

Driven Donkey/Mule Pattern 2015

Competitors will be asked to execute the flowing manoeuvres in the following order.
The movements are not timed but are judged on accuracy, willingness and style.

1. **Circle 20 metres on the right rein at the walk.**
2. When the circle is completed **Circle 20 metres on the left rein at the trot.**
3. When the circle is completed **change the rein going through the centre of the circle** and
Circle 20 metres on the right rein at the trot.
4. When the centre of the circle is reached **halt for 4 seconds.**
5. **Rein back 4 steps, then walk forwards 4 steps.** (note to judges. If the animals are put to a 4 wheeler it is unlikely that the carriage will go back straight. The competitor should not be penalised if a 4 wheeler carriage goes off at an angle when reining back).
6. **Halt for 4 seconds**
7. Move to one end of the area and. Trot **a serpentine with four 20 metre loops** (if there is room, but loops should not be smaller, if not enough room complete fewer loops).
8. **Halt for 4 seconds.**

Donkey & Mule Society of NZ (Inc) 2015