

# OFFICIAL SHOW RULES

## FOR THE NATIONAL MINIATURE DONKEY ASSOCIATION (NMDA)

Revised March 2026

Approved by the NMDA Board of Directors 3/1/26

### Official Show Rules for the National Miniature Donkey Association

These rules may be amended or new rules enacted without notice by the NMDA Show Committee, the NMDA general membership or by the NMDA Board of Directors as directed.

The National Miniature Donkey Association

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**\*.Show rules can be downloaded and printed from the NMDA website under the Show tab.**

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National Miniature Donkey Association

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## TABLE OF CONTENTS

SUBJECT .....	RULE #	PAGE #
THE PURPOSE OF THE NMDA SHOW RULES.....		
GENERAL RULES .....	1-2	5
SHOW ENTRIES .....	9	5
HEIGHT VERIFICATION .....	10	5
SHOW APPROVAL .....	16	5-7
NATIONAL SHOW REQUIREMENTS .....	17	7
SHOW REGULATIONS CONCERNING		
MINIATURE DONKEYS .....	21	7-9
PRE-GREEN/GREEN CLASSES .....	21-G	7-8
AGE FOR SHOWING MINIATURE DONKEYS ....	21-K	8
JUDGES .....	31	9
STEWARDS .....	41	10
SHOW MANAGERS .....	42	10
RING PROCEDURES .....	51	11-12
SHOW ATTIRE .....	51-A	11
COMPETITOR SHOW AGE .....	61	12
PROTESTS .....	62	12-13
NOVICE HANDLER CLASSES .....	63	13
AWARDS .....	76-78	13-14
QUALIFICATIONS FOR AN		
NMDA JUDGE .....	86-104	14-15
APPROVED NMDA CLASSES .....	121-127	16-17
YOUTH/ADULT AGE DIVISIONS .....	136	17
GENERAL RULES FOR		
NMDA SHOW APPROVAL .....	137	18
HALTER – CONFORMATION .....	138	18-19
HALTER – GET OF SIRE .....	139	19
HALTER – PRODUCE OF DAM .....	140	19
HUNTER IN-HAND.....	151	24
GAME HALTER CLASSES .....	151	22
HUNTER IN-HAND .....	151	24
IN-HAND JUMPING .....	151	20-21
COON JUMPING .....	152	22

LEAD RACE .....	153 .....	23
SCRAMBLE .....	154.....	26-26
HURRY SCURRY .....	155.....	26
SNIGGING .....	161 .....	23
GENERAL DRIVING RULES .....	170 .....	24-26
CLARIFICATION OF PLEASURE DRIVING GAITS ....	171 .....	25-26
PERFORMANCE DRIVING CLASSES .....		
PLEASURE DRIVING – WORKING .....	172 .....	26
PLEASURE DRIVING – REINSMANSHIP .....	173 .....	27
PLEASURE DRIVING – TURNOUT .....	174 .....	27
OBSTACLE DRIVING – (NON-TIMED) .....	186 .....	27-29
OBSTACLE DRIVING –		
GAMBLER’S CHOICE (TIMED) .....	187 .....	29-30
CLOVERLEAF BARREL DRIVING .....	196 .....	31
SINGLE STAKE DRIVING .....	197 .....	31-32
KEYHOLE DRIVING .....	198 .....	32-33
POLE BENDING DRIVING .....	199 .....	33
BIG T .....	200.....	36-37
CONES COURSE .....	201.....	37
TEAM DRIVING (3 years & over) Up To 38” ...	202.....	37-38
IN-HAND TRAIL .....	211 .....	34-35
SHOWMANSHIP AT HALTER .....	221 .....	36
SHOWMANSHIP AT HALTER – PATTERN #1 ...	222 .....	37
SHOWMANSHIP AT HALTER – PATTERN #2 ....	223 .....	37
NOVELTY COSTUME CLASS .....	231 .....	38
AUTHENTIC COSTUME CLASS .....	232 .....	38
CHILDREN’S LEADLINE CLASS .....	233 .....	38

## **The Purpose of the NMDA SHOW RULES**

NMDA sanctioned shows have been ongoing since 1992 and have been enjoying expanded participation over the years. Judges, Show Committees and Competitors in NMDA sanctioned shows are asked to follow the Show Rules that have been developed over time by the NMDA Board of Directors, Show Chairpersons and opinions/comments received by Judges, Show Management and Competitors.

The purpose of these Show Rules is to provide a framework for showing Miniature Donkeys that emphasizes the well-being/safety of the breed, provides a level playing field between experienced and novice Competitors of all ages, and fosters good sportsmanship.

The experiences and comments received from Judges, Show Committees, and Competitors as well as NMDA's Board of Directors and Show Chairpersons are taken into account when revising The NMDA Show Rules. All experiences, comments and opinions are warmly welcomed and considered as each Competitor is an essential element of making NMDA sanctioned shows the Gold Standard of Miniature Donkey shows.

## **GENERAL RULES**

1. All NMDA shows are open to Miniature Donkeys registered with the Miniature Donkey Registry (MDR), the American Donkey Registry (ADR) or the Canadian Donkey & Mule Association (CDMA). Unregistered Miniature Donkeys will not be allowed to show.

2. To register your Miniature Donkey through the Miniature Donkey Registry, write to:

MDR, 3401 Recreation Rd. 3, Bonham, TX 75418

3. Show Safety Rules

A. No cantering is allowed in any NMDA driving class.

B. Competitors 17 years of age and under may not show a jack two years or older in any NMDA class.

C. Driving competitors 12 years of age and under must be accompanied in the vehicle by a knowledgeable adult.

D. Hard hats are required for all Competitors age 17 and under in any driving class.

Rules 4-8 are unassigned.

## 9. Show Entries

A. To enter an NMDA approved show the Competitor must use the complete registered name and number of the Miniature Donkey as it is shown on the animal's registration certificate.

B. Entry forms must be completely filled out at all shows and must not be accepted by the Show Management until all information has been listed, copies of the registration papers received and the entry blank signed by the Competitor and/or owner.

C. Owners, trainers and Competitors must be aware of the current NMDA Show Rules and if in doubt receive clarification from the NMDA Show Chairperson.

## 10. Height Verification

A. No Miniature Donkey shall exceed 36 inches in height, measured at the withers. If the Donkey was registered before 1987, the height may be up to 38 inches.

B. Each Donkey's height must be verified on a hard, level surface (preferably concrete or paved) by a Show Steward and witnessed by a designated member of the Show Management or an NMDA official.

C. The same measuring device shall be used for all animals.

D. The Show Management shall announce the time and place for height verification.

E. Team Driving height maximum is 38”

Rules 11-15 are unassigned

#### 16. Show Approval

A. Application for show approval shall be made to the NMDA Show Management Chairperson.

B. The Show Premium List shall state “NATIONAL MINIATURE DONKEY ASSOCIATION SHOW RULES” to govern Miniature Donkey classes according to the current NMDA Show Rules. All Miniature Donkeys must be registered prior to show.”

C. A show application and copy of the Premium List shall be sent to the NMDA Show Management Chairperson for approval. All classes must be listed. Application forms may be obtained from the NMDA Show Management Chairperson.

D. The show application fee is \$75.00. All shows must be approved a minimum of sixty (60) days before the event. A rush fee of \$25.00 will be charged for show approval requested less than (60) days before the show. Once the show is approved by the NMDA Show Management Chairperson, the show date, location, etc. should be sent to the NMDA (nmdaasset@aol.com) for inclusion on the NMDA website (if time allows).

E. When the show is approved, applicants will receive NMDA rosette ribbons for Halter Grand Champion and Reserve Champion Jack, Jennet and Gelding. NMDA ribbons shall be awarded only to registered Miniature Donkeys. The NMDA Show Rules can be printed off the NMDA website ([www.miniaturedonkeyassociation.com/downloads/](http://www.miniaturedonkeyassociation.com/downloads/))

NMDA\_ShowRules\_revision\_2026.pdf).

F. A show having been approved and held the previous year is considered an established show and has priority to reserve the identical date or weekend per calendar year until terminated. The NMDA Show Management Chairperson must be notified by December 31<sup>st</sup> of the preceding year.

G. No show will be approved within a 250 mile radius of another show on the same show date.

H. In applying for a show date, the Show Management agrees to abide by the rules of the NMDA and failure to do so constitutes a violation of the rules, which may subject the show to a fine of \$50.00 and bar future approval.

I. In the event that a recognized show finds it necessary to cancel an approved date, a refund of the filing fee shall be granted except for 25%, provided that notice of release of date is received in writing sixty (60) days is given beforehand. No refund is allowed otherwise.

J. The show should be approved completely prior to sending out entry forms to help prevent confusion due to errors.

K. Approval of a show does not establish the NMDA the insurer or grantor of the safety or physical condition of the sponsor's facilities, stakes of any classes or reasonableness of Judge's or Steward's decision.

L. Sponsors and Competitors agree to indemnify, save and hold harmless the NMDA from any liability, if any, arising from unsafe conditions of show facilities, grandstands, default in payment of purses, or publications or dissemination by the NMDA of information concerning any disciplinary rulings of the Sponsors, Judges or Stewards.

M. Any sponsoring committee with ground rules contradictory to or in addition to the NMDA Show Rules must submit such rules to the NMDA Show Management for approval and publish said rules with entry forms.

N. It is recommended that all Sponsors carry liability insurance for their own protection.

O. Entry fees must be specified and any class without an entry fee so stated. No change in entry fee shall be permitted after approval has been granted.

P. There is a show fee of \$2.00 per Donkey/per show. Show Management is required to return the completed Show Results Form (supplied by NMDA) within 15 (fifteen) days of the end of the show along with the collected show fee of \$2.00 per Donkey/per show. The Show Results Form should include complete show results, i.e. the total number of Donkeys in each class, the complete registered name of each Donkey, Competitors, owners and placings.

Q. All Judges' carded qualifications shall be printed on the premium books and entry forms along with his/her home town and state.

R. Show Management must hire an approved NMDA Judge. In the event of a hardship Show Management may petition the NMDA Chairperson and ask to use a guest Judge.

