

Mule 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). Spacing to be a minimum of 4 metres. Handler not required to weave with mule.
 2. **Small jump:** walk or trot the mule over a small jump.
 3. **Poles:** walk or trot the mule over poles on the ground or slightly raised.
 4. **Mat:** (mat from two chaff sacks, carpet or similar) Mule to walk over willingly.
 5. **Reverse:** Mule to take 4 steps backwards on command or reverse between poles or into a defined area.
 6. **Turn on the forehand:** Mule to move hind quarters around front legs in 180 degree semi circle. To be completed within an area defined by cones/poles etc.

7. **Turn on the haunches:** Mule to move forelegs around hind quarters in 180 degree semi circle. To be completed within an area defined by cones/poles etc.

8. **Sidepass:** Mule to move along a pole on the ground with forelegs on one side of the pole and the hind legs on the other.

9. **Halt:** Mule to maintain halt for 4 seconds on or within a defined area

Donkey & Mule Society of New Zealand (Inc) 2010