

Donkey and Mule Driven Challenges 2009:

The Challenge Class will replace the old Obstacle Course. (This will ensure that all our competitors will be competing at the same level at all our shows.) However, some shows have already set their classes, so the old wording will remain in those cases, for this year (2009).

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. Rein back: rein back 4 steps (note to judges. If the animals are put to a 4 wheeler it is unlikely that the carriage will go straight back. The competitor should not be penalised if a 4 wheeler carriage goes off at an angle when reining back).

2. Figure of 8 at a trot:

3. Figure of 8 at a walk:

4. Circle at a walk: Circle 20 metres

5. Circle at a trot: Circle 20 metres

6. Halt for 4 seconds:

7. Corner: Negotiate a corner at a walk and trot using a marker or cone.

8. Rail: Drive between two rails or along a rail (e.g. 8" x 2") so that one of the wheels of the carriage runs along the top of the rail without slipping off.

9. Turn: Keep the wheels of the carriage within a marked circle and ask the animal to turn 90 degrees to the left or right as directed. (Note to judge: For safety the competitor should not be asked to turn any further than 90 degrees as the carriage can tip over if turning at speed when going further; and a four wheeler cannot turn any further from a stand still due to its construction).

10. Mat (made from two chaff sacks.) Walk over willingly.

11. Serpentine: At a trot drive a serpentine with 15 metre loops 4 times (At shows where space is at a premium this can be replaced with **Bending** around markers.)