#### 17. NMDA National Show Requirements

A. There will be only one National Show a year. Every effort will be made to rotate the National to different parts of the country – East Coast, Mid-West, West Coast, and Canada.

B. A written proposal requesting to host The NMDA National Show must be submitted to the NMDA Show Management Chairperson by October 1<sup>st</sup> of the year before the proposed show is to be held.

C. The show must be an established show that previously has been an approved NMDA show.

D. Determining factors in selecting The NMDA National Show are location,

facility, organization of show, attendance, adherence to NMDA Show Rules and prompt reporting to NMDA.

- E. The National Show should be a step above and offer all divisions with equal classes, open, green, youth, etc.

Rules 18-20 are unassigned.

## 21. Show Regulations Concerning Miniature Donkeys

- A. A registration certificate is required for each Miniature Donkey shown. (see also Rules #1 and #2)
- B. Copies of registration certificates shall be accepted by show officials.
- C. Proof of ownership shall be the name on the registration certificate.
- D. Health certificates may be required if specified in the show premium/entry form. When health certificates are not required, Show Management shall see that all Donkeys brought to the show grounds are in good health and free from noticeable disease.
- E. Jacks two years and over must be shown in a halter with a stud chain under the chin.
- F. Competitors age 17 years and under may not show a jack age two years and over in the show ring or be in control of a jack while on the show grounds.

### G. Pre-Green –

To be entered in a Pre-Green Performance (In-Hand Trail) Class a Donkey must be under three (3) years of age (actual age). If a Pre-Green Class is not offered then a Donkey may go into a Green class without affecting their Pre-Green status. NMDA recognizes that award programs vary with different clubs throughout the country. NMDA will allow a Pre-Green Donkey to remain in the Pre-Green Category after its birthday for the remainder of the show season if the Competitor

chooses to do so. However, if the Donkey advances to the Green Category it may not return to the Pre-Green Category.

Green –

To be entered in a Green Class, a Donkey shall not have been shown over a period of more than two (2) years at any show in performance classes from the age of three (3) years (actual age) and over. Donkeys shall not compete in both Green and Open classes at the same show if both divisions are offered. If a show offers only Open classes, a Donkey (qualified for Green Classes) may compete in this show without affecting its Green status. NMDA recognizes that award programs vary with different clubs throughout the country. NMDA will allow a Green Donkey to remain in the Green Category after its birthday for the remainder of the show season if the Competitor chooses to do so. However, if the Donkey advances to the Open Category, it may not return to the Green Category.

H. Foals shown in the foal classes **MUST** be a minimum of six (6) months of age. All Donkeys in jumping and driving classes shall be three (3) years old or older. Actual age shall be used.

I. No Donkeys shall be allowed to participate when unsoundness or injury is sufficient to be considered an act of cruelty.

J. No person shall cause to be administered internally or externally to a Donkey, either before or during an event, any medication, drug, or mechanical device, or artificial appliance, surgical or non-surgical procedure, which is of such character as could affect the Donkey's performance or appearance at that event. Upon discovery, Show Management shall immediately disqualify Donkey and Report the matter to the NMDA office.

K. Miniature Donkey Age For Showing – The age of a Miniature Donkey for the purpose of competition will be determined by its actual birth date. The age division entered is based on the age of Donkey on the date of the first day of show.

L. Any action, or substance administered internally or externally, whether

drugs or otherwise, which may interfere with the testing procedure or mask or screen the presence of such drug, is forbidden. Violation of above rules (21-J and 21-L) shall result in disqualification from participation, forfeiture of entry fees and referral of matter to the NMDA Show Chairperson.

M. The drug code of each state/Province's jurisdiction shall be enforced.

N. Cruelty, abuse, or inhumane treatment of any Donkey in the show ring or on the grounds will not be tolerated by the Show Management and the offender shall be barred from the show grounds for the duration of the show.

O. The NMDA Champion and Reserve Champion ribbons will be awarded to the Halter Jack, Jennet, and Gelding. (See Awards – Halter Champion, Rule #76)

P. Color enhancing or altering products such as spray paint powder or glitter is prohibited on any part of the Donkey. Clear or black hoof polish is allowed.

Q. Judges are expected to individually check correct bites for each Donkey in every Jack, Jennet and Gelding Halter Class and also check testicles on Jacks two (2) years and older are expected to be checked as well. Bad bites (more than 1/4" over or under) and undescended testicles are considered disqualifying faults as stated in The NMDA Breed Standard.

Rules 22-30 are unassigned

### 31. Judges

A. (See Qualifications for NMDA Judge, Rule #86-103)

B. All NMDA sanctioned shows must be judged by a person who holds at least two judging cards from either The NMDA, American Mule Assn., American Donkey & Mule Society, American Horse Show Assn., The American Miniature Horse Assn. or the American Driving Society. Any exceptions to this rule must be approved by the NMDA Show Management

Chairperson. A test /review may be required.

C. Failure of a Judge to attend a show to which he/she is committed, to perform his/her duties, or to officiate in classes in which he/she is assigned, shall constitute cause for disciplinary action except in cases of extreme emergency.

D. Any Judges hired to judge NMDA sanctioned show(s) are required to acquaint themselves with The Official NMDA Show Rules and must comply with those Rules (Exception Rule 16-M).

E. No Judge may judge more than two (2) consecutive times at the same show.

F. All NMDA Judges must obtain and be familiar with The Official NMDA Breed Standard.

G. Judges are encouraged to announce positive reasons for their placements in each Halter Class. For example: I'm placing my fifth place Donkey over the sixth place Donkey for a more correct bite; I'm placing my fourth place Donkey for greater strength in the hind end or better movement; I'm placing my third place over the fourth for more balance and a more correct head; my first place Donkey is the most correct in the class with strong bone and the best movement, however granting to my second place Donkey a more appealing head. Competitors and the audience alike will greatly benefit by understanding Halter Class placements through your eyes.

Rules 32-40 are unassigned.

#### 41. Stewards

A. A competent Ring Steward may be used at any NMDA show. Any reputable person may act in the capacity of Ring Steward. The Ring Steward is there to assist the Judge but must not advise him/her on placements in any class. The Ring Steward shall carefully refrain from

discussing, or seeming to discuss, the Donkeys or Competitors with the Judge.

B. The Ring Steward should act as mediator between the Judge and the Competitors. No competitor should approach the Judge directly. The Judge should request the Ring Steward to move and place Donkeys as he/she advises. The Ring Steward must not allow the Competitors to crowd up in the arena and at all times endeavor to keep the possibilities of an accident at a minimum.

C. Just as Competitors are required to respect the tradition of proper attire in the show ring (See Rule 51.A) Show Managers will recommend that Ring Stewards and anyone appearing in the show ring to present ribbons or trophies demonstrate their respect for the Miniature Donkey Breed and their owners by adhering to this same rule.

#### 42. Show Managers

A. Any reputable person may act in the capacity of the Show Manager.

B. The Show Manager shall have the authority to enforce all rules referring to the show.

C. The Show Manger shall have the jurisdiction over preparing and mailing all entry forms, premium lists and catalogs.

D. The Show Manager shall not accept additional entries in a class once competition or judging for that class has begun.

E. The Show Manager shall at all times extend every effort to satisfy the comfort of the Donkeys, the Competitors, the spectators and the officials.

F. The Show Manager or Show Secretary shall check all registration papers to ensure Donkeys are shown in their appropriate classes regarding age restrictions

G. Accountability for Show Management: If NMDA Show Rules are not adhered to the show risks losing its NMDA approval status and points earned by the Competitors will not be counted toward the year-end National Hi-Point awards.

- 1) A copy of the Donkey's registration certificate **MUST** accompany all show entry forms. Every Donkey **MUST** have a copy of their registration certificate. Show Managers are responsible for verifying birth dates to assure the Donkeys are listed in the appropriate classes and reassign them as necessary.
- 2) Each Donkey must be listed in show books and published show results by their exact registered name as listed on their registration certificate.
- 3) Health Certificates and Coggins papers, if required, shall be checked by show staff at the same time as the required height measurements are taken.
- 4) Show Management is required to return the completed Show Results Form (supplied by NMDA) within 15 (fifteen) days of the end of the show along with the collected show fee of \$2.00 per Donkey per show. The Show Results Form should include complete show results, i.e. the total number of Donkeys in each class, complete registered name of each Donkey, Competitors, owners and placings.

Rules 43-50 are unassigned

### 51. Ring Procedures

A. Show Attire: It is in the tradition of the show ring that all Competitors be appropriately attired to appear before an audience. Shorts, T-Shirts, ball caps, open-toed footwear and cleats are prohibited (except in the Novelty Costume Class (see below)).

- Tennis shoes are allowed only in: In-Hand Jumping, Lead Race, In-

Hand Trail, Snigging, Novelty Costume Classes,

- Advertising or farm or ranch on clothing, Donkey, or cart is considered bad form and the judge may consider this point in class placements.
- The Judge may disqualify Competitors who do not follow required attire that respects the tradition of the show ring. No cleats allowed.

1.) SHOWMANSHIP and HALTER CONFORMATION classes required attire:

- Hat, boots, gloves, long sleeve shirts with vest, or jacket/coat, show shirts and jeans/slacks.

2.) Performance Driving classes: PLEASURE DRIVING WORKING SINGLE, PLEASURE DRIVING TURNOUT, PLEASURE DRIVING, REINSMANSHIP all require:

- Gentlemen to wear hat, tie, jacket/coat, jeans/slacks, gloves. Lap robe/apron optional.
- Ladies to wear a dress with jacket, tailored suit, skirt, show shirt or jeans/slacks with blouse and jacket/coat, hat and gloves. Lap robe/apron optional.
- Driving whip is required in-hand in ALL driving classes.
- Hard hats are required for all competitors age 17 and under in any driving class.
- At times of extreme weather the Judge may relax the requirements regarding long-sleeved shirts and jacket/coats. An announcement will be made ahead of class times if there is to be a change in dress requirements.
- The tradition of jackets and lap robes will not be required in any of the Performance Driving Classes.

