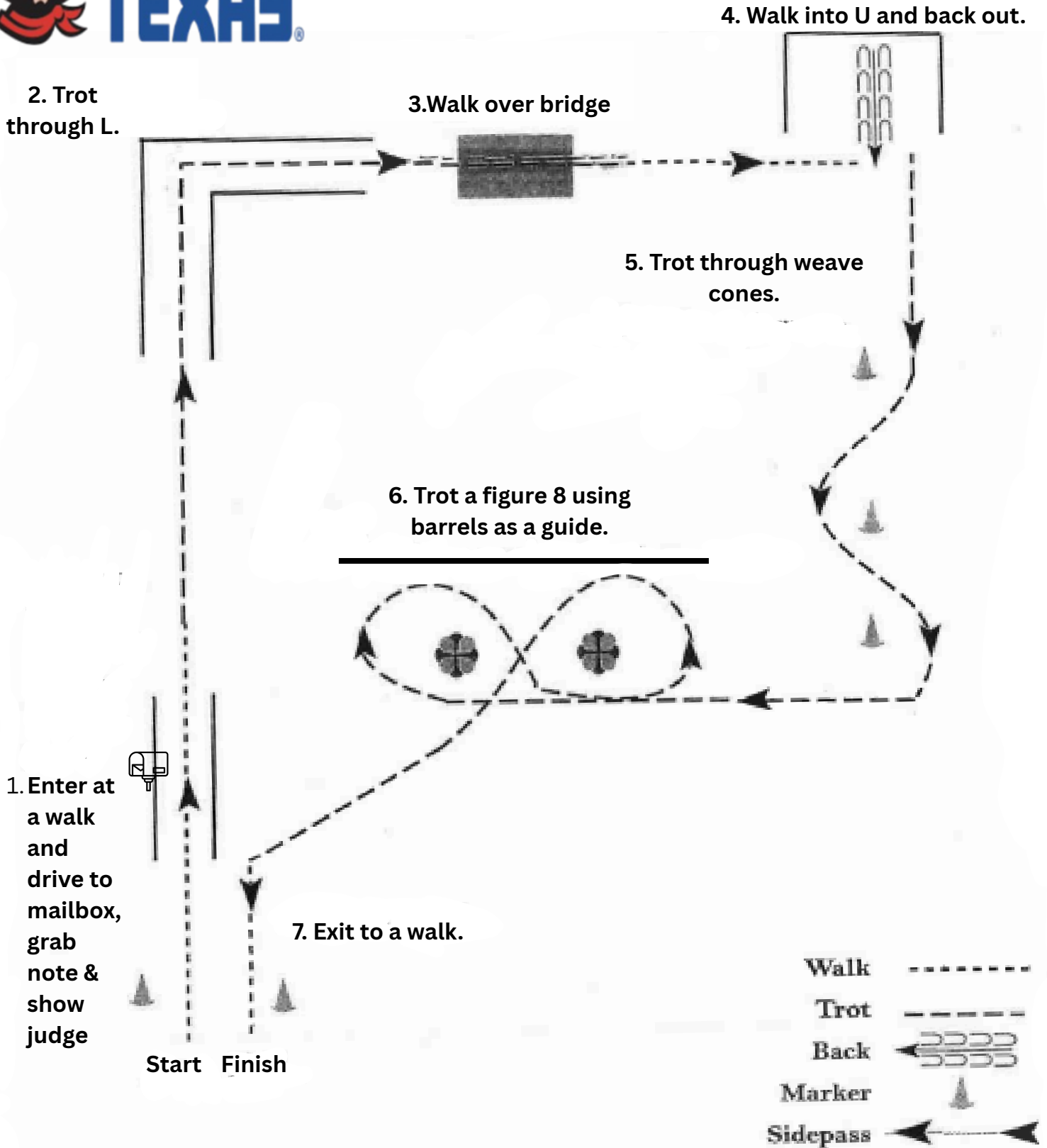




TEAM OPEN OBSTACLE DRIVING

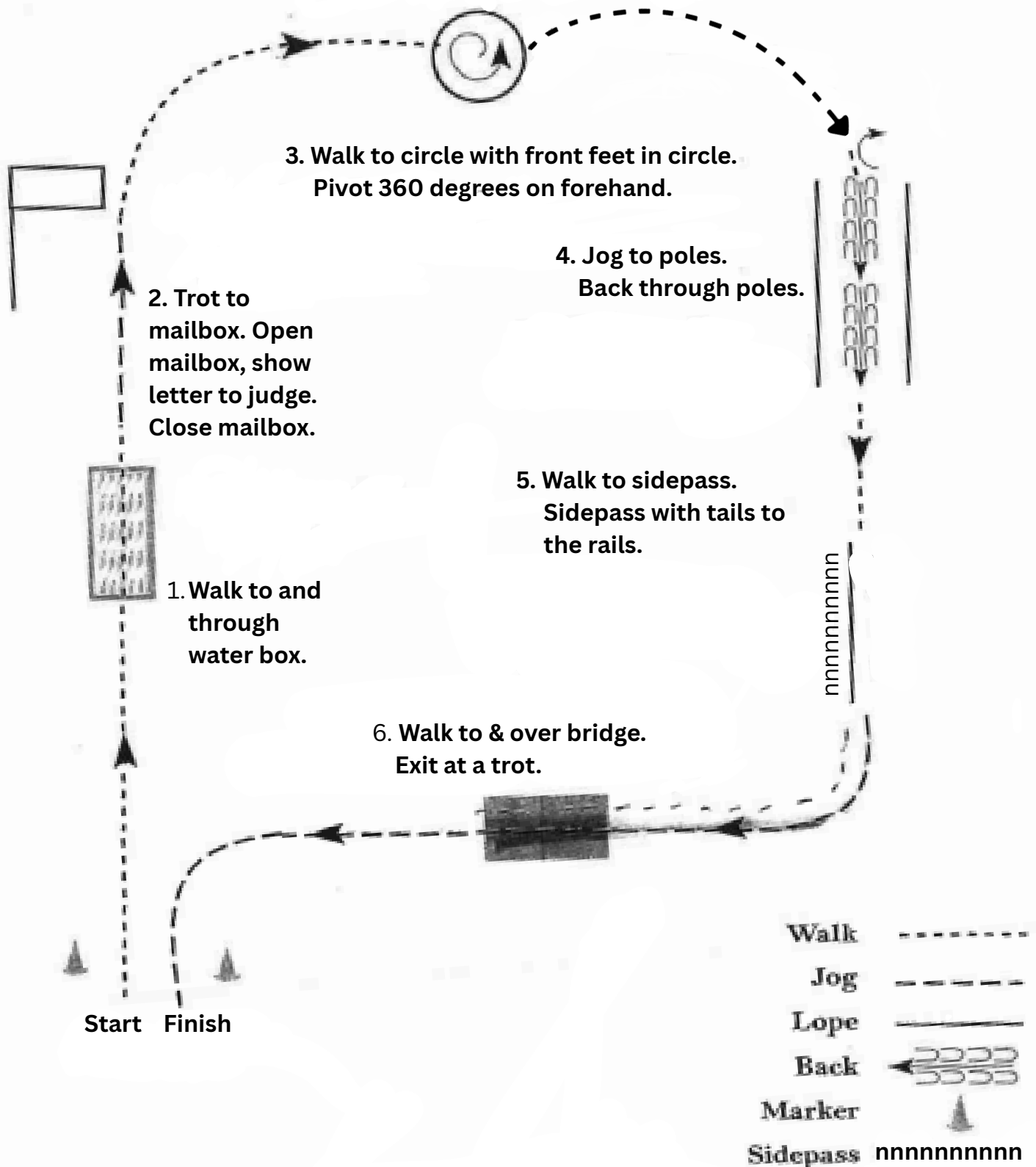
Class #38





ALL NMDA TRAIL IN HAND

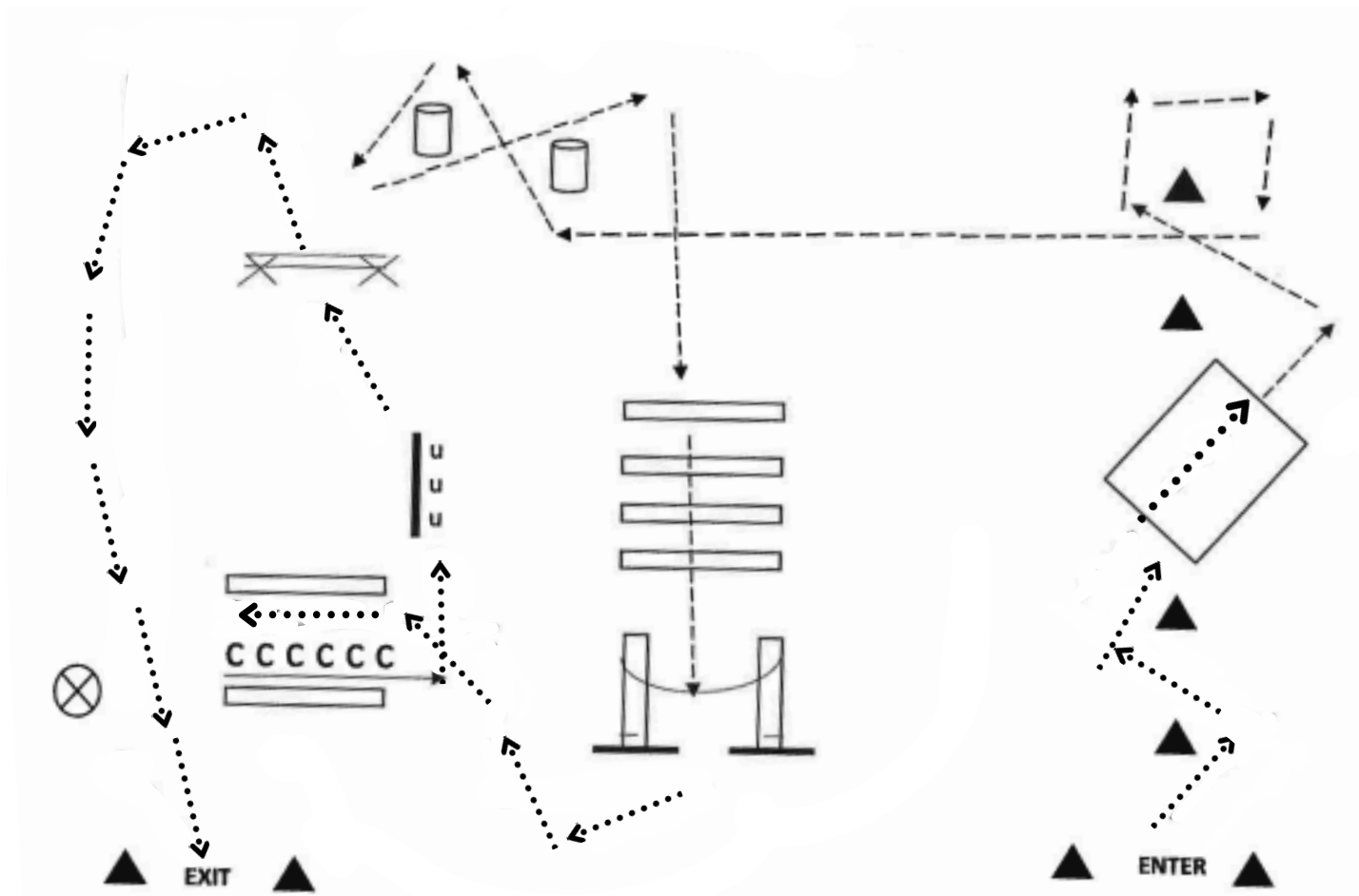
CLASS #39, #40, #41, #42





DONKEY/MULE (RIDING)

Class #49, #50, #51, #52, #53 & #54



1. Enter at trot.
2. Walk as directed around cones.
3. Walk over bridge.
4. Trot as directed and circle last cone.
5. Trot a figure 8 around barrels as directed.
6. Trot to and over poles.
7. Trot to gate - stop and work gate.
8. Walk to and walk into chute.
9. Back out of chute as directed.
10. Walk to pole and sidepass to the right.
11. Walk to and walk over raised log.
12. Exit as a walk.

