olds
4.	NMDA Jennets@Halter 5 & Older
5.	NMDA Champion & Reserve Halter Jennet (Qualify from 1-4)

<b>Halter Classes – Miniature Donkeys Geldings</b>	
6.	NMDA Geldings@Halter Foals & Yearlings
7.	NMDA Geldings@Halter 2 Year Olds
8.	NMDA Geldings@Halter 3 & 4 Year Olds
9.	NMDA Geldings@Halter 5 & Older
10.	NMDA Champion & Reserve Halter Gelding (Qualify from 6-9)

<b>Halter Classes – Miniature Donkeys Jacks</b>	
11.	NMDA Jacks@Halter Foals and Yearlings
12.	NMDA Jacks@Halter 2 Year Olds
13.	NMDA Jacks@Halter 3 & 4 Year Olds
14.	NMDA Jacks@Halter 5 & Older
15.	NMDA Champion & Reserve Halter Jack (Qualify from 11-14)

<b>Halter Classes – Miniature Mules</b>	
16.	Miniature Mules at Halter – All Ages & Sexes
17.	Champion & Reserve Champion Miniature Mules

<b>Miniature Donkeys &amp; Mules Showmanship</b>	
18.	NMDA Showmanship-Donkey Pre-Green
19.	NMDA Showmanship-Donkey Green
20.	NMDA Showmanship-Donkey Non-Driving
21.	NMDA Showmanship-Donkey Adult Open
22.	NMDA Showmanship-Youth
23.	NMDA Showmanship-Sub-Youth
24.	Showmanship-Mule Pre-Green
25.	Showmanship-Mule Open/Green
26.	Showmanship-Mule Non-Driving

<b>Miniature Donkeys &amp; Mules In-Hand Trail</b>	
27.	NMDA In-Hand Trail-Donkey Pre-Green
28.	NMDA In-Hand Trail-Donkey Non-Driving
29.	NMDA In-Hand Trail-Donkey Green
30.	NMDA In-Hand Trail-Donkey Adult Open
31.	NMDA In-Hand Trail-Youth
32.	NMDA In-Hand Trail-Sub-Youth
33.	In-Hand Trail-Mule Pre-Green
34.	In-Hand Trail-Mule Open/Green
35.	Hand Trail-Mule Non-Driving
36.	In-Hand Trail-Pee Wee

<b>Single Stakes Race</b>	
37.	Single Stakes Race-Pee Wee

<b>Miniature Donkeys &amp; Mules Hurry Scurry</b>	
38.	Hurry Scurry-Pee Wee
39.	NMDA Hurry Scurry-Donkey Pre-Green Adult
40.	Hurry Scurry-Mini Mule Pre-Green

**Saturday, October 26, 2019**  
**Miniature Animals (Continued)**

<b>Miniature Donkey &amp; Mule In-Hand Jumping</b>	
41.	NMDA In-Hand Jumping-Donkey Non-Driving Adult
42.	In-Hand Jumping-Mule Non-Driving
43.	NMDA In-Hand Jumping-Donkey Green Adult
44.	NMDA In-Hand Jumping-Donkey Adult Open
45.	In-Hand Jumping-Mule Open/Green
46.	NMDA In-Hand Jumping-Donkey Youth
47.	NMDA In-Hand Jumping-Sub-Youth

<b>Miniature Donkey &amp; Mules Scramble</b>	
48.	NMDA Scramble-Donkey Pre-Green Adult
49.	Scramble-Mini Mule Pre-Green
50.	NMDA Scramble-Donkey Green Adult
51.	NMDA Scramble-Donkey Adult Open
52.	Scramble-Mini Mule Open/Green
53.	NMDA Scramble-Donkey Non-Driving Adult
54.	Scramble-Mini Mule Non-Driving
55.	NMDA Scramble-Donkey Youth
56.	NMDA Scramble-Donkey Sub-Youth