3.) All Game Driving Classes (See Page 16, 134.): CLOVERLEAF, BARREL DRIVING, SINGLE STAKE DRIVING, KEYHOLE DRIVING AND POLE BENDING plus performance driving classes not listed above

(See Page 16, 123.) OBSTACLE DRIVING and OBSTACLE DRIVING GAMBLER'S CHOICE do not require a lap robe/apron or jacket/coat but you must wear gloves and a driving whip is required in ALL driving classes.

4. NOVELTY COSTUME CLASS or AUTHENTIC COSTUME CLASS have no attire requirements but safety for animals and Competitors should be kept in mind at all times. Not included in End of Year points.

A. All Miniature Donkeys are to be handled and shown through an entire class by the same person.

B. Once a class is called and the gate is opened to enter the ring, the gate will then close after two minutes has elapsed from the time the first Donkey/Competitor enters. Before a class is called to enter, the gate person should have all exhibitors in holding area ready to go into the ring. The announcer/gate person shall state when timing of the two minutes begins. An exception is if there is a tack change in which case the announcer will state for the Competitors to work at will. Once a class is called and the gate is closed any Donkey leaving the arena for any reason is disqualified. It is the Competitor's responsibility to be on time for classes. Announcements to barn areas are a management courtesy and are not mandatory.

C. Names of Donkeys or Competitors will not be made known to the Judge prior to the show.

D. Competitors will be issued a number for each Donkey to be displayed whenever the Donkey is in the arena. The wrong number or no number will be a disqualification

E. Unsportsmanlike conduct including, but not limited to, conduct designed to distract a Donkey or otherwise interfere with the showing of a Competitor's Donkey such as throwing sand, waving hats, making loud noises or stomping of feet will not be tolerated. Offenders will be asked to leave show area.

F. An unruly Miniature Donkey may be excused from the ring by the Judge

for safety reasons.

G. Cruelty, abuse or inhumane treatment of any Donkey in the show ring or in the stable area will not be tolerated by the Show Management and the offender will be barred from the show area for the duration of the show.

H. Competitors and/or owners may not protest to the Judge directly or by inference, the placing of any Donkey. Any person(s) guilty of such conduct will be excused from the show and forfeit any premiums received at that show as well as the right to show in any additional classes at the show. No entry fees will be returned.

I. If a person makes payment with a non-negotiable check or money order, or refuses to pay an entry fee, stall rent, etc., the offender is ineligible to show at any NMDA show and shall be denied all privileges of the NMDA until such indebtedness is settled.

J. No class will be allowed to enter the ring after midnight or before 8:00 a.m. at all NMDA approved shows including The NMDA National Show.

Rules 52-60 are unassigned.

#### 61. Competitor Show Age

A. The age of an individual on January 1st will be maintained throughout entire year: Sub-Youth is defined as 12 years and under; Youth is defined as 13 to 17 years; Adult is defined as 18 years and over.

#### 62. Protests

A. A protest of violations of the Show Rules or Show Management may be made by a Competitor, an owner, an agent, a trainer or the parent of a Youth Competitor.

B. Before a formal protest is made every effort should be made to resolve the dispute at the time by the protestor and the Show Management.

C. A protest must be filed in writing within 48 hours of the completion of the show. The protest must be signed by the protestor and accompanied by a \$50.00 protest fee (cashiers check or money order).

D. The protest and check should be sent to the NMDA Show Management Chairperson with copies sent to the NMDA Office and the Show Chairperson.

E. A formal protest of NMDA Show Rules or procedural situations will be heard by the NMDA Show Committee and a decision will be rendered within sixty (60) days of receiving the protest.

F. The protest fee shall be returned to the protestor in the event the protest is sustained. If the protest is not sustained the \$50.00 protest fee shall go to the NMDA.

### 63. Novice Handler

A. Novice Handler is someone who has not won three (3) first place ribbons in that class at any show with any equine or has not shown any equine for more than three (3) years total.

B. The status of Novice Handler entries is as of the closing date of entries for any given NMDA approved show.

C. If the Handler has accepted money for training of any equine breed they would not be considered a Novice Handler and could not enter the class.

Rules 64-75 are unassigned.

## **AWARDS**

### 76. Awards – Halter Champion

A. The Championship Halter Classes must include first and second place winners from the appropriate classes. All first and second place winners must show in their respective championship class. NMDA Champion and Reserve Champion ribbons will be supplied by the NMDA (six ribbons total) for the Champion Jack, Jennet and Gelding.

B. The Halter Champion shall be selected from the first place winners of the halter classes.

C. The Reserve Champion shall be selected from the group consisting of the first place winners in the other division classes plus the second place winner of the class from which the champion was chosen.

D. Best of Breed Champion is chosen from the winners of the Jack, Jennet and Gelding Champion Halter Classes, three (3) years and over. One Miniature Donkey is chosen to be the Best of the Miniature Donkey Breed.

### 77. Performance Champion or Hi-Point Show Champion

A. This award shall be based on total points accumulated by a single Donkey in both halter and performance classes (the most first places can break a tie).

B. To qualify for this award the Donkey must be entered and shown in at least one halter (conformation) class as well as performance class. Geldings are not required to enter a Halter class in order to compete for show Hi-Point.

C. The Youth Hi-Point Award is based on the Youth and not the Donkey so the Youth can use different animals at a show but on the entry form must designate which Donkey for each class they want the points to be tallied for. Competitors cannot get points for more than one Donkey per class. This

must be clarified before the show starts. In order to qualify for this Award the Youth must also take a Donkey into a halter OR showmanship class as well as a performance class. Youth can help show a donkey in open or green where points are for the donkey - not the youth. Youth are given their own number and not a donkey's number for youth Hi-Point

D. A show may use their own system for points. One style is as follows:

<u># of Donkeys in class</u>	<u>Placing</u>				
	<u>1<sup>st</sup></u>	<u>2<sup>nd</sup></u>	<u>3<sup>rd</sup></u>	<u>4<sup>th</sup></u>	<u>5<sup>th</sup></u>
5 or more	5	4	3	2	1
4 in class	4	3	2	1	
3 in class	3	2	1		
2 in class	2	1			
1 in class	1				

#### 78. NMDA End of Year Hi-Point National Champion

A. This year-end title is awarded to the Miniature Donkey that has successfully competed in three (3) NMDA shows under at least two (2) different judges and accumulated the most points during a calendar year in halter and performance classes. A minimum of 50 points is necessary to qualify, Youth needs 30 points to qualify.

B. NMDA offers a National Hi-Point award for four divisions: Hi-Point Jack, Hi-Point Jennet and Hi-Point Gelding and Youth Hi-Point.

C. NMDA requires that the owner of the Donkey be an NMDA member in good standing to qualify for the NMDA End of Year Hi-Point.

Rules 79-84 unassigned

#### Qualifications for a National Miniature Donkey Association Judge

85. NMDA's focus is on education and we therefore need our shows to also be a learning experience for both the Competitor and audience alike. NMDA expects its Judges to give "constructive reasons" in a positive manner for

their placings in each of the halter classes. (See 31. Judges, G.)

86. An NMDA Judge must be a current member in good standing of the NMDA.

87. Judges must pay a \$55.00 yearly (\$25 membership renewal + \$35. judge fee) to the NMDA, 6450 Dewey Road, Rome, NY 13440.

88. Failure to pay Judge's Fee and NMDA membership dues by January 31<sup>st</sup> of the current year shall automatically revoke their NMDA Judge's license.

89. Judges may be required to take any test chosen by the NMDA to be eligible to judge NMDA approved events. Judges may be retested periodically on current rules NMDA Show Rules.

90. Selection of approved NMDA Judges will be made by the NMDA Show Chairperson and Committee from the Approved Judges list on the NMDA website ([www.miniaturedonkeysassociation.com](http://www.miniaturedonkeysassociation.com))

91. Any person suspended by the NMDA for cause, i.e. for failure to pay dues, Judge's Fee and /or accounts, will be automatically removed from the list of approved Judges and must reapply for approval in the usual manner.

92. Designation as an approved NMDA Judge is a privilege only, not a right. Subject to NMDA Show Committee review the Committee may give the designation or revoke the same in accordance with the procedures set up by this Committee.

The qualifications sought (among others) are:

A. Equine expertise

B. Personal character

C. Interest in the Miniature Donkey breed

D. Interest in the Competitors

E. Judging experience

F. Showing experience

G. Hold valid Judge's cards in two or more of the following organizations:

- 1) American Donkey & Mule Society
- 2) American Mule Association
- 3) American Miniature Horse Association
- 4) North American Saddle Mule Association
- 5) American Horse Shows Association
- 6) American Driving Society

93. No Judge shall judge any person he or she may be related to (sister, brother, wife, husband, mother, father, etc.) or any Miniature Donkey they may own.

94. No Judge shall judge any Miniature Donkey that he or she has an interest in or has owned, trained or sold in the past six (6) months.

95. No Judge shall judge the same show more than two (2) years consecutively.

96. Judges are required to dress and act in a professional manner.

97. A Judge may order any person or Miniature Donkey from the competition for bad conduct of one or both. Unsportsmanlike behavior will not be tolerated.

98. To make a formal complaint against an NMDA Judge, such complaints must be in writing, signed by the complainant, contain alleged rule violations, date and location within 48 hours of completion of the show. (Also see NMDA rule #62 regarding protests)

99. The decision of the Judge will be final. Any protests must be handled through the NMDA Show Committee.

100. Any NMDA Judge agrees to abide by the rules set herein.

101. All Judge applicants must submit a full-length photo of themselves in attire worn while judging a show and becomes the property of NMDA.

102. All NMDA Judges must obtain and be familiar with the current NMDA Show Rules as well as the booklet entitled The Official NMDA Miniature Mediterranean Donkey Breed Standard.

103. Judges shall not fraternize with Competitors either before or during the show. Judges shall avoid all perception of unethical behavior or favoritism.

104. An NMDA certified Judge in good standing has both the responsibility and the authority to implement the NMDA Show Rules shown herein. Both awards and disqualifications in all classes are left to the Judge's discretion.