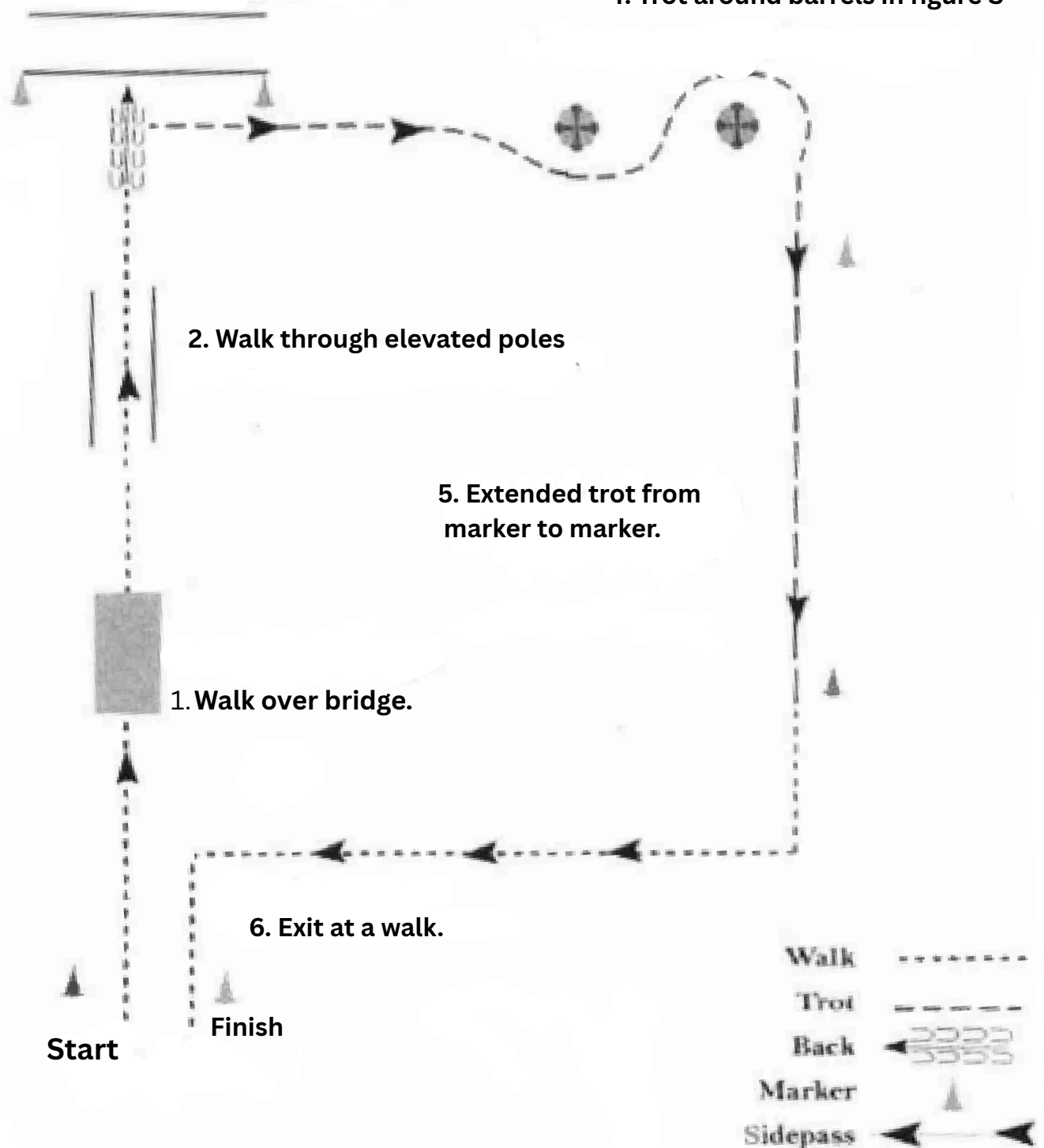
KEY:	
←.....	WALK
----	TROT
c c c c	BACK
u u u u	SIDEPASS