<b>Miniature Donkey &amp; Mule Obstacle Driving-Single Hitch</b>	
57.	NMDA Obstacle Driving-Donkey Green Adult
58.	NMDA Obstacle Driving-Donkey Open Adult
59.	Obstacle Driving-Mini Mule Open/Green
60.	NMDA Obstacle Driving-Donkey Youth
61.	NMDA Obstacle Driving-Donkey Sub-Youth
62.	*Obstacle Driving-In Hand

<b>Miniature Donkey &amp; Mule Single Hitch</b>	
63.	NMDA Pleasure Driving-Donkey Green Adult
64.	NMDA Pleasure Driving-Donkey Open Adult
65.	Pleasure Driving-Mini Mule Open/Green
66.	NMDA Pleasure Driving-Donkey Youth
67.	NMDA Pleasure Driving-Donkey Sub-Youth

<b>Miniature Donkey &amp; Mule Pole Bending-Single Hitch</b>	
68.	NMDA Pole Bending-Donkey Green Adult
69.	NMDA Pole Bending-Donkey Open Adult
70.	Pole Bending-Mini Mule Open/Green
71.	NMDA Pole Bending-Donkey Youth
72.	NMDA Pole Bending-Donkey Sub-Youth

<b>Miniature Donkey &amp; Mule Single Stakes Race-Single Hitch</b>	
73.	NMDA Single Stakes Race Donkey Green Adult
74.	NMDA Single Stakes Race-Donkey Open Adult
75.	Single Stakes Race-Mini Mule Open/Green
76.	NMDA Single Stakes Race-Donkey Youth
77.	NMDA Single Stakes Race-Donkey Sub-Youth
	Short Break to get costumes ready
78.	Costume Class-All Mules & Donkeys

*\*Obstacle Driving In-Hand-NO TIME, NO POINTS Does not affect your driving/show status.*

**Classes That Count Towards High Point**

Miniature Division

Miniature Donkey Open Adult

21, 30, 44, 51, 58, 64, 69, 74

Miniature Donkey Green Adult

19, 29, 43, 50, 57, 63, 68, 73

Miniature Donkey Non-Driving Adult

20, 28, 41, 53

Miniature Donkey Pre-Green Adult

18, 27, 39, 48,

Miniature Donkey Youth

22, 31, 46, 55, 60, 66, 71, 76

Miniature Donkey Sub-Youth

23, 32, 47, 56, 61, 67, 72, 77

Miniature Mule Pre-Green Adult

24, 33, 40, 49

Miniature Mule Non-Driving Adult

26, 35, 42, 54

Miniature Mule Open/Green  
Combined

25, 34, 45, 52, 59, 65, 70, 75

Large Donkey & Mules

Green Mule

88, 99, 109, 118

Adult Mule

89, 100, 110, 119

Novice Mule

90, 101, 111, 120

Youth Mule

91, 102, 112, 121, 128, 132

Green Donkey

92, 103, 113, 122

Adult Donkey

93, 104, 114, 123

Novice Donkey

94, 105, 115, 126

Youth Donkey

95, 106, 116, 125, 127, 131

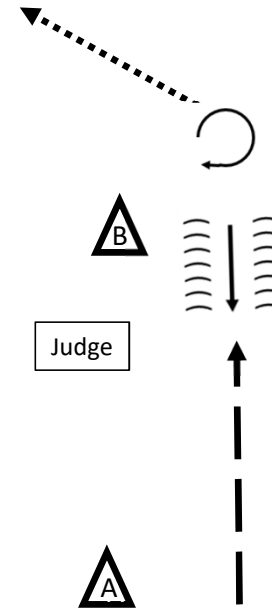
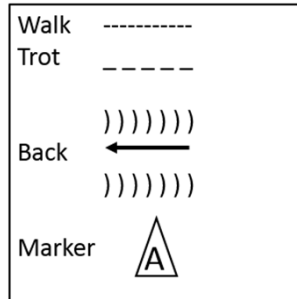
Sub-Youth Donkey & Mule