Rules 105 – 120 are unassigned

### APPROVED NMDA CLASSES

#### 121. Halter Division

- Competitors 17 years of age and under may not show a jack age two years and older in any NMDA class.

Foals (Jacks, Jennets & Geldings combined)

Must be a minimum of 6 months old

Yearling Jacks

Yearling Jennets

Yearling Geldings

2 year old Jacks

2 year old Jennets

2 year old Geldings

3 & 4 year old Jacks

3 & 4 year old Jennets  
3 & 4 year old Geldings  
5 years old and over Jacks  
5 years old and over Jennets  
5 years old and over Geldings  
Champion and Reserve Champion Halter Jack (all ages)  
Champion and Reserve Champion Halter Jennet (all ages)  
Champion and Reserve Champion Halter Gelding (all ages)

#### 122. Other Optional Halter Classes

- Competitors 17 years of age and under may not show a jack two years or older in any NMDA class.
- \*Youth Halter (Jennets & Geldings only). This is for youth only -going for youth Hi-Point (points go for the youth competitor NOT the donkey).

Oversize Gelding (36” to 38”)

Get of Sire - 3 offspring of sire

Produce of Dam - 2 offspring of dam

All Donkeys competing in these production classes **MUST** compete in their respective halter classes in the same show. Best of Breed - chosen from the winners of the Jack, Jennet and Gelding Champion Halter Classes, three (3) years and over. One Miniature Donkey is chosen to be the Best of the Miniature Donkey Breed.

#### 123. Performance Driving Classes (All Donkeys 3 yrs. & over)

- No cantering is allowed in any NMDA driving class.
- Competitors 17 years of age and under may not show a jack two years or older in any NMDA class.
- Driving Competitors 12 years of age and under must be accompanied in the vehicle by a knowledgeable adult.
- Hard hats are required for all Competitors age 17 and under in any driving class.

\*No speed carts or Hyper bikes.

Pleasure Driving Working Single - Open  
Pleasure Driving Working Single - Green  
Pleasure Driving Reinsmanship - Open  
Pleasure Driving Reinsmanship - Green  
Pleasure Driving Turnout - Open  
Pleasure Driving Turnout - Green  
Obstacle Driving (not a timed event) - Open  
Obstacle Driving (not a timed event) - Green  
Gambler's Choice (timed class) – Open  
Gambler's Choice (timed class) – Green  
Cones Course (timed class) – Open  
Cones Course (timed class ) – Green  
Team Driving (Up to 38")

124. Game Driving Classes (all are timed events)

All Donkeys 3 yrs. & over

- No cantering is allowed in any NMDA driving class.
- Competitors 17 years of age and under may not show a jack two years or older in any NMDA class.
- Driving Competitors 12 years of age and under must be accompanied in the vehicle by a knowledgeable adult.
- Hard hats are required for all Competitors age 17 and under in any driving class.

Cloverleaf Barrel Driving – Open  
Cloverleaf Barrel Driving - Green  
Single Stake Driving - Open  
Single Stake Driving - Green  
Keyhole Driving – Open  
Keyhole Driving - Green  
Pole Bending Driving - Open  
Pole Bending Driving – Green  
Big T Driving – Open

## Big T Driving – Green

### 125. Game Halter Classes

- Competitors 17 years of age and under may not show a jack two years or older in any NMDA class.

In-Hand Jumping - Open (Donkeys 3 yrs. & over)

In-Hand Jumping - Green (Donkeys 3 yrs. & over)

Lead Race - Open

Lead Race – Green

In-hand Hunter Jumping - Open (Donkeys 3 yrs. & over)

In-hand Hunter Jumping - Green (Donkeys 3 yrs. & over)

Coon Jumping - Open (Donkeys 3 yrs. & over)

Coon Jumping - Green (Donkeys 3 yrs. & over)

Scramble (3 years and over) – Open

Scramble (3 years and over) – Green

Hurry Scurry (3 years and over) – Open

Hurry Scurry (3 years and over) - Green

### 126. In-Hand Trail Classes

- Competitors 17 years of age and under may not show a jack two years or older in any NMDA class.

In-Hand Trail (not a timed event) - Open

In-Hand Trail (not a timed event) - Green

In-Hand Trail Youth (17 and under)

Mature Donkeys (3 years and over) are allowed to jump obstacles.

Donkeys under 3 years old are required to walk over ground poles.

### 127. Optional Classes

- No cantering is allowed in any NMDA driving class.
- Competitors 17 years of age and under may not show a jack two years or older in any NMDA class.
- Driving Competitors 12 years of age and under must be accompanied in

the vehicle by a knowledgeable adult.

- Hard hats are required for all Competitors age 17 and under in any driving class.

Snigging - Open (Donkeys 3 yrs. & over)

Snigging - Green (Donkeys 3 yrs. & over)

Showmanship at Halter - Open -Adult 18 & over

Showmanship at Halter - Green - Adult 18 & over

Showmanship at Halter - Youth - 17 & under

Novelty Costume - lead or drive, walk only (no points for End of Year Ch.)

Authentic Costume -lead or drive, walk only (no points for End of Year Ch.)

Leadline Class - open to children 5 yrs. and under, (no points for End of Year Ch.)

(Donkeys must be 3 yrs. & over)

Pre-Green In-Hand Trail (Donkeys up to 3 yrs.)

Team Driving (3 years and over) up to 38"

Youth Classes

Rules 128-134 are unassigned

135. Optional Awards for Show Hi-Point Donkeys:

Champion Hi-Point Donkey - Open

Reserve Champion Hi-Point Donkey - Open

Champion Hi-Point Donkey - Green

Reserve Champion Hi-Point Donkey - Green

Champion Hi-Point Donkey - Gelding

Reserve Champion Hi-Point Donkey - Gelding

Champion Hi-Point Youth

Reserve Champion Hi-Point Youth

Best of Show - One Donkey to receive Best of Show

Award for accumulated points for the entire show

(Must include halter and performance classes.)

136. Where entries warrant shows are encouraged to offer classes to promote youth participation. Classes may be split by offering the

following: Sub-Youth is defined as 12 years and under; Youth is defined as 13 to 17; Adult 18 years and over. (See Rule 77 C.)

## NMDA CLASS RULES

### 137. General Rules for NMDA Show Approval

- No cantering is allowed in any NMDA driving class.
- Competitors 17 years of age and under may not show a jack two years or older in any NMDA class.
- Driving Competitors 12 years of age and under must be accompanied in the vehicle by a knowledgeable adult.
- Hard hats are required for all Competitors age 17 and under in any driving class.

A. In order for a show to be NMDA approved a show must offer 8 classes including, but not limited to, the following:

B.

- 1) Halter Classes (specify age)
  - a) 1 Jack Class
  - b) 1 Jennet Class
  - c) 1 Gelding Class
  
- 2) Champion Halter Donkey (Jack, Jennet, and Gelding)  
Three (3) ribbons supplied by NMDA
  
- 3) Reserve Champion Halter Donkey (Jack, Jennet & Gelding)  
3 ribbons supplied by NMDA
  
- 4) Performance Classes (examples of classes)
  - a. Single Pleasure Driving
  - b. Obstacle Driving (specify which one)
  - c. In-Hand Trail
  - d. Game Driving (specify which one)
  - e. Game Halter (specify which one)
  - f. Pre-Green In- Hand Trail (Donkeys under 3 years)

5) Hi-Point Show Champion (optional)  
(Example: Open, Green, Gelding and Youth)

138. Halter – Conformation

A. (See NMDA booklet entitled The Official NMDA Miniature Mediterranean Donkey Breed Standard.)

B. Donkeys to be shown in hand at the walk and trot. Animals will be judged individually, standing squarely and naturally without resorting to waving hats or throwing dirt/sand that is disruptive to other Competitors in the class. Donkeys are not to be stretched. Competitors may be asked to move a few steps by the Judge and stand by their Donkeys without setting them up. At no time is the Competitor allowed to touch the Donkey below the shoulder or stifle with either hand or foot. In large halter classes the Judge may appoint the Ring Steward or a person from Show Management to help oversee that these Rules are adhered to. Competitors who do not abide by the above will be disqualified from the class even if they may have the winning Donkey.

C. Donkeys to be judged on the priority of conformation, quality, presence and way of going. Disposition and manners shall also be considered.

D. Class disqualifications: Cryptorchidism in mature jacks age 3 years and older (a jack with one or both testes undescended), height in excess of 36", or excessive overbites or underbites that exceed 1/4" will be disqualified with the exception of geldings. Judges must check the teeth/bite on ALL Miniature Donkeys in all halter conformation classes (including geldings). Competitor will show teeth to the Judge (the Judge should not touch the Donkey's mouth). The Judge shall not place any Miniature Donkey that possess any of these disqualifying traits. Touching the Donkey below the shoulder or stifle with either hand or foot will result in disqualification. Unruly or ill-mannered Donkeys will be excused from the show ring.

E. General appearance: The Miniature Donkey should be attractive, well balanced, sound, strong and sturdy. The animal should be pleasing to the eye as the various parts blend together in a nicely coupled picture. It should have an alert expression and presence. Jennets to look more feminine and slightly more refined while jacks should be masculine and stocky.

F. Donkeys must be serviceable, sound, in good condition and well groomed. Body clipping of young foals is not required, nor is it required for Donkeys of any age especially when the show is held during inclement weather, i.e. winter, early spring, etc. The judge may ask to touch your unclipped donkey to assess conformation and condition.

G. No whips, crops or other device(s) are allowed in halter classes. Donkeys shall be shown in a leather, rope or nylon halter to be correctly fitted and adjusted for said Donkey with lead rope, leather or nylon lead and chain shank (chain optional except for jacks 2 year old and over). Jacks 2 year old and over must be shown in chain shank rope under chin. Equipment must be humane and in good condition. Silver not to count.

H. It is in the tradition of the show ring that Competitors be correctly attired for all classes. (See page 11.51. A. Show Attire)

#### 139. Halter- Get of Sire

A. Three (3) get, either sex, may be shown. Sire need not be present or need “get” be owned by owner of sire. All 3 entries shall be entered under the name of the sire. A separate entry number shall be issued to each group of Donkeys. The entry number is to be placed on the lead Competitor in the group. Emphasis is placed on reproductive likeness, uniformity, quality of breed characteristics and similarity of conformation. More than one set of entries for sire may be entered in the same class. All entries must compete in their respective halter classes in the same show. (See also Rule 138. E, F.)