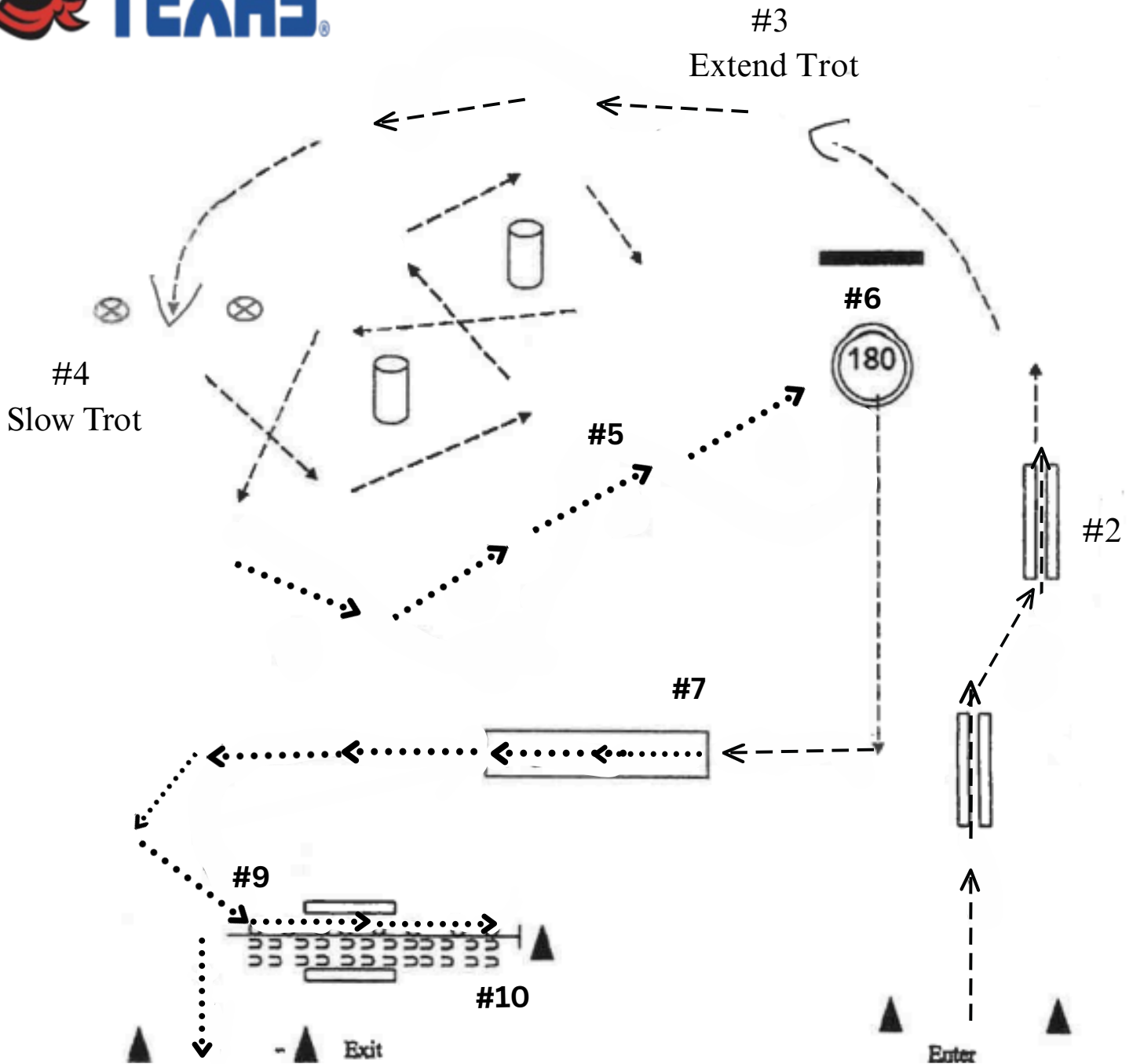
NMDA OBSTACLE DRIVING GREEN AND YOUTH CLASS #34, #35

3. Walk to cones. Back to pole without hitting ground pole,

4. Trot around barrels in figure S



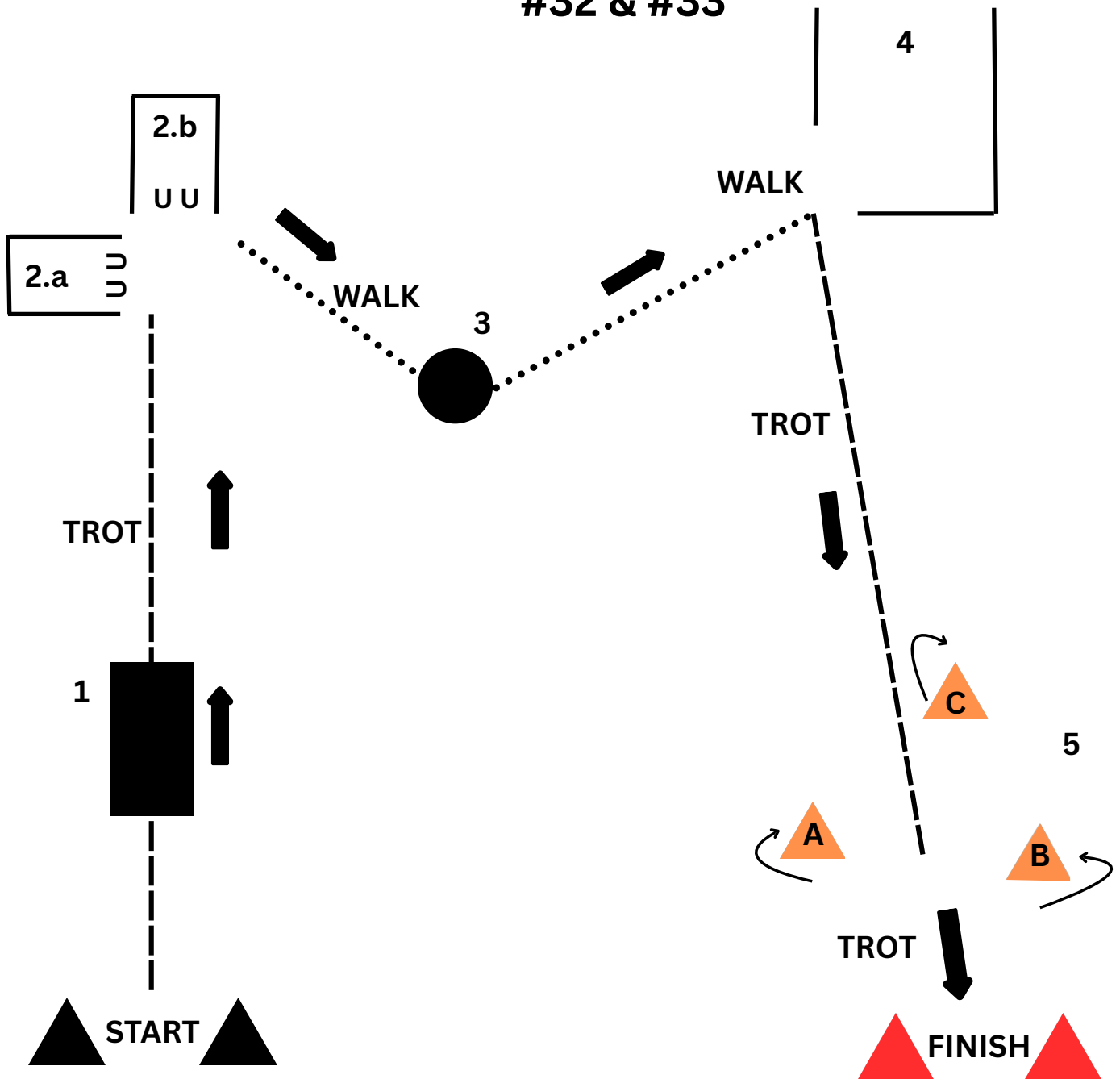
NMDA OPEN OBSTACLE DRIVING CLASS #36



1. Enter at a trot.
2. Trot thru poles, first left wheel between poles, then right wheel.
