

## Donkey In-Hand Performance Challenges 2011

- a) The challenges will be judged on willingness, style and accuracy; however the judge may choose to set a time limit within which the challenges must be completed
  - b) A Challenge Class will consist of four challenges, which will be chosen from the Challenge list by the judge.
1. **Bending:** Weave up a line of poles at a walk or trot. (Marker such as cones or electric fence standards can be used). Handler not required to weave with donkey.
  2. **Small jump:** Walk or trot the donkey over a small jump approx 300mm (This is to accommodate for Youngstock)
  3. **Poles:** Walk or trot the donkey over a line of poles on the ground or slightly raised.
  4. **Mat:** (mat from two chaff sacks, carpet or similar) Donkey to walk over willingly.
  5. **Reverse:** Donkey to take 4 steps backwards on command or reverse between poles or into a defined area.
  6. **Halt:** Donkey to maintain halt for 4 seconds on or within a defined area .
  7. **Turn on the forehand:** Donkey to keep its forelegs stationary and move its hind legs in a 360 degree circle around them.
  8. **Turn on the Haunches:** Donkey to keep its hind les stationary and move its forelegs in a 360 degree circle around them.
  9. **In-Hand Donkey Jumping:** Two jumps up to 500 cm, not timed, to be judged on style and willingness of the donkey.

**Note:** It is not obligatory for an area to include challenges 7,8 or 9 in their list of challenges presented to the judge to choose from.