#### 140. Halter – Produce of Dam

A. Two (2) produce, either sex, may be shown. Dam need not be present. Both entries shall be entered under the name of the dam. A separate entry number shall be issued to each group of Donkeys. The entry number is to be placed on the lead Competitor in the group. Emphasis is placed on reproductive likeness, uniformity, quality of breed characteristics, and similarity of conformation. More than one set of entries for dam may be entered in the same class. All entries must compete in their respective halter classes in the same show. (See Rule #138-E,F.)

Rules 141-150 are unassigned.

### 151. Game Halter Classes – In-Hand Jumping

#### Section 1 -

A. All courses for the In-Hand Jumping Class including jump-off courses, must be posted at least two (2) hours prior to the scheduled time for the class. Course diagrams must show with arrows the directions in which each obstacle must be taken. A start and finish line must be established at least twelve (12) feet from the first and last obstacle indicated by two markers at least four (4) feet apart. Donkeys and competitors must cross the line in the proper direction to start and complete the course.

B. Donkeys must be three (3) years or older to compete in this class. – 3 yrs. old - actual age. (See Rule #21-K.)

C. Jumps may be made of PVC piping or wood. PVC is preferred over wood for the safety of the Donkey. All jumps must be at least five (5) feet wide, with a minimum of twenty (20) feet between jumps, with the exception of an in and out. All post and rail jumps must have a ground pole. Side poles (that hold the jump) are not to be higher than three (3) feet.

D. Jumpers are to be judged on accumulated faults only on the first round. Minimum height for jumps must be 18” and maximum height 28” for first jumping round. Competitors may go over the jumps with their Donkey. Whips or crops are not permitted. Competitors may wear any type of footwear except open-toed shoes.

E. Jumps may include brush, triple bar, water and similar jumps. Brush jump must have a visible bar on top. There will be minimum of four obstacles, with a maximum of eight jumps.

F. Scoring: Jumpers are to be scored on a mathematical basis and penalty faults include knockdowns, refusals and elimination as follows:

1) Knockdowns – Each knockdown is 4 faults. An obstacle is considered knocked down when in jumping an obstacle a Donkey or Competitor, by contact, lowers the established height of the jump in any way.

2) Refusals – Each refusal is 3 faults. Stopping at any obstacle without knocking it down and without backing followed by jumping from a standstill is not penalized. However, if the halt continues or if the Donkey backs even a single step, side steps or circles to retake the jump a refusal is incurred.

3) Circling more than once after crossing the starting line is 3 faults. Any form of circle or circles whereby the Donkey crosses its original track between two consecutive obstacles or stops advancing toward or turns away from the next jump except to retake an obstacle after a disobedience.

4) Crossing your own path (as in circling between jumps, not as in retaking a fence from a refusal) is 4 faults.

5) Elimination – 3 refusals, off-course, or fall of the Donkey or Competitor.

G. Jump-Offs – In the case of a clean first round and for placement of class, the number of jumps will be decreased to four (4) with the bars down on others not being used for Jump off, and the heights of jumps to be increased not less than 4", and no more than 6". The jump-off shall also be timed. The first round is decided by adding the faults incurred over the course. Donkeys with clean rounds go into the jump-off. In the event of equality of faults after the first round there will be a jump-off for first place only. Other placings

which tie may either flip a coin or be awarded duplicate ribbons at Show Management's discretion. After the timed jump-off the Donkey with the least amount of faults and the fastest time shall win the class.

Sample In-Hand Jumping Course:



## 151. Game Halter Class

### Section – 2

#### Hunter In-Hand

- A. The course for the Hunter In-Hand jumping must be posted a least two (2) hours prior to the scheduled time for the class. Course diagrams must show with arrows the directions in which each obstacle must be taken. A start and finish line must be established at least twelve (12) feet from the first and last obstacle indicated by two markers at least four (4) feet apart. Donkeys and competitors must cross the line in the proper direction to start and complete the course.
- B. Hunter In-Hand is judged on style, manners and way of going with preference given to those Donkeys who cover the course at an even pace, with free-flowing strides as in a brisk trot or canter, but must maintain the same gait throughout the course. **This is not a timed event.** Donkeys shall not be required to re-jump the course and there are no jump-offs. Circling upon entering the ring and once upon leaving is permissible. Hunters must demonstrate at least one, but no more than four (4) changes of direction.
- C. Donkey must be three years or older.
- D. Charging fences or not maintaining the same gait throughout the entire class should be penalized.

- E. A whip may not be carried.
- F. Course
  1. The course design for hunters should follow the same requirements as the course for jumpers.
  2. The judge may request a trot through for soundness before final placing
- G. Jumps may be made of PVC piping or wood. PVC is preferred over wood for the safety of the Donkeys. All jumps must be a least four (4) feet wide, with a minimum of twenty (20) feet between jumps, with the exception of an in and out. All post and rail jumps must have a ground pole. Side poles (that hold the jump) are not to be higher than three (3) feet.
- H. Jumps may include brush, triple bar, water and similar jumps. Brush jump must have a visible bar on top. There will be a minimum of four obstacles with a maximum of eight jumps.
- I. Competitors may wear tennis shoes/sneakers. No open-toed shoes or cleats.
- J. Causes for Penalties:
  - \* Crossing your own path (as in circling between fences, but not as in retaking a fence from a refusal or when following a course design).
  - \* Knockdowns
  - \* One (1) refusal
  - \* Not maintaining an even pace. (The Donkey has to go steady around the course – no break in gait, jump smoothly and quietly, obedient and willing).
- K. Causes for Elimination:
  - Two (2) refusals
  - Off course
  - Fall of Donkey or exhibitor
  - Carrying a whip
  - An unsound Donkey
  - Failure to pass through the start and/or finish cones and/or knocking such cones over.

## 152. Game Halter Classes – Coon Jumping

A. All Donkeys must be handled by one person only. No Helper is allowed.

B. Jump starts at 20” and is raised 2”- 3” after every Donkey in the class jumps (or attempts to).

C. Donkeys may be jumped by handler leading their Donkey by their side. Competitor may go over the jump with their Donkey.

D. Jumps are to be of a breakaway type, either PVC piping or wood. If PVC is used it must not sway in the middle (1-1/2” or 2” Schedule 40 is recommended). PVC is preferred for the safety of the Donkey. Side poles (that hold the jump) should not be higher than 4 ft. tall.

E. Donkeys must be three (3) years or older actual age. (See #21-K.)

F. Both front and rear feet must come to a complete stop inside the 10’ x 10’ box before jumping. (There is no box on other side of jump.) The Donkey may not simply trot into the box and take the jump without stopping or they will be disqualified. Once completely stopped inside the box each Donkey will have 45 seconds or 3 attempts - whichever comes first to take the jump. Stepping out of the box or knocking down the bar means the Donkey cannot advance in the competition but can still place. Box has to be entered only from the front - not sides.

IN THE EVENT OF A TIE there will be a jump-off as follows:

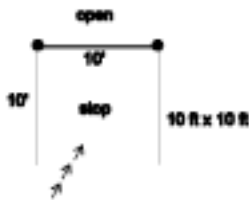
- The bar will be lowered to the previous height the tied Donkeys both completed.
- The Donkeys will jump again at this height. If they are both successful then the bar will be raised in increments of 2”-3” in each round until one Donkey wins.
- If neither Donkey is successful at the new height the Judge will place the Donkey that at least tried to take the jump, displayed the most willingness to jump or had the best form.

G. Donkeys must make a clean jump. Donkeys may rub the jump with chest or belly as long as he/she does not knock the bar down. Donkeys must land in an upright position.

H. Donkeys are to be jumped in halters. A rope or chain under the chin on halter is allowed and is required for 2 year old and over jacks. No choke ropes over the neck are allowed.

I. No whipping or mistreatment is allowed or entry will be disqualified.

J. Competitor may provide their own blanket to place on the bar underneath the jump bar. The blanket cannot be put on the jump bar itself.



### 153. Game Halter Classes – Lead Race

A. This is a timed event where the Donkey is led across a starting line, down the center of the arena, around pole or cone and back across the starting line, can go left or right around pole/cone. Donkey shall be led with a halter. A chain or rope under chin of halter is required for jacks 2 years and over and is optional for all others. No crops or whips are allowed.

B. Donkeys shall be run individually; the fastest time will be the winner. Donkeys may walk, trot or lope. Competitor must come across the finish line with his/her Donkey or be disqualified.

C. The distance between the starting line and the pole or cone shall be 50 feet.

D. Competitors may wear tennis shoes/sneakers. No open-toed shoes or cleats.

#### 154. Game Halter Class – Scramble

A. This is a timed event. For Donkeys under 3 years of age you must use ground poles only, no jumps.

B. There will be three poles/cones to go around, then a jump, around a barrel and return over jump, poles/cones finishing over the start/finish line. To begin, the Donkey is led across the start/finish line either down the right or left side of pattern with twelve feet (12') between the start/finish line and the first pole/cone - with twelve feet (12') - no more than eighteen feet (18') - between each cone and barrel thereafter. There will be three poles/cones to go around then a jump, a barrel, come back over jump, poles then start/finish line. The jump is twenty inches (20") with no more than three foot (3') side poles.

C. Fastest time wins. However, knockdowns and refusals (including stops) add 5 seconds to each infraction with three refusals and/or being off course resulting in elimination.

#### 155. Game Halter Class – Hurry Scurry

A. This is a timed In-Hand event.

For Donkeys under 3 years old, you must use ground poles only, no jumps.

B. The Donkey is led across the start/finish line down the right side with twelve feet (12') between the first jump and twelve feet (12') between - no more than eighteen feet (18') - between barrel and remaining two jumps. There will be one (1) jump on the right, a barrel at the end and two (2) jumps on the left. The jumps will be set at eighteen inches (18") for the first jump, twenty four inches (24") for the second jump, twenty inches (20") for the third jump and all with no more than three foot (3') tall side poles.