3. Extend trot.
4. Slow trot through barrels.
5. Walk to 180.
6. Put left wheel - turn 180 to the right.
7. Trot to flat bridge- Walk over flat bridge.
8. Walk to cone between poles.
9. Back through poles.
10. Exit at a walk.



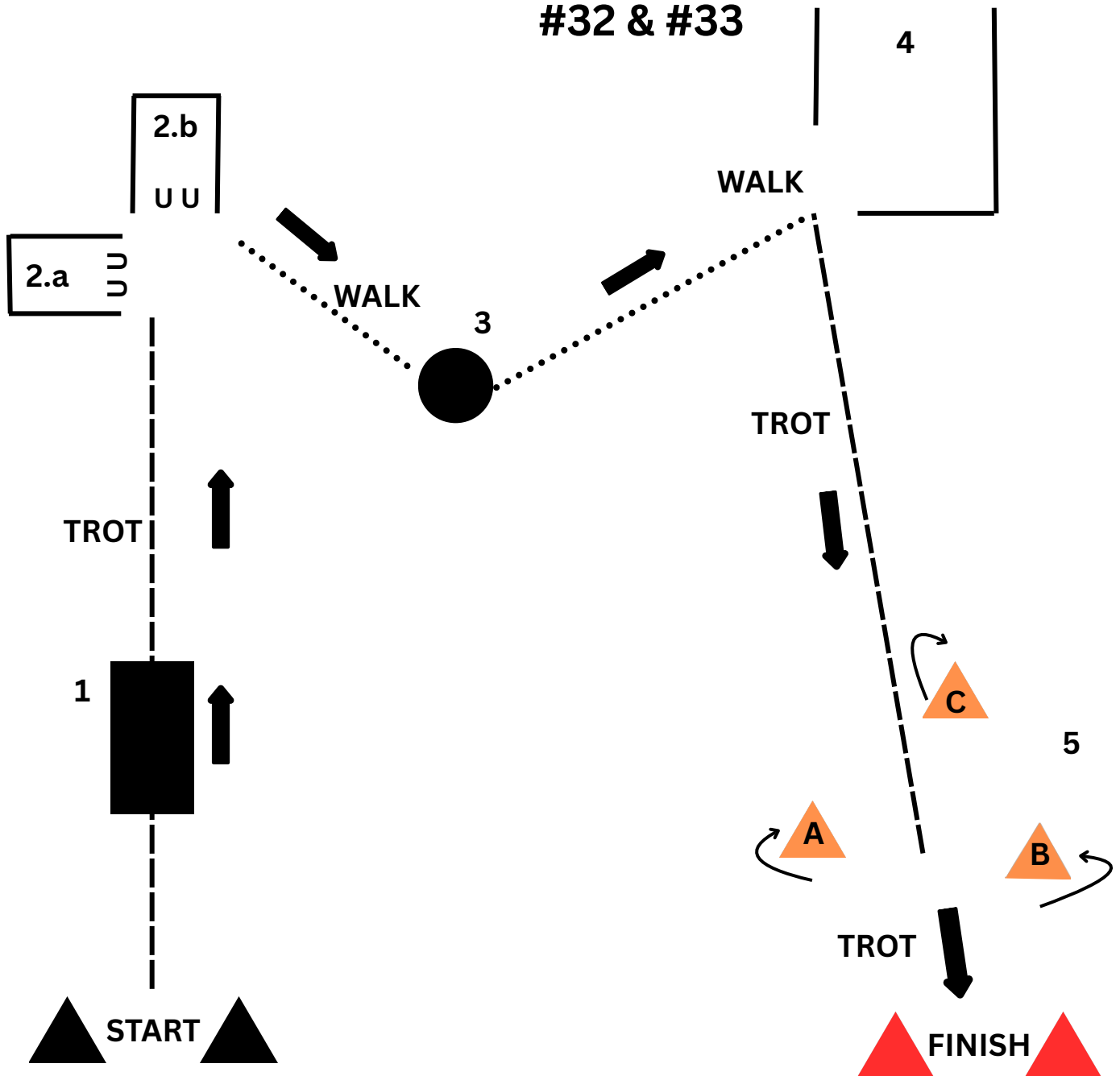
Mules/Donkey Single Hitch Obstacle Class #32 & #33



