

Donkey In-Hand Performance Challenges 2014

- 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 legs stationary and move its forelegs in a 360 degree circle around them.
 9. **Side pass:** Donkey to move away from the handler along a pole at least 1.5 metres long on the ground, with forelegs on one side of the pole and hind legs on the other. Handler will stand either side of donkey and thus move left or right along the pole accordingly.

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

Donkey & Mule Society of New Zealand (Inc) 2014