

Donkey In-Hand Performance Challenges 2010

- 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