C. Fastest time wins. However, knockdowns and refusals are to be added to time. Each knockdown adds 5 seconds and refusals add 3 seconds. Three

refusals and/or being off course results in elimination.

Rules 156-160 are unassigned.

### 161. Snigging

A. Snigging is an Australian word for dragging a load behind an equine. As a class, snigging tests how quickly and carefully a Donkey and his handler can move a load through an obstacle course.

B. Snigging shall be done by driving the Donkey pulling alog. The Donkey must wear a harness. The traces of the harness are attached to an evener which is attached to a log and the log is dragged safely behind the Donkey. The Competitor shall ground drive behind the harnessed Donkey. The Competitor may carry a whip but it is not required. Show Management shall provide the log attached to an evener. Remember that for safety reasons cones are used, but please think of them as trees. You must be behind your Donkey when snigging. You will be disqualified if your Donkey goes around the cones while you walk on the outside of the cones.

C. The course for snigging is a line of five cones which the Donkey and Competitor must serpentine through, both out and back. The distance between the cones is twelve feet (12') with the start/finish line fifteen feet (15') from the first cone of the serpentine.

D. Competitor can start left or right of pattern. Any gait is allowed on the course, as long as the Donkey and the load remain in control. This is a timed event with the fastest time winning the class. However, if any cones are displaced a penalty of 10 seconds is added to the time for each cone moved. If a cone is moved on both the outward and the return parts of the serpentine both incidents are penalized.

E. Once across the starting line the handler is not permitted to move the load (log). Doing so shall disqualify the entrant.

F. The maximum weight for the log shall be 60 pounds. Minimum weight for

for the log shall be 50 pounds. The log shall be 7' - 8' in length and 8" in diameter.

G. All Donkeys must be 3 years or older for this class. Three years old actual age. (Also see Rule #21-K)

H. At no time can the exhibitor lose control of the lines/reins from the start to the finish.

Rules 162-169 are unassigned

#### 170. General Driving Rules – Performance Driving Classes

A. Donkeys must be three (3) years and over to compete in any driving class and must be serviceably sound. (See Rule #21-K.)

B. Donkeys shall compete in driving safely and securely harnessed to a vehicle. The Competitor shall be the only person permitted in such vehicle, unless more than one Donkey is hitched to vehicle, or driver is under twelve years of age. (See Rule 170, Section V)

C. The Competitor must be seated comfortably in the vehicle, relaxed and effective. Either the one or two-handed method of driving is acceptable. Common to both methods, the elbows and arms should be close to the body with an allowing but steady hand enabling a consistent feel with the Donkey's mouth. Competitors should not be penalized or rewarded for using either style of driving.

D. Competitors should keep safety foremost in their minds. Having your Donkey under control at all times not only is a safeguard for you, but for everyone involved in the class.

E. All Officials and Show Management should be constantly on the lookout for unsafe actions by any Competitor or unsafe harness or vehicles and report them to the Judge. The Judge must excuse from competition an unsafe vehicle, unruly Donkey or driver clearly out of

control.

F. It is the responsibility of each Competitor to ensure that harness and vehicle are in good repair and structurally sound.

G. It is the responsibility of each Competitor to ensure that his Donkey or Donkeys are physically fit to fulfill the tasks required of them.

H. The Competitor should strive to maintain a safe distance from other vehicles both in the show ring, in the warm-up and parking areas.

I. All rules of the road should be observed unless officials direct otherwise. Competitors must drive on the rail at a safe distance behind the Donkey and cart in front. Passing is permissible, but the Competitor should return to the rail as soon as possible.

J. Boots or wraps of any description and ear plugs are prohibited on the Donkey in the show ring.

K. Large classes may be split by the Judge or Show Management if conditions warrant.

L. Excessive use of voice, shouting or whistling to the Donkey may be penalized at the Judge's discretion. Discreet use of vocal aids are allowed.

M. All pleasure driving vehicles must have a basket or safe suitable floor including obstacle driving and Gamblers Choice driving. The exception is in Game driving classes only (page 18.124 is the list) you can use a sulky style, can take your basket off your show cart or speed cart. Cart must be safe and well-balanced.

N. Wire wheeled and pneumatic tired wheels are permitted in all driving classes.

O. Competitors should strive to present appropriate turnout. "Appropriate" means a balanced, pleasing picture of Competitor, Donkey and vehicle.

P. Harness may be of collar and harness type or breast collar type. Martingales, overchecks, side-checks and blinders are optional. Cavessons or nosebands are required.

Q. The whip must be carried in the Competitor's hand at all times. The overall length of the whip for a single Donkey should be long enough to reach its shoulder. Competitors shall be penalized for excessive use of the whip.

R. Snaffle bits and other types of traditional driving bits are allowed. Bits may be covered with leather or rubber. Twisted, burr and wire bits of any type are not permitted. Tying down of tongues is prohibited.

S. See Show Attire, page 11: Ring Procedures 51. A.

T. Cantering is not allowed in any driving classes for the safety of the Donkey and Competitor. You are allowed three strides to get the Donkey under control with a 5 second penalty. If your Donkey cannot be collected into a walk or trot within three strides, a disqualification results. If the Donkey breaks into a canter more than twice this would also result in a disqualification.

U. The Donkey must never be left unattended while put to a vehicle for the safety of the Donkey and Competitor. Under no conditions shall a bridle be removed from a Donkey while it is put to a vehicle. Leading a Donkey hitched to a cart with no driver in seat on show grounds could lead to elimination. (A person must be in the cart if holding for someone).

#### 171. Clarification of Pleasure Driving Gaits:

A. Walk - A free, regular and unconstrained walk of moderate extension is required. The Donkey should walk energetically, but calmly with an even and determined pace.

B. Slow Trot - Should maintain forward impulsion while showing

submission to the bit. It is slower and more collected, however the Donkey should indicate a willingness to be driven on the bit while maintaining a steady cadence.

C. Working Trot - The Donkey goes forward freely and Straight; i.e., engaging the hind legs with good hock action on a taut but light rein with the overall picture being balanced and unconstrained. The footsteps of the hind feet touch the ground in the foot prints of the forefeet.

D. Halt - Donkey and vehicles should be brought to a complete square stop without abruptness or veering. At the halt Donkey should stand attentive, motionless and straight with the weight evenly distributed over all four legs and be ready to move off at the slightest cue from the driver.

E. Rein Back - A backward movement in which the legs are raised and set down simultaneously in diagonal pairs with the hind legs remaining well in line to be performed in two parts: The Donkey must move backward at least four steps in an unhurried manner with head flexed and straight, pushing the vehicle back evenly in a straight line. The Donkey must then move forward willingly to the former position using quiet aids and light contact throughout.

#### 172. Performance Driving Classes – Pleasure Driving Working

A. A Pleasure Driving Class is one in which entries are judged primarily on the suitability of the Donkey to provide a pleasant drive.

B. To be shown both ways of the show ring at a walk, slow trot and working trot. To stand quietly and rein back.

C. Donkeys shall enter the show ring to the right at a slow trot.

D. Judge may request a workout of chosen entries at any gait. Entries may be asked to execute a figure eight.

E. Judged as follows:

- 1) 70% performance, manners and way of going of the Donkey.
- 2) 20% condition and fit of harness and vehicle.
- 3) 10% neatness of attire.

173. Performance Driving Classes – Pleasure Driving Reinsmanship

- A. Entries are judged primarily on the ability and skill of the Competitor.
- B. To be shown both ways in the arena at a walk, slow trot and working trot. Competitor shall be required to rein back with their Donkey.
- C. All Competitors chosen for a workout may be worked at any gait requested by the Judge and may be asked to execute a figure of eight and/or perform other appropriate tests.

D. Judged as follows:

- 1) 75% handling of the reins and whip, control, posture and overall appearance of Competitor.
- 2) 25% condition of harness and vehicle as well as neatness of attire.

174. Performance Driving Classes - Pleasure Driving Turnout

- A. Entries are judged primarily on the performance and quality of each turnout.
- B. To be shown both ways in the arena at a walk, slow trot and working trot. Donkey to stand quietly and rein back.
- C. Judge may request a workout of chosen entries at any gait and may be asked to execute a figure eight as well.

D. Judged as follows:

- 1) 40% performance, manners and way of going.

2) 30% condition, fit and appropriateness of harness and vehicle.

3) 15% neatness and appropriateness of attire.

4) 15% overall impression.

Rules 175-185 are unassigned

186. Performance Driving Classes – Obstacle Driving (Non-Timed)

A. Pleasure Driving rules apply as to dress and turnout. No speed carts or hyper bikes allowed.

B. The Obstacle Course must be posted at the Show Office at least two (2) hours prior to the class.

C. Class to be judged on performance and way of going with emphasis on manners throughout the course. Entries will be evaluated on responsiveness and willingness, plus general attitude.

D. A sixty (60) second time limit must be set to complete each obstacle. After time is used the Competitor will be directed to the next obstacle. Refusals do not constitute class disqualification.

E. Canterng must be penalized in this (non-timed) class.  
(See Rule 170.T.) No hyper bikes or speed carts. (#170 – M)

F. Obstacle requirements:

1) Must be a minimum of five (5) obstacles and a maximum of eight (8).

2) Care must be used to avoid setting any obstacle in a way so as to be hazardous to the Donkey or Competitor.

G. Competitors must be allowed to walk the course prior to the start of a

a class and inspect each obstacle. While walking the course Competitors shall not alter, adjust or in any way move an obstacle or any part thereof. Should a Competitor have any question regarding a specific obstacle, he/she should call it to the attention of the Ring Steward or Judge for clarification.

H. Competitors are prohibited from driving or leading Donkeys on course at any time prior to the competition. Non-compliance will result in elimination.

I. Suggested widths for obstacles are eight inches (8") to twenty inches (20") wider than the vehicle track width at the ground.

J. The Judge will assign a point value to each obstacle and points will be added to or subtracted from this score based on the Donkey's performance through the obstacle.

