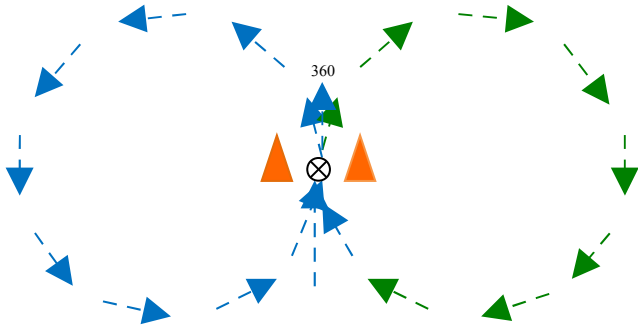


Donkey In-Hand Performance Patterns 2009

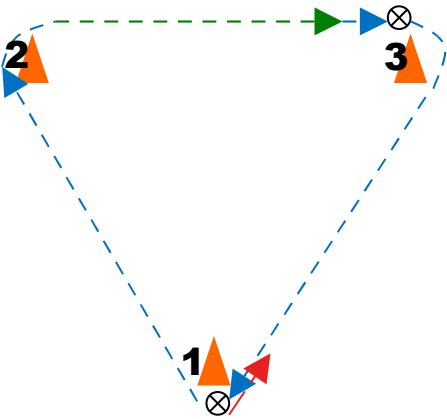
1. The patterns will be judged on style, accuracy and willingness
2. The show schedule will nominate a pattern to be used for the Class. If the schedule does not give this information the judge will chose one.
3. The pattern may be called for the competitor.

'Figure 8' Pattern



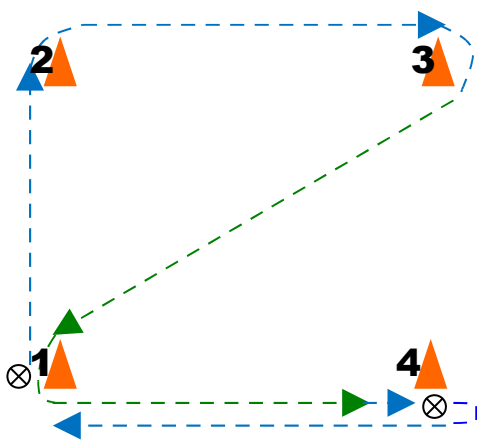
1. Halt between the cones ⊗
2. Walk a circle to the left ---▶
3. Trot a circle to the right starting as you pass between the cones - - -▶
4. Halt, through Walk, between the cones for 4 seconds ---▶⊗
5. Walk forward a few strides then complete a tight 360° circle to the right ---▶³⁶⁰

Triangle Pattern



1. Halt at Cone 1, Walk along the first side ⊗ ---▶
2. Go around Cone 2 and into a Trot - - -▶
3. Slow to a Walk as approaching Cone 3 ---▶
4. At Cone 3 Halt 4 seconds ⊗
5. Proceed to Cone 1 at a Walk ---▶
6. At Cone 1 Halt and Reverse 3 strides ⊗ ---▶

Square Pattern



1. Halt at Cone 1 ⊗
2. Walk around the outside of the first two cones ---▶
3. As going around Cone 3 Trot and come across the diagonal at a Trot towards Cone 1 - - -▶
4. Go around Cone 1 to the left and continue at a trot to Cone 4 - - -▶
5. As approaching Cone 4 come back to Walk then Halt ---▶⊗ by the Cone 4 for 4 seconds
6. Complete a tight 180° turn and continue to the first ---▶⊗ cone at a Walk ---▶