1. Trot to plank and put right wheel on plank. Trot to next obstacle
- 2a. Stop and back into box, pull forward and turn to back into 2,b
3. Walk to disk. Put left wheel on disk and pivot left 180.
4. Walk to box and parallel park. Walk out.
5. Pick up a trot to cones, trot clover leaf to right starting at A.
Trot out



Mules/Donkey Single Hitch Obstacle Class #32 & #33

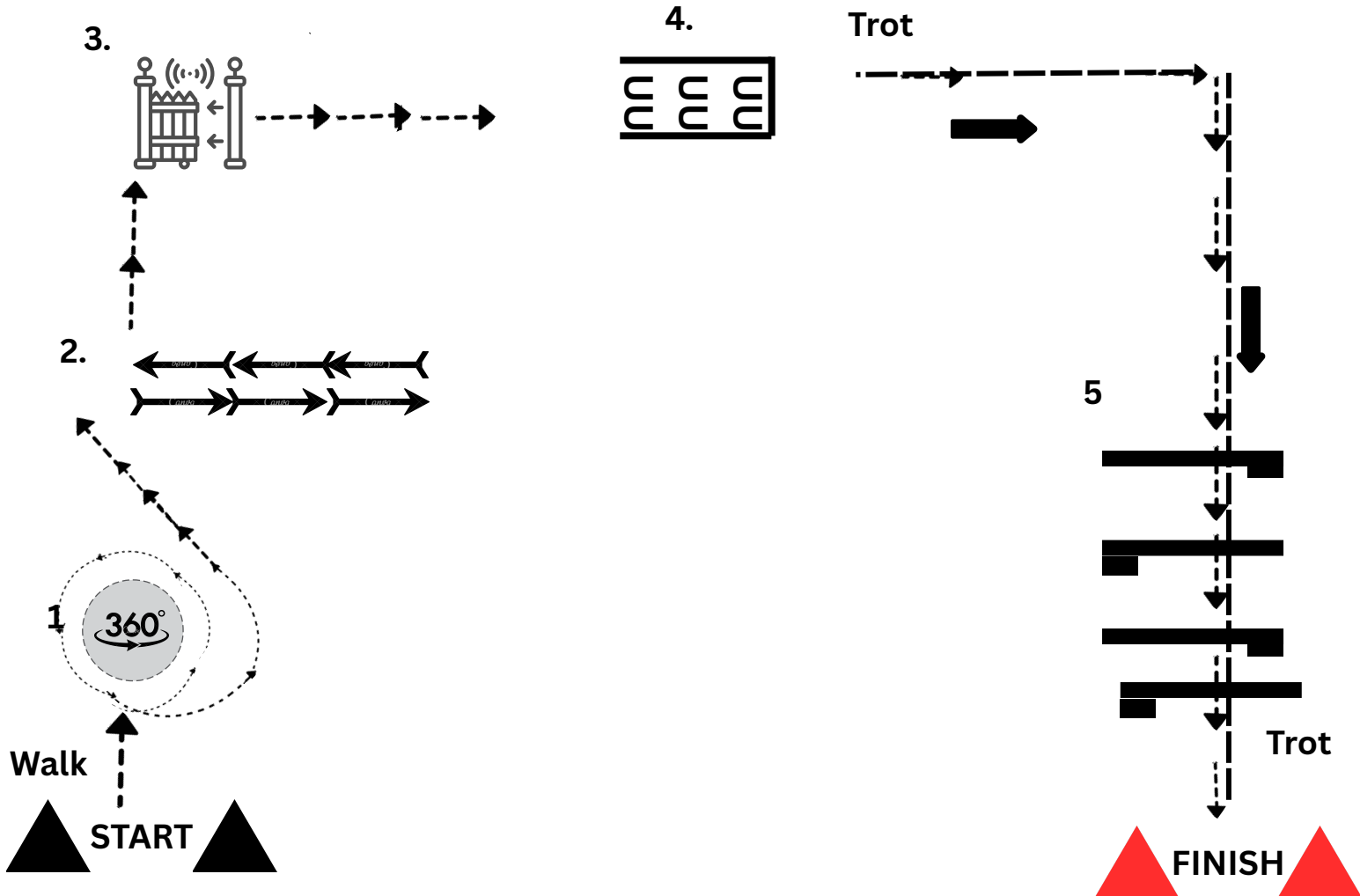


1. Trot to plank and put right wheel on plank. Trot to next obstacle.
- 2.a Stop and back into box, pull forward and turn to back into 2,b.
3. Walk to disk. Put left wheel on disk and pivot left 180.
4. Walk to box and parallel park. Walk out.
5. Pick up a trot to cones, trot clover leaf to right starting at A.
6. Trot out.