96, 107, 117, 126, 129, 133

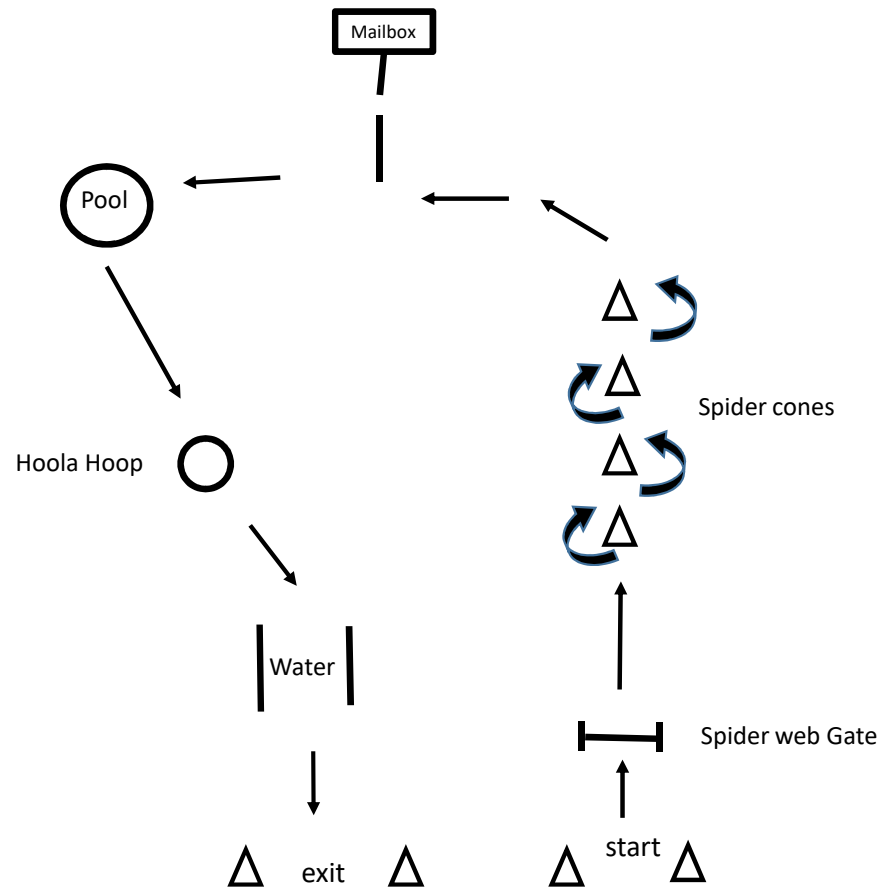
## Showmanship at halter – Classes – 18,19,20,21,22,23,24,25,26