K. Credit will be given to those Donkeys who negotiate, in a continuous motion, the obstacles cleanly, smoothly and alertly with style in prompt response to the driver's cues. Excessive hesitation at an obstacle will be penalized.

L. A Donkey with major faults (knockdowns, refusals, etc.) on the course will not be placed ahead of a Donkey that worked through the obstacles cleanly. A Donkey will be penalized for touching any elements of the course and for unnecessary delay in approaching the obstacles.

M. Off Course:

1) Deviating from the prescribed order in which the obstacles are to be approached.

2) Taking the obstacles from the wrong direction.

3) Negotiating an obstacle from the wrong side.

4) Skipping an obstacle unless directed by the Judge.

N. The course shall be designed to require each Donkey to demonstrate the walk, slow trot and working trot somewhere between the obstacles as part of the working course with enough space provided for the Judge to evaluate the gaits.

O. The Donkey is judged on the ease with which it maneuvers the obstacles. Knocking over an obstacle or part of an obstacle, breaking gait and disobedience are to be considered penalties. Breaking the pattern, being off course, outside assistance, breaking into a canter, failure to carry a whip in competitor's hand, use of a tie-down and equipment failure result in elimination.

P. Ties for first place must be broken by a drive-off. Ties for lower placings may be broken by coin flip or at Show Management's discretion or duplicate ribbons.

Q. Suggested obstacles:

- 1) Back through or out of obstacle
- 2) Drive through water or simulated water
- 3) Drive through narrow passage
- 4) Stop, open and close mailbox
- 5) Drive across bridge or simulated bridge
- 6) Drive pattern created with poles/pylons (figure eight, serpentine, cloverleaf, etc.)
- 7) Put wheel in circle, turn complete circle with Donkey not stepping on or outside of the circle
- 8) U-turn (a three-rail box with a pylon in center of opening)

R. Prohibited Obstacles:

- 1) Live animals and hides
- 2) Competitor dismount

S. The Judge has the right to alter the course for time and/or safety.

187. Performance Driving Classes – Obstacle Driving, Gambler’s Choice (2 minute timed event – give a 30 second warning before the 2 minutes is up).  
No speed carts or hyper bikes allowed

A. A timed driving course of unnumbered obstacles each carrying a specific point value. Each Competitor has the same amount of time to negotiate as many obstacles as possible. Each obstacle is assigned a point value according to its degree of difficulty and each Competitor tries to amass as high a score as possible within the time allowed.

B. Canter is not permitted. There will be a five second penalty for each time a Donkey breaks into a canter with a disqualification on the third time. (See Rule 170.T.)

C. After passing over the starting line the Competitor may drive through the obstacles in any order and from any direction. Each obstacle may be driven twice, but not in succession. If driven a third time no points will be awarded.

D. No obstacle may be re-driven once it has been disturbed. (Exception: obstacles which are designed to be knocked down). No points will be awarded for an incorrectly completed obstacle. If obstacle is incorrectly driven, but not disturbed, it may be attempted again.

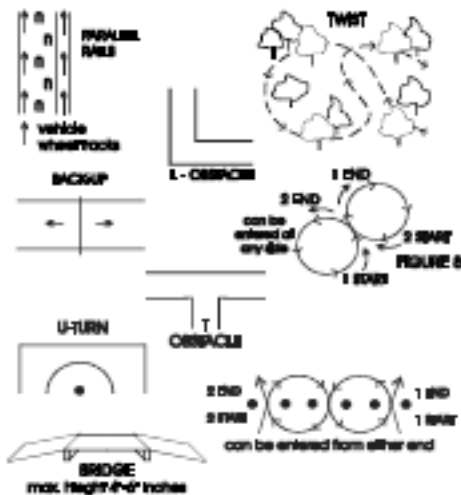
E. If a Donkey should refuse or run out at an obstacle without disturbing it, the Competitor may elect not to attempt it and may drive to another obstacle without penalty. The obstacle may be attempted later and if correctly driven the appropriate points will be recorded.

F. A signal will sound at the end of the allowed two minute time (give a 30 second warning before the 2 minutes is up) and the Competitor must then exit through the finish markers when the total time on the course will be recorded.

G. If the signal sounds when the Competitor is committed to an obstacle, the Competitor may complete the obstacle and receive the appropriate points, then proceed through the finish markers for total time to be recorded. Whether or not the Competitor was committed to the last obstacle at the signal will be left to the discretion of the Judge.

H. Placings are determined on a high score basis with each entry getting points for the obstacles they have completed correctly. Even if some obstacles are completed incorrectly, points still count for the obstacles completed correctly. Time will decide a tie. If a tie occurs in points and time the winner will be decided by a drive-off that can be timed.

Examples of Obstacles for Obstacle Driving Classes:



Rules 188-195 are unassigned

196. Game Driving Classes - Cloverleaf Barrel Driving For Safety's Sake:

A. Three barrels shall be placed to form an equilateral triangle.

B. This is a timed event with the fastest Donkey and Competitor determined the winner. Knocking over a barrel will constitute a five second penalty for each barrel knocked over. Touching a barrel is permitted.

C. Competitors shall be disqualified for not following the pattern. Canter is not permitted. There will be a five second penalty for each time a Donkey breaks into a canter with a disqualification on the third time.

D. Course shall be measured with a tape.

E. Timing line shall be 50 feet from both barrels #1 & #2.

F. The distance from barrel #1 to barrel #2 shall be 50 feet.

G. The distance from barrel #1 to barrel #3 shall be 50 feet; from barrel #2 to barrel #3 shall be 50 feet.

H. The barrels shall be run as in the diagram using Course #1 or Course #2.

I. Course #1 - Entry shall cross the starting line, circle barrel #1 clockwise; circle barrel #2 counter-clockwise; circle barrel #3 counter-clockwise and run back between #1 and #2, across the timing line.

J. Course #2 (reverse order) - Entry shall cross the timing line, circle barrel #2 counter-clockwise; circle barrel #1 clockwise; circle barrel #3 clockwise and run back between #1 and #2, across timing line.



### 197. Game Driving Classes – Single Stake Driving

A. One single stake (pole) is placed approximately in the center of the arena, with two timing stakes or cones near entrance or end of the arena

representing the timing line.

B. This is a timed event with the fastest Donkey and Competitor determined the winner. Knocking over the stake will constitute a five second penalty. Touching the stake is permitted.

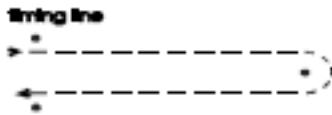
C. Competitors shall be disqualified for not following the pattern. Canter is not permitted. There will be a five second penalty for each time a Donkey breaks into a canter with a disqualification the third time.

D. The timing line stakes shall be twenty feet (20') apart. The distance from the timing line shall be one hundred feet (100') to the stake.

E. Course shall be measured with a tape.

F. The course shall be run as in diagram. Competitors shall cross between timing stakes, proceed to single stake, go around stake and return through timing stakes. The Competitors may turn either right or left around stake.

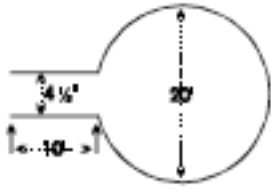
G. This class is run individually. Only one Donkey and Competitor on the course at a time.



### 198. Game Driving Classes – Keyhole Driving

A. The course shall be laid out with a limed keyhole pattern on the ground. The throat of the keyhole shall be perpendicular to and facing the timing line, with the center of the circle 50 feet from the timing line.

B. The keyhole shall be in the form of a broken circle 20 feet in diameter, with a throat 4 1/2 feet wide inside the white line, and 10 feet long.



C. This is a timed event, with the fastest Donkey and Competitor determined the winner.

D. Course shall be measured with a tape.

E. Donkey shall cross the timing line, enter the circle of the keyhole, turn around in either direction entirely within the circle of the keyhole, exit through the throat and re-cross the timing line.

F. The Donkey shall be disqualified for stepping on or out of any line of the keyhole or if vehicle wheel is on or over lined line.

G. It is Show Management's responsibility to keep all lined lines visible at all times. Course should be raked and re-lined where line was fouled.

H. Competitors shall be disqualified for not following the pattern. Canter is not permitted. There will be a five second penalty for each time a Donkey breaks into a canter with a disqualification on the third time.

#### 199. Game Driving Classes – Pole Bending Driving

A. Five stakes (poles) are in a straight line with two cones at the entrance to represent the timing line.

B. This is a timed event with the fastest Donkey and Competitor determined the winner. Knocking over a pole will constitute a five second penalty for each pole knocked over. Touching a pole is permitted.

C. Competitors will be disqualified for not following the pattern. Canter is not allowed in any driving classes for the safety of the Donkey and Competitor. (See Rule 170.T.) You are allowed three strides to get the

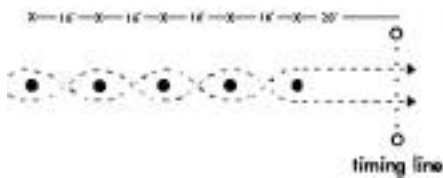
animal under control with a 5 second penalty.

D. The distance between each pole is to be sixteen feet (16') measuring from the base of the cone. The distance between the first pole and the timing line is twenty feet (20') measuring from the base of the cone.

E. Course shall be measured with a tape.

F. The course shall be run as in the diagram. Competitors shall cross between timing cones, starting either right or left, weaving in and around each pole – leaving and returning to starting line.

G. This class is run individually. Only one Donkey and Competitor on the course at a time.



## 200. Game Driving Classes – Big T

A. This is a timed event with the fastest Donkey and Competitor determining the winner. Knocking over or moving a pole or barrel will constitute a five (5) second penalty for each pole or barrel knocked over or moved. Touching poles or barrels is permitted. Being off course results in elimination.

B. Competitors will be disqualified for not following the pattern.

1. The course shall be measured with a tape following the diagram below. 50 feet from barrel to barrel and 16 ft. from the base of cones down the middle and start/finish cones 20 feet apart.