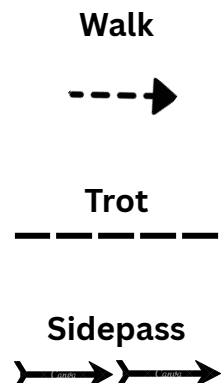


MULES & DONKEY IN HAND TRAIL CLASS

#43, #44, #45, #46, #47 & #48

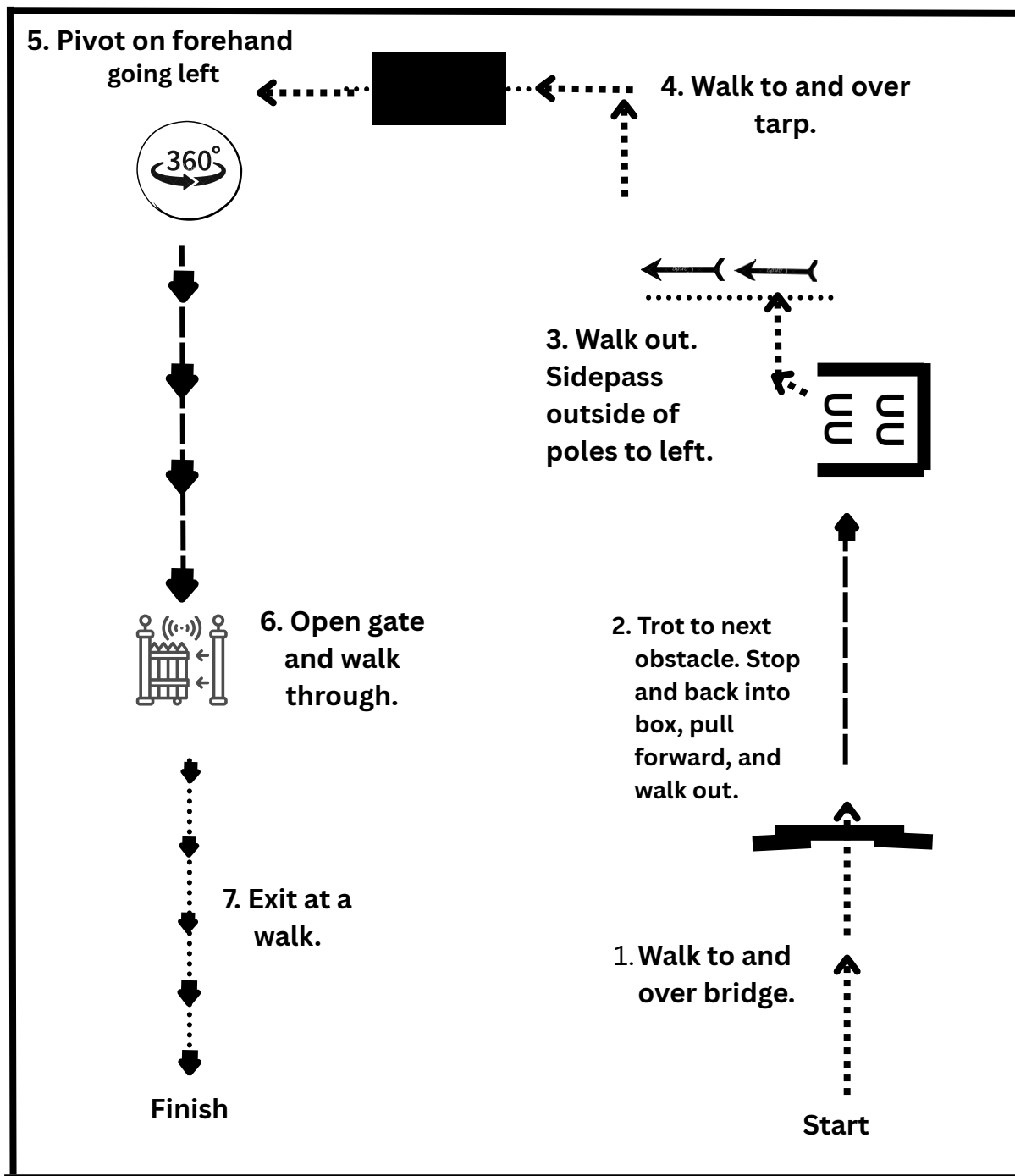


1. Enter at a walk. Stop on disk and put horses front hooves on disk. Turn a 360 on the forehand to the left. Walk to next obstacle.
2. Sidepass to the right, then turn and sidepass left
3. Open gate and go through.
4. Back to end of poles, turn and pick up trot.
5. Trot over cavalettes and trot out.