Ready at A

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



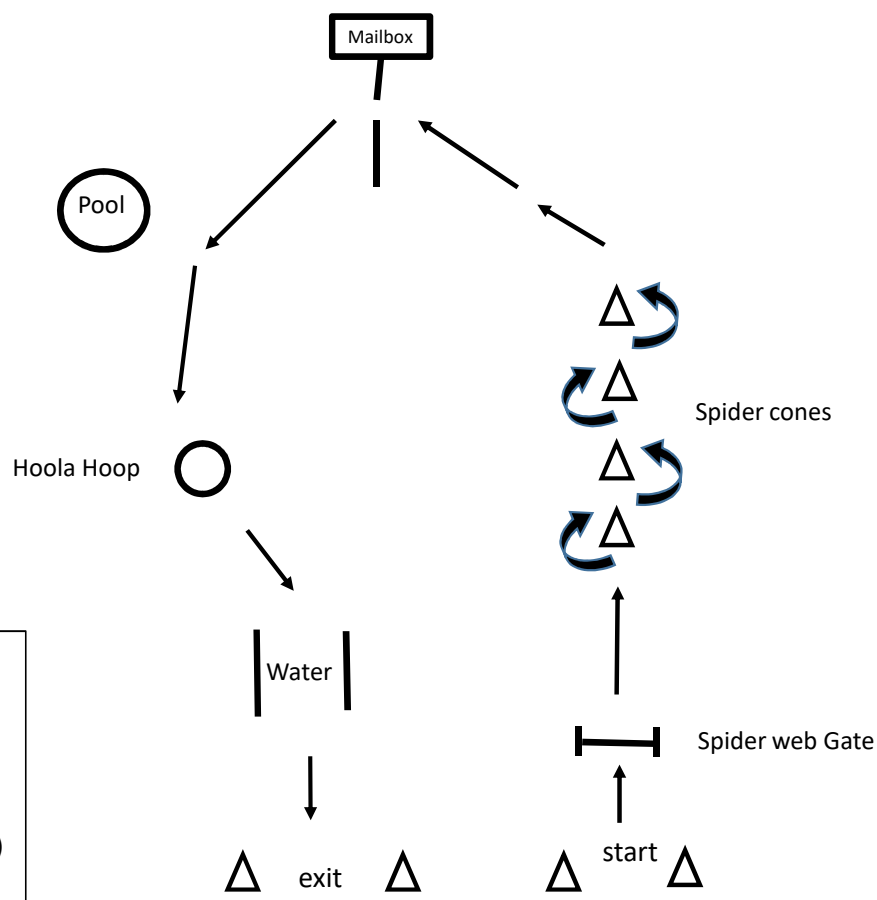
## In Hand Obstacle - 28,29,30, 31, 34,35



### Ready at Start cones:

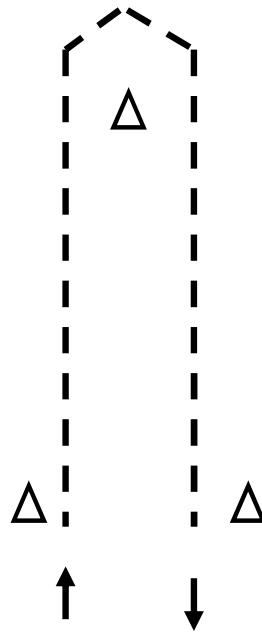
1. Walk thru spider web gate
2. Trot thru spider cones
3. Walk to mail box
4. Side pass to mail box
5. Show candy to judge (eating is optional)
6. Walk to and thru pool
7. Trot to Hoola Hoop – front feet in hoop
8. Ground tie (count to ten)
9. Walk to and thru water
10. Exit at a trot

# In Hand Obstacle 27, 32, 33, 36



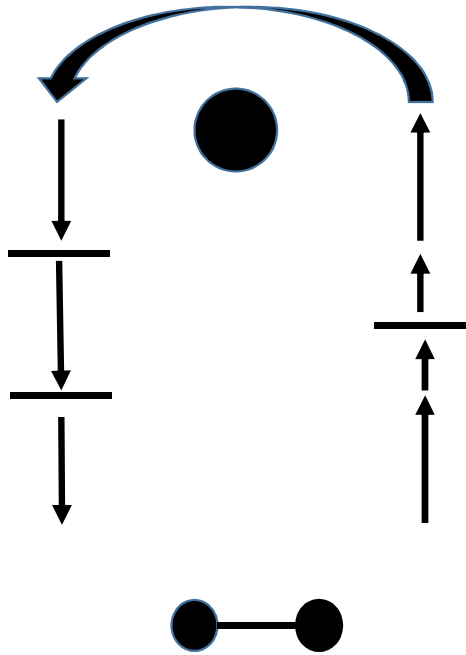
- Ready at Start cones:
1. Walk thru spider web gate
  2. Trot thru spider cones
  3. Walk to mail box
  4. Show candy to judge (eating is optional)
  5. Walk past pool
  6. Walk to Hoola Hoop put front feet in hoop (count to ten)
  7. Walk to and thru water
  8. Exit at a trot

