

NEW YORK STATE 4-H DONKEY/MULE DIVISION
(Not offered 2006-current year at the State Level)

I. PERSONAL ATTIRE AND APPOINTMENTS

PLEASE NOTE: You may show your donkey or mule Western, Hunt Seat, Saddle Seat, Miniature Equine or Driving. To avoid excessive duplication of rules, refer to the Personal Attire and Appointment list for the seat being ridden or driven. Any exceptions will be indicated below. If there is a conflict in the listings, the Donkey/Mule list will take priority.

Western

- A. **Required** - No exceptions
- B. **Optional** - No exceptions
- C. **Prohibited** - No exceptions

Gymkhana

- A. **Required** - No exceptions
- B. **Optional** - No exceptions
- C. **Prohibited** - No exceptions

Hunt Seat

- A. **Required** - No exceptions
- B. **Optional** - No exceptions
- C. **Prohibited** - No exceptions

Saddle Seat

- A. **Required** - No exceptions
- B. **Optional** - No exceptions
- C. **Prohibited** - No exceptions

Miniature Equine

- A. **Required** - No exceptions
- B. **Optional** - No exceptions
- C. **Prohibited** - No exceptions

Driving

- A. **Required** - No exceptions
- B. **Optional** - No exceptions
- C. **Prohibited** - No exceptions

II. TACK AND EQUIPMENT

PLEASE NOTE: You may show your donkey or mule Western, Hunt Seat, Saddle Seat, Miniature Equine, or Driving. To avoid excessive duplication of rules, refer to the Tack and Equipment list for the seat being ridden or driven. Any exceptions will be indicated below. If there is a conflict in the listings, the Donkey/Mule list will take priority.

All led classes will require a lead rope that is a maximum of ten (10) feet in length.

PLEASE NOTE: For donkeys, **saddles will be optional in all led classes.**

Western

- A. **Required** - No exceptions
- B. **Optional**
 - 1. Saddle crupper
- C. **Prohibited** - No exceptions

Gymkhana

- A. **Required** - No exceptions
- B. **Optional**
 - 1. Saddle crupper
- C. **Prohibited** - No exceptions

Hunt Seat

- A. **Required** - No exceptions
- B. **Optional**
 - 1. Saddle crupper
- C. **Prohibited** - No exceptions

Saddle Seat

- A. **Required** - No exceptions
- B. **Optional**
 - 1. Saddle crupper
- C. **Prohibited** - No exceptions

Miniature Equine

- A. **Required** - No exceptions
- B. **Optional** - No exceptions

- C. **Prohibited** - No exceptions

Driving

- A. **Required** - No exceptions
 B. **Optional** - No exceptions
 C. **Prohibited** - No exceptions
 D. **Specifications** - No exceptions

III. **CLASS DESCRIPTIONS**

PLEASE NOTE: In the Donkey/Mule Division you may show your donkey or mule in cross divisional classes (Fitting and Showmanship, Trail and Costume), Western classes, Gymkhana and Games (mounted and unmounted) classes, Hunt Seat classes, Saddle Seat classes, Miniature Equine classes and Driving classes. To avoid excessive duplication of rules you will be referred to the appropriate section of this rule book. If there is a conflict in any rules, the Donkey/Mule Division rules will take priority.

A. **Cross Divisional Classes**

1. Fitting and Showmanship - Refer to the Fitting and Showmanship section of this rule book for General Specifications, the "Quarter" System and Score Cards.

Please note: There will be a separate Donkey Fitting and Showmanship Class and Mule Fitting and Showmanship Class.

2. Trail

- a) **Ridden Class** - Refer to the Trail section of this rule book for General Specifications (III) and the Trail Class Score Card.

Please note: There will be a separate Mule Trail-Ridden Class and Donkey Trail-Ridden Class.

- b) **Led Class** - Refer to the Trail section of this rule book for General Specifications and the Trail Class Score Card. Remember, this is a led class.

Please note: Lead rope required; halter and lead rope preferred. Lead rope may be a maximum of ten (10) feet in length. A bridle is optional.

- c) There will be a separate Mule Trail-Led Class and Donkey Trial-Led Class.

- d) **Costume Class**

- 1) Refer to the Costume section of this rule book for

General Specifications.

- 2) Costumes may be authentic costumes, native to donkeys or mules.

Please note: There will be a separate Donkey Costume Class and Mule Costume Class.

B. Western Division

1. Stock Seat Equitation - Refer to the Stock Seat Equitation Class description in the Western section of this rule book. Note: Donkeys may be ridden with two hands. Mules must be ridden with one hand only. Refer to the Western Division, Stock Seat Equitation for class description.

Please note: There will be a separate Donkey Stock Seat Equitation Class and Mule Stock Seat Equitation Class.