IN - HAND GREEN OPEN

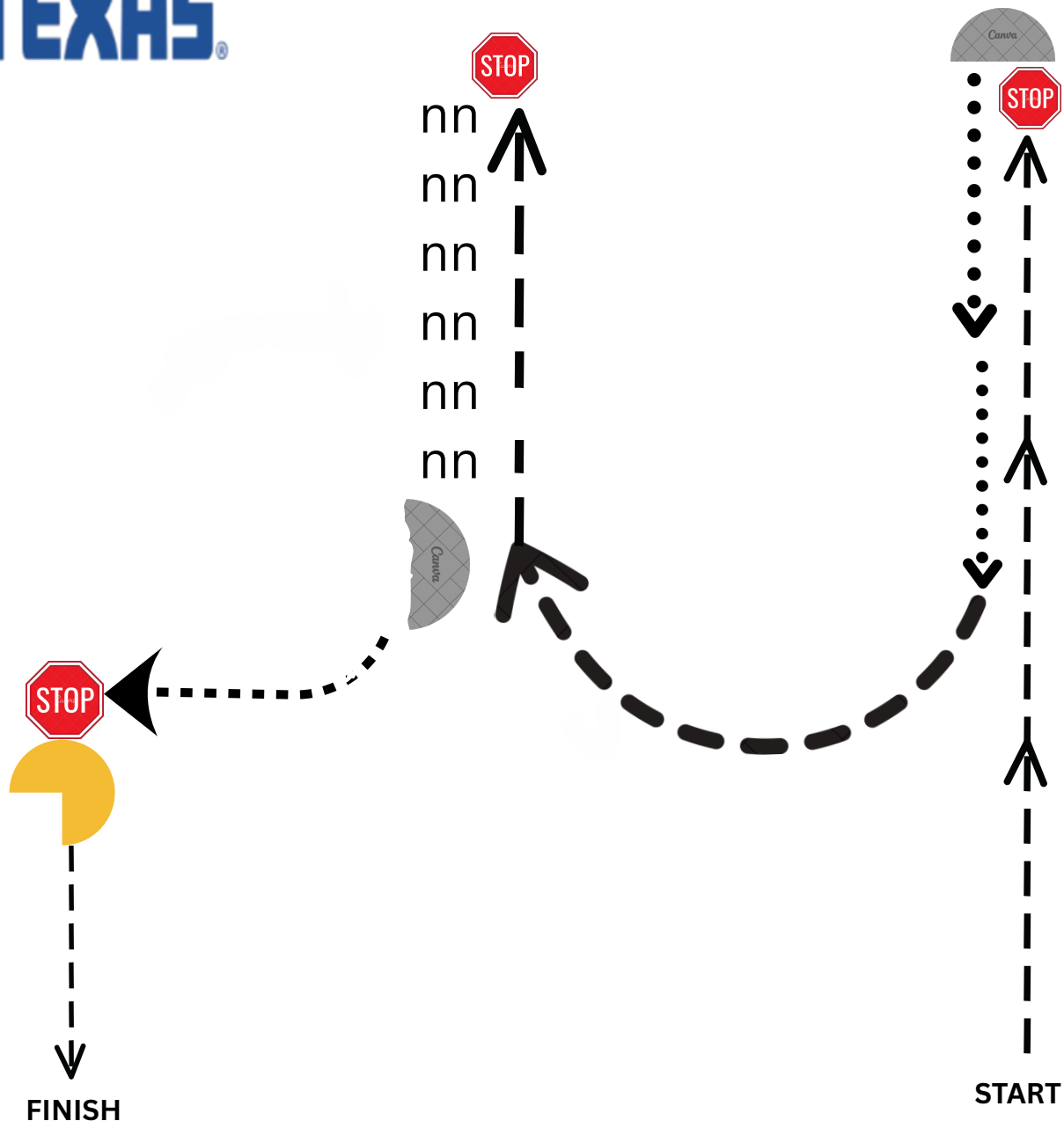




Showmanship

Class

#4, #5, #6, #24, #25, #26



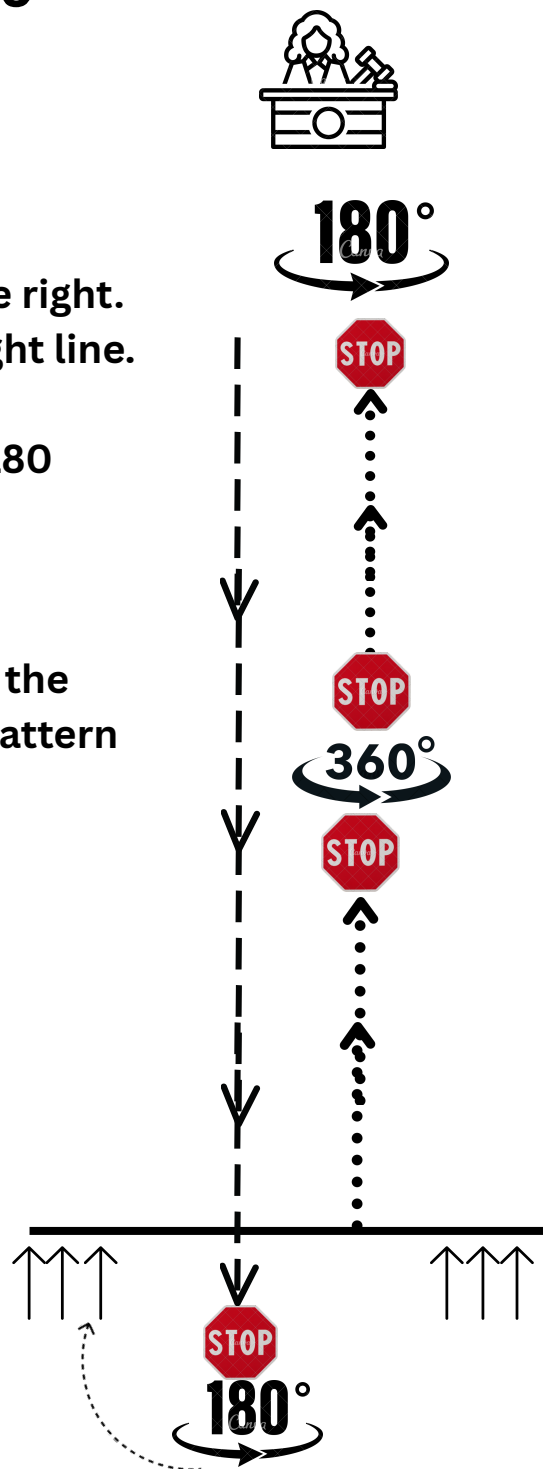
1. Trot
2. Stop, execute $\frac{1}{2}$ turn
3. Walk
4. Trot
5. Stop, back
6. Execute $\frac{1}{2}$ turn
7. Walk
8. Stop, set up
9. Inspection
10. Execute $\frac{3}{4}$ Turn
11. Trot to exit



STATE FAIR OF TEXAS NMDA Showmanship Class

#16, #17, #18, #19

1. Walk toward the Judge in a straight line.
2. Stop halfway between the lineup and Judge and turn 360 degrees. All turns are to be to the right.
3. Continue at a walk toward the Judge in a straight line.
4. Stop and set up your Donkey.
5. Upon acknowledgement from the Judge, turn 180 degrees.
6. Trot in a straight line past the lineup and stop.
7. Turn 180 degrees.
8. Walk your Donkey forward to the exact spot in the lineup where you were when you started the pattern and set up your donkey.