## Stake Race – Class 37



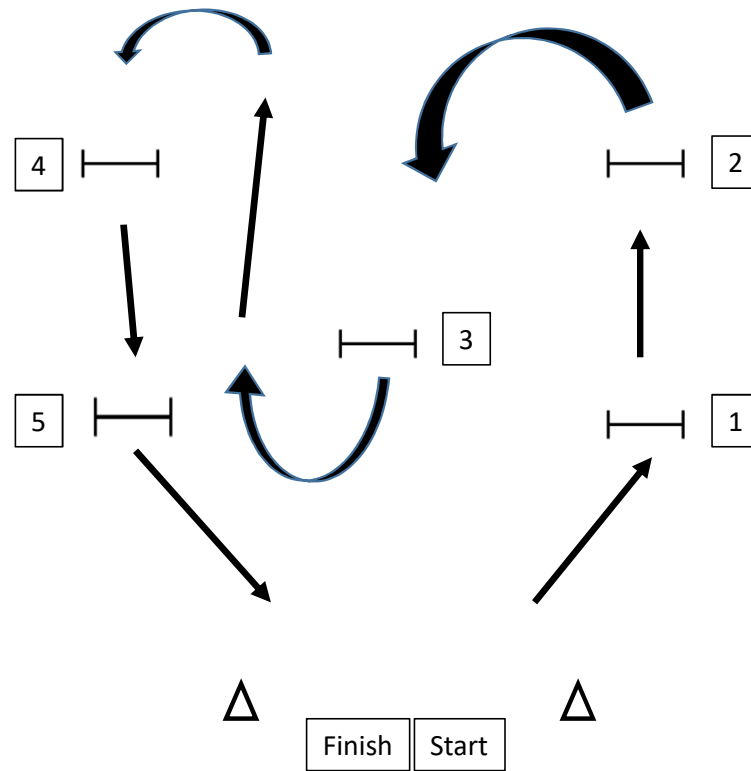


## Hurry Scurry – Classes 38, 39,40

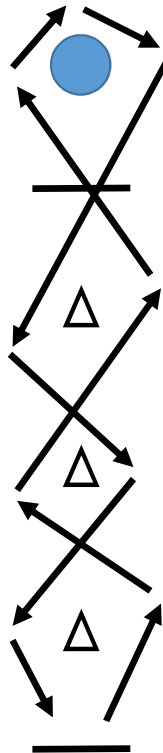


No jumps – ground poles only

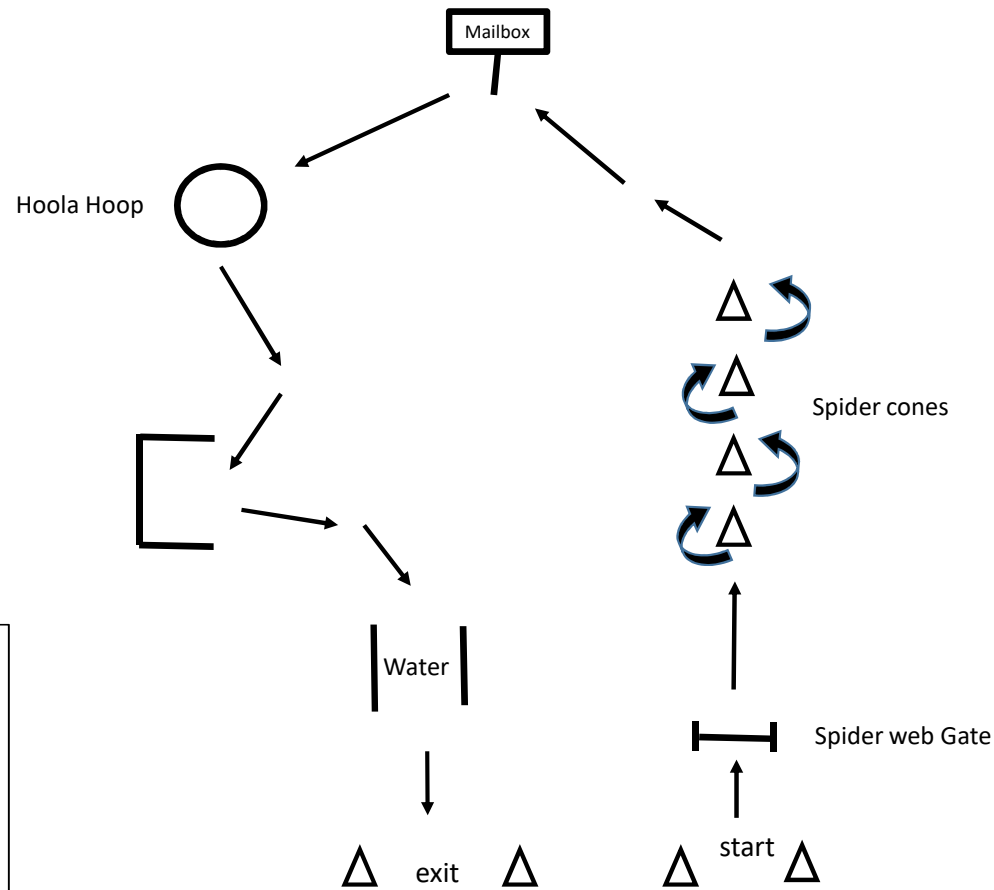
## In Hand Jumping – Classes 41,42,43,44,45,46,47



**Scramble – Class 48,49,50,51,52,53,54,55,56**

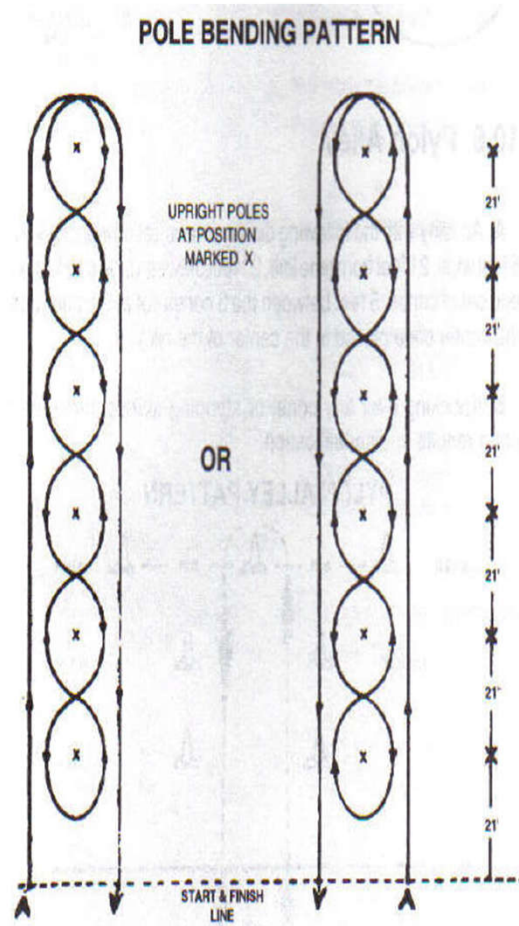


# Obstacle Driving - 57,58,59,60,61,62



- Ready at Start cones:
1. Walk thru spider web gate
  2. Trot thru spider cones
  3. Walk to mail box
  4. Show candy to judge (eating is optional)
  5. Walk to Hoola Hoop
  6. Right wheel in hoop, turn ¾ turn to right
  7. Walk to box, back in until rear tires touch
  8. Stop and count to 5, depart
  9. Walk to and thru water
  10. Exit at a trot

## Pole Bending – Class 68,69,70,71,72



**Single Stake Race – Class 73,74,75,76,77**