C. This class is run individually. Only one Donkey and Competitor on the course at a time.

D. Competitors cross the timing line and pass the first pole on either the left or the right and then pass the next two poles on alternate sides; i.e., if the third pole is passed on the right side, proceed to the barrel on your left – making a left turn and then a left turn around the other barrel. When returning to the timing line weave back through the three poles on opposite sides.

Note: If the first pole is passed on the right side, the two barrels will both be left turns. If the first pole is passed on the left side, the two barrels will both be right turns.

### 201. Game Driving Classes – Cones Course (Timed)

A. Competitors follow a pattern of cones with a tennis ball on the top of each one. Each set of cones has a letter assigned to it (A. B. C., etc.). The pattern must be followed by letters. If the Competitor goes off course they are eliminated from the Class.

B. Add five (5) seconds to the time for each cone moved or if the tennis ball is knocked off the cone.

C. Width between cones are ten to twenty inches (10” to 20”) wider than the longest vehicle track entered. A minimum of 12 sets of cones and a maximum of 20 sets for a bigger course.

D. Cones are to be set a minimum of sixteen feet (16’) to a maximum of twenty five feet (25’), measuring from the base of the cone.

E. Fastest time wins.

F. Show Management may design a Cones Course of their choice as long as it stays within the context of safety and the driving rules. A Course of this type must be posted at the Show Office at least two (2) hours prior to the class.

### 202. Team Driving – up to 38”

A. The Judge will be looking for teams working together with an ease of going.

B. Equipment has to be safe and a proper fit for the team.

C. Two wheeled or four wheeled carts are allowed.

D. All general driving rules apply to team driving. (See Rule 170.)

Rules 203-210 are unassigned

#### 211. In-Hand Trail

A. Miniature Donkeys to be shown while being led at a walk and jog from the ground. Not to be asked to lope.

B. The course must be posted at the Show Office at least two (2) hours prior to the class.

C. Class to be judged on performance and way of going with emphasis on manners throughout the course. Entries will be evaluated on responsiveness and willingness, plus general attitude. Touching a Donkey with hands or hitting a Donkey with a lead rope will count against the Competitor.

D. A sixty second time limit must be set to complete each obstacle. After time is used the Competitor will be directed to the next obstacle. Refusals do not constitute class disqualification.

E. Obstacle requirements – There must be a minimum of five (5) obstacles and a maximum of eight (8).

F. Care must be used to avoid setting any obstacle in a way so as to be hazardous to the Donkey or Competitor.

G. Tires and stair steps are prohibited.

H. There are to be no jumps for Donkeys under 3 years old - only ground poles to walk over. Jumps for Donkeys over 3 years old may be a maximum of twelve inches (12”) high and a minimum length of five feet (5’). Jump measurements must include ground poles.

I. In shows where Open, Green, and Youth Classes are offered, at least three (3) of the obstacles must be different or the manner of performance through obstacles must be varied for the classes. Donkeys under 3 years old are to have no jumps.

J. Edible treats to encourage a Donkey to perform any of the obstacles are not allowed.

K. Equipment required: Donkeys shall be shown in a nylon, rope, or leather halter to be correctly fitted and adjusted for each Donkey. Jacks 2 year and over must be shown with chain shank or rope under chin. Equipment must be humane and in good condition. Silver not to count. Optional equipment: pack saddle. However, Show Management may require the use of a pack saddle for this Class. If so, they must state this requirement in the show premium.

L. Obstacle Guidelines –

The course designer should be readily available to answer questions regarding the course and be available for a walk through the course with the Competitors as well as the Judge. Ingenuity and originality in adapting and combining various obstacles both to demonstrate a Donkey's willingness and ability to please Competitor and the audience are encouraged. However, unnatural or “horror” obstacles should be avoided and all obstacles should be safe for Competitors as well as Donkeys. The Judge has the right to alter the course for time and/or safety.

M. Suggested Obstacles: 60 second time limit set to compete each obstacle then move on to the next one.

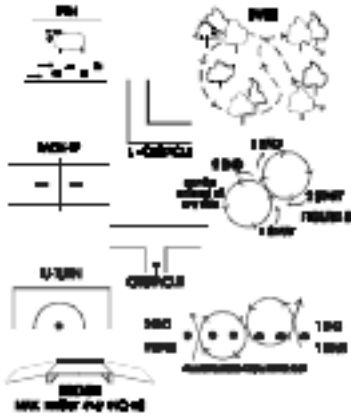
- 1) Back-up through or out of obstacle
- 2) Walk through water or simulated water
- 3) Put on or remove equipment (raincoat, saddle or pack saddle, etc.) from Competitor or Donkey
- 4) Walk through narrow passage
- 5) Pick up object (letter, umbrella, bucket, etc.) and return through another location
- 6) Walk across bridge or simulated bridge
- 7) Walk pattern created with poles/pylons (figure eight, serpentine, etc.)
- 8) Stand Donkey in circle, ground tie, walk around Donkey
- 9) Side-pass (either or both directions), pick up one or all feet, ground tie, trash cans and walk over branches.
- 10) Stop and clean or check hoof

N. Off course is defined as:

- 1) Taking an obstacle in the wrong direction
- 2) Negotiating an obstacle from the wrong side
- 3) Skipping an obstacle unless directed from the judge
- 4) Negotiating obstacles in the wrong sequence

Note: Off course will result in elimination or zero points upon the discretion of the judge.

## Examples of Trail Obstacles:



Rules 212-220 are unassigned

### 221. Showmanship at Halter

A. In a Showmanship at Halter class only the Competitor shall be judged. The Donkey is only a “prop” to show the ability of the Competitor but will be considered for appearance as per #C-1 (below).

B. The Show Management must post the pattern for the Showmanship Class(es) at least one hour before the class is to be held. There will be two patterns from which to choose.

1) Before each showmanship class the Judge is to make sure each Competitor understands what he/she is looking for.

C. Scoring to be as follows;

1) Appearance of Donkey – 40 %  
(overall cleanliness, grooming, condition of hooves, halter and lead should be neat, clean and in good repair.

2) Appearance of Competitor – 10% Competitor's attire  
(See page 11 - #51, A-1.)

3) Presentation of the Donkey in the show ring – 50% ability to lead, posing the Donkey, following posted pattern and alertness of Competitor

D. Whips are not allowed in Showmanship Classes.

E. Leading – Enter the arena leading the Donkey at an alert walk in a counter-clockwise direction unless directed otherwise by the Judge. Walk on Donkey's left side holding the lead in the right hand, near halter. The remaining portion of lead is held neatly and safely in the left hand. A tightly coiled or rolled lead shank will be considered a fault in Showmanship. The Donkey should lead readily at a walk or trot. The Donkey should not follow behind nor in front of the Competitor rather lead alongside of the Competitor.

F. When posing the Donkey, stand toward the front facing the Donkey but not directly in front of the Donkey and always in a position where you can keep your eye on the Judge. Pose the Donkey with its feet squarely under it. Most of the showing is done with the lead strap. Touching the Donkey below the shoulder or stifle with either hand or foot will result in disqualification.

#### 222. Instructions for Pattern #1 – Showmanship at Halter

A. Walk to the Judge in a straight line.

B. Stop and set up your Donkey.

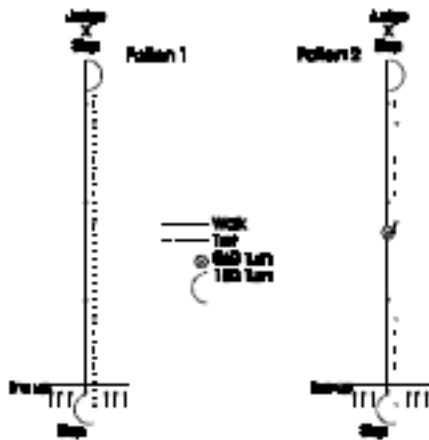
C. Upon acknowledgement from the Judge, turn 180 degrees. All turns are to be to the right.

D. Trot in a straight line past the lineup and stop.

E. Turn 180 degrees.

F. Walk Donkey forward to the exact spot in the lineup

where you were when you started pattern and set up your Donkey.



223. Instructions for Pattern #2 – Showmanship at Halter

- A. Walk toward the Judge in a straight line.
- B. Stop half way between the lineup and Judge and turn 360 degrees or pivot stop. All turns are to be to the right
- C. Continue at a walk toward the Judge in a straight line.
- D. Stop and set up your Donkey.
- E. Upon acknowledgement from the Judge, turn 180 degrees.
- F. Trot in a straight line past the lineup and stop.
- G. Turn 180 degrees.
- H. Walk your Donkey forward to the exact spot in the lineup where you were when you started the pattern and set up your Donkey.

Rules 224-230 are unassigned

231. Novelty Costume Class – does not count for NMDA End of Year

points.

A. Costume classes are to be judged 75% on originality of costume and 25% on presentation.

B. To be shown at a walk both ways in the arena.

C. This Costume Class is intended for the Competitor who creates an unusual, perhaps funny, costume for the Miniature Donkey and Competitor.

D. Competitor may lead or drive the Miniature Donkey. (See Rule 21.F.)

232. Authentic Costume Class – does not count for NMDA End of Year points.

A. Costume Classes are to be judged 75% on originality of costume and 25% on presentation.

B. To be shown at a walk both ways in the arena.

C. This Costume Class is intended for the Competitor who dresses in a costume that displays some historical reference to the Miniature Donkey's native lands of North Africa, Sicily, Sardinia or the United States and their place in it. This class is not intended to be a comical/funny class.

D. Competitor may lead or drive the Miniature Donkey.

233. Children's Leadline Class – does not count for NMDA End of Year points.

A. This Class is intended for children five years old and under. (Also see Competitor Show Age, Rule #61-A)

B. The Miniature Donkey may be ridden English or western. A bridle is preferred, however a halter with lead is allowed.

C. The handler leading the Donkey must be a knowledgeable adult. At all times safety should be a priority.

D. Donkeys shall be shown in both directions of the arena at a walk only. Credit will be given to the child who attempts to control his/her own Donkey. At Judge's discretion the child may be asked to back.

E. Donkey must be three (3) years old or over.

F. Hard hats are required for all children in this class. (See Rule 21.F.)

Rules 234-250 are unassigned