2. Western Pleasure - Refer to the Western Pleasure Class description in the Western section of this rule book.

Please note: There will be a separate Donkey Western Pleasure Class and Mule Western Pleasure Class

C. Gymkhana and Games (Mounted and Unmounted) Division

1. Cloverleaf Barrels (Ridden) - Refer to the Gymkhana and Mounted Games section of this rule book for General Specifications and Cloverleaf Barrel pattern.

Please note: There will be a separate Donkey Cloverleaf Barrels- Ridden Class and Mule Cloverleaf Barrels-Ridden Class.

2. Cloverleaf Barrels (Led) - Refer to the Gymkhana and Mounted Games section of this rule book for General Specifications and Cloverleaf Barrel pattern.

Please note: There will be a combined Donkey and Mule Cloverleaf Barrels-Led Class. Animal and handler must cross line for start and finish.

3. Stake-N-Barrel (Ridden) - Refer to the Gymkhana and Mounted Games section of this rule book for General Specifications and Stake-N-Barrel pattern.

Please note: There will be a separate Donkey Stake-N-Barrel (Ridden) Class and Mule Stake-N-Barrel (Ridden) Class.

4. Stake-N-Barrel (Led) - Refer to the Gymkhana and Mounted Games section of this rule book for General Specifications and Stake-N-Barrel pattern. Animal and handler must cross line for start and finish.

Please note: There will be a separate Donkey Stake-N-Barrel (Led) Class and Mule Stake-N-Barrel (Led) Class.

For the Donkey Stake-N-Barrel (Led) Class, the distance between barrels will be decreased to 45 feet.

5. Coon Hunter Jumping - This is a "led" class for donkeys or mules.
- a) Division Chair has the option of dividing the class into separate classes, one class for animals up to 48" at the withers and one class for animals over 48".
 - b) Animals up to 48" will jump from inside a 10' square box.
 - c) Animals over 48" will jump from inside a 12' square box.
 - d) The initial jump height will be determined by the median chest height of the smallest and largest animal in the class.
 - e) The initial jump must be cleared in order to qualify for a placing in the class.
 - f) Each jump attempt will be timed by a stopwatch. A back-up stopwatch is required for timing. Time starts when the last hoof touches the ground in box.
 - g) Two jump attempts may be made at each height. The maximum allowable time is 90 seconds. Time is only stopped to replace rail or jump cups.
 - h) After entering the box, the animal must pause before jumping.
 - i) If an animal steps out of the marked box, it will be counted as one attempt.
 - j) The handler may stand to either side of the box, but must hold the reins or lead rope in at least one hand at all times.
 - k) Animals must be shown saddled. No tack changes will be allowed after entering the ring.
 - l) The saddle shall be fitted with standard equipment (stirrups, fenders, girth, etc.) and must be of suitable size for the animal. Stirrups may be tied up (handler's option).
 - m) The equine may be bridled or haltered. The reins or lead rope may not be more than 10' in length.
 - n) A blanket or cover may be used over the jump (handlers option). Handlers must supply their own blanket or cover.
 - o) No cruel or abusive treatment of equines will be tolerated. (Read General Equine Show Rules.)
 - p) The equine may lean against the jump but may not push the jump more than 2' or it will be counted as one attempt.
 - q) Should two or more equines tie for a height, the animal that clears the jump in one attempt will place over the animal needing two

attempts, regardless of time. If two or more animals clear a jump on the same attempt (1st or 2nd), the animal with the shortest time will take the higher placing.

D. **English Division**

Please note: Unless the size of the class merits differently, Hunt Seat and Saddle Seat will be a combined class, one class for Equitation and one class for Pleasure.

1. English Equitation

- a) Hunt Seat Equitation - Refer to the Hunt Seat Equitation Class description in the Hunt Seat Division section of this rule book.
- b) Saddle Seat Equitation - Refer to the Saddle Seat Equitation Class description in the Saddle Seat Division section of this rule book.

Please note: There will be a separate Donkey English Equitation Class and Mule English Equitation Class.

2. English Pleasure

- a) Hunt Seat Pleasure - Refer to the Hunt Seat Pleasure Class description in the Hunt Seat Division section of this rule book.
- b) English Pleasure Saddle Seat - Refer to the English Pleasure Saddle Seat Class description in the Saddle Seat Division section of this rule book.

Please note: There will be a separate Donkey English Pleasure Class and Mule English Pleasure Class.

E. **Driving Division**

- 1. Pleasure Driving - Refer to the Driving Division for General Specifications and Clarification of Gaits. Refer to the Pleasure Driving Class description.

Please note: There will be a separate Donkey Pleasure Driving Class and Mule Pleasure Driving Class.