Walk➔

Trot - - - - ➔

Stop 

Judge 

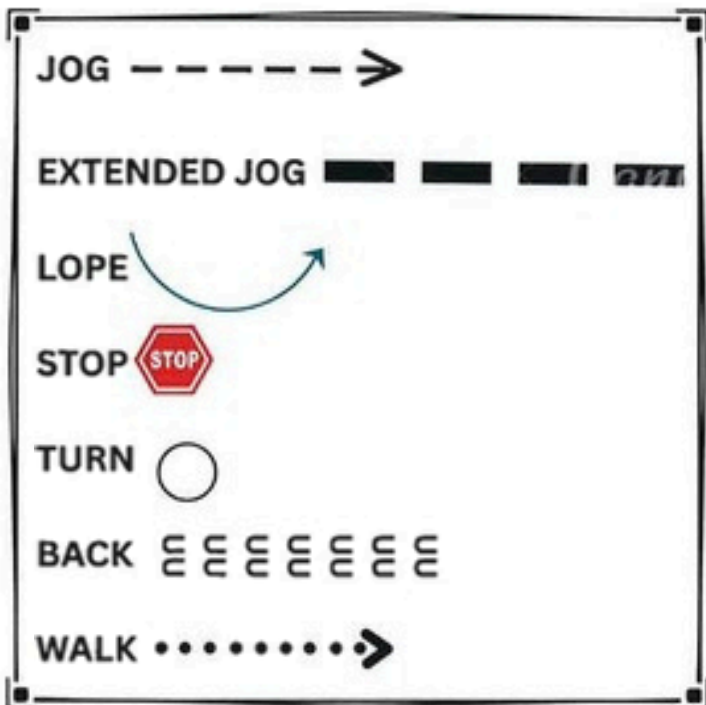
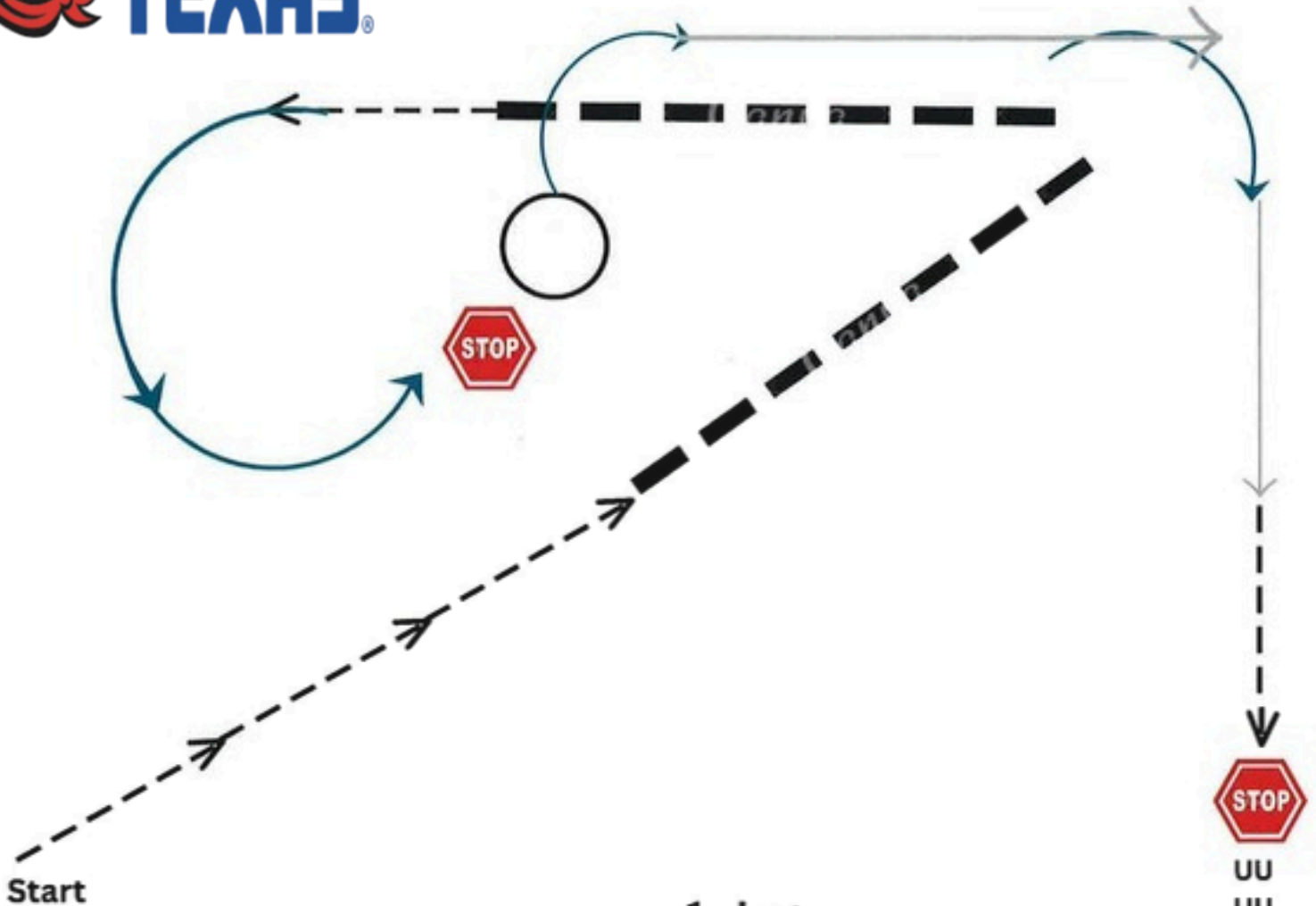
360 

180 



Mulemanship/Donkeymanship

Class #71, #72, #73, #74, #75, #76



1. Jog
2. Extended jog
3. Jog
4. Lope, left lead
5. Stop, execute 1 turn to the right on the haunches
6. Lope, right lead
7. Jog
8. Stop, back
9. Walk to exit

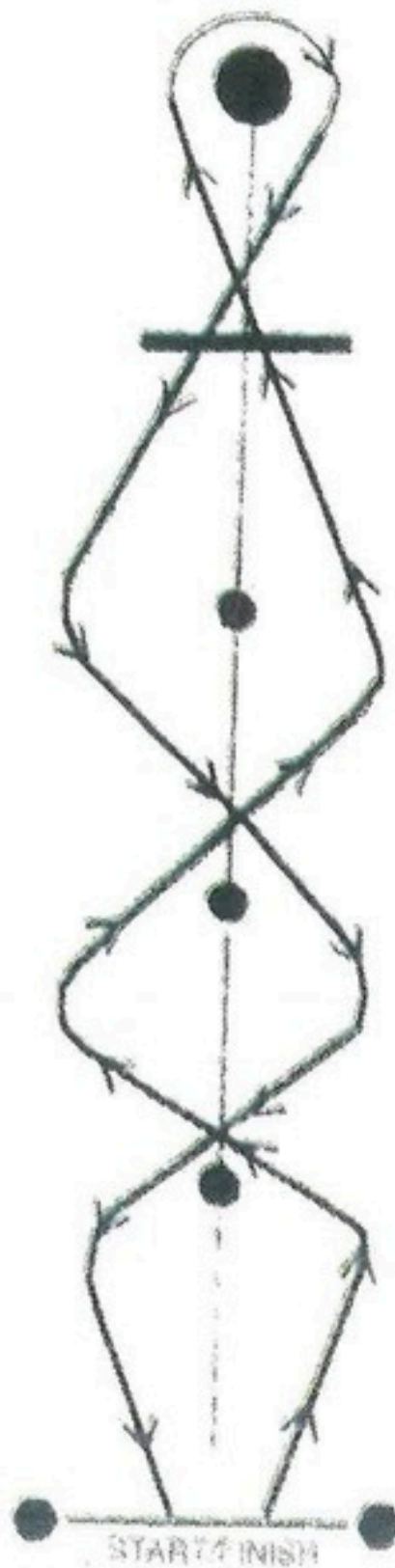
UU
UU
UU
UU
UU
UU
UU
.....
Exit



NMDA IN HAND SCRAMBLE

**PRE-GREEN/ANIMALS UNDER 3 YEARS OLD
POLES ON THE GROUND.**

CLASS #61, #62, #63, #64



**Refer to NMDA Show Rules Book
page 25 & 26 #154